

BLOOD BOWL[®]



PIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE
14



RAMPAGING RAIDERS!

NORSE TEAMS RAID THE PITCHES OF THE OLD WORLD TO LAY CLAIM TO GOLD, GLORY AND GALLONS OF GLORIOUS ALE!

SAGAS OF THE STARS!

PLAYERS OF NORSCAN LEGEND TAKE TO THE GRIDIRON IN SEARCH OF GREATNESS AND TO FULFIL THEIR DESTINY!

ISSUE FOURTEEN!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!



GREETINGS SPORTS FANS!

Welcome back, readers, to the pages of the Old World's most famous sports periodical. Join us as we set sail for the frozen north, and frequent the famed drinking halls of Norsca to learn about the legendary sagas of the Norse teams. Watch where you are going, though – the Norscans don't take too kindly to those clumsy enough to spill their beer!



In this issue, we brave the harsh weather of Norsca to join the Northmen by the hearth fire, to learn all we can about the nature of Norse teams. Though the Norscans enjoy a raucous drinking session, what they love even more is a good scrap on the Blood Bowl pitch! Of course, the best Norse teams know that these go hand-in-hand with each other, and it is not uncommon to see flagons of ale, barrels of beer, and horns of mead littering their pitches. Norscans are heralded as some of the best brawlers in the known world, and are more than happy to back up this claim against any team that dares to question it!

From the epic deeds of the Vynheim Valkyries, multiple Blood Bowl champions who have forged their own legacy as one of the most impressive teams ever to venture into the Old World, to the likes of the Skjårlsberg Icicles who make it their mission to ensure that every fan has the very best time when watching them play, Norse teams come in many forms! This includes the Norsca Rampagers, one of the most famous Norse teams, whose epic legacy we'll take a deep dive into within this issue.

Of course, when it comes to myths and legends, many Norse players have woven their way into songs that can be heard drunkenly sung in taverns across the north. In this issue, we take a look at three of the most revered Norse stars. The legendary War Raider, and captain of the Norsca Rampagers, Ivar Eriksson; the beer-swilling and barrel-throwing Thorsson Stoutmead; and Skrorg Snowpelt, the fan-favourite and well-spoken Yhetee who has become a must-see attraction for Norscan fans!

As well as all these exceptional articles, all of our regular features make a welcome return. Hackspit Quillchewer sits down with the head coach of the Fjörgskeg Raiders to learn exactly how they have acquired their impressive trophy collection. Mindy Pie whistle investigates the scandalous rumours that one Norse player isn't quite the famed drinker he claims to be. Coffin Corner returns with more funny fatalities and perilous punch-ups, and we take a look at what Norscans that do go to college really get up to down south! As always, the issue concludes with *Mighty Blow!* drawn by 'Rampaging' Christian Schwager and written by 'Raucous' Nick Kyme.

So readers, grab yourselves a pint of Blitzer's Best, settle yourselves by a roaring fire, and enjoy this issue of *Spike! Journal!*

Harold Haroldsson, Guest Editor
Spike! Journal

Haroldsson

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AS COLD AS ICE



It's well documented that Norscans enjoy nothing more than a good ruckus, and, of course, an excuse for quaffing back as much ale as they can stomach; in fact, to most of them it is their entire reason for playing Blood Bowl! In this issue of *Spike! Journal*, we travel to the snow-covered lands of Norsca to get the lowdown on everything from valiant Valkyries to brutal Berserkers, and find out just why Norse teams are so popular!

To the north of the Empire lies the frozen realm of Norsca, a land whose harsh and unforgiving nature is reflected in those who live there. It's fair to say that, in the eyes of those who call the Empire their home, the Norscans may not be seen as comparatively, if at all, civilised – fond as they are of their beer and the odd spot of raiding every now and then. But if there is one thing that Norscans do very well, it's delivering their own hard-hitting brand of Blood Bowl!



Those who live in the Empire often find the behaviours of their neighbours 'up north' rather strange; the customs of embracing the colder climate, being overly-sociable and becoming immediately friendly with everyone within a beer hall, are perceived to be very odd indeed! Likewise, the Norscans find the lands down south just as strange – filled as they are with stand-offish folk, and players who 'can't take a punch' and 'wouldn't last five minutes up north'! What the Norscans can't seem to fathom is why you wouldn't be friends with anyone offering you a pint! Naturally, this topic of discussion is a common one in both Norsca and the Empire, with each claiming to be superior. Those within the Empire believe they would easily be able to outwit their northern 'primate-like' brethren, whilst the Norscans would like nothing more than to take the fight to the 'soft southern sprites'! Of course, the best way to settle such a dispute is to play Blood Bowl with regional pride on the line!

Norsca's harsh climate has shaped the people who live there into hardy folk, and so Blood Bowl comes naturally to many of them – or at least the bone-crunching tackling part of Nuffle's sacred game does! Norse teams are primarily formed of the toughest and most short-tempered Norscans, many of whom spent their youth sailing the seas in search of places to raid and plunder – something that is seen as a rite of passage for many young Norscan men and women.

Those who prove tough enough during a raid, and wish to try out for a Norse team, must first show they are worthy by joining their fellow prospective players in a series of ludicrous, and increasingly more boisterous, challenges – including trying to catch the team's greased-up Beer Boars. When the inevitable bar-fight begins, only those with the constitution to put up a good scrap, and to keep their ale down, will join the ranks of the team.

Norse teams aren't just made up of beer-swilling, fight-loving lunatics (*although many of the lesser teams are!* – Ed), oh no! Many teams will also employ the services of a number of more brutal and vicious players in the form of Berserkers, and even Ulfwereners who have been blessed by the Wolf God with greater strength and even some lupine features. Many teams will also feature a Beer Boar or two, to run around the pitch providing a quick top-up for any thirsty Norscans. Then there are Yhetees: huge hulking creatures with great rending claws, and about all the intelligence of a particularly thick Goblin that has been repeatedly dropped on its head (*and that's not a lot, trust me!* – Ed).

Finally, there are the Valkyries. Noblewomen who see playing Blood Bowl as their duty in order to preserve the honour of Norsca. Though they take the game more seriously than their mead-addled team-mates, they are easily capable of drinking most of them under the tavern table without any real problem at all!

When a Norse team takes to the gridiron, fans can be assured of a number of things. A hard-hitting, high-octane game with plenty of overzealous tackles, and the odd scrap thrown in for good measure, as well as the presence of the passionate Norscan fans who turn up with their extensive collection of songs, and, of course, beer – lots and lots of beer!

POSITIONS

NORSE RAIDER LINEMEN

The backbone of any Norse team is its Raider Linemen: those who have proved themselves to be useful allies in a scrap (*or, more accurately, a bar-room brawl* – Ed) and have transferred such skills to a life on the gridiron to take the fight to the opposition. That's not to say that these Norscans don't have their fair share of talent – far from it; it's more that their particular talents revolve more around the events of the post-game drinks than the match!

If one thing is for certain, it's that Norse Raider Linemen love nothing more than a flagon of ale; in fact, it is nigh on impossible to separate them from the stuff! More often than not, Raiders will take to the pitch with a full tankard or still quaffing from a drinking horn. On the one hand, it makes them hardier, or at least dulls their senses, leaving them better able to soak up the punches when the scrapping starts – on the other, it has the downside that they struggle to stay on their feet if they try running too fast!





BERSERKER

Not all Norscans play Blood Bowl purely for the camaraderie and the tavern afterparties; some take to the gridiron simply to get into a good fight and remind themselves of their glorious pillaging past. Such is the case with Berserkers, violent and callous individuals who throw themselves at the opposition with reckless abandon in the hope of hearing the sickening snap of an opponent's arm!

To Berserkers, the ball is merely an afterthought, an inconvenient distraction that gets in the way of a good, honest punch-up. Berserkers themselves seldom wear much in the way of protection, preferring instead to showcase their ripped physiques in a display of dominance. Don't be fooled though, this doesn't make them any easier to deal with; a downed Berserker will be back on their feet before you know it. If you knock a Berserker down, they'll get up again – you'll never quite keep them down!

ULFWERENER

To be blessed by the great Wolf God is deemed a tremendous honour; those bestowed with the deity's sacred gifts are known as Ulfwereners. Not only are Ulfwereners imbued with a bestial strength, but they also take on many wolf-like features as well: from longer, pointed teeth, to sharp claws and elongated hindquarters. Norse teams will often include a few Ulfwereners in their rosters as a means of adding some extra hitting power when it is needed most – which, according to the majority of Norscan coaches, is all the time!

Most Ulfwereners are given the task of causing as much brutality to their opponents as possible, though this means they will be right in the thick of any fights. Not that the Ulfwereners mind; a chance to prove their dominance over another living being is what they crave, after all. This trait does often mean that Ulfwereners have shorter careers than most players, as many will eventually bite off more than they can chew!

VALKYRIE

Valkyries are undoubtedly the stars of any Norse team. Fast, agile, and with an exceptional grasp of tactics, it is little wonder why these noblewomen are held in such high regard. Many are the tavern stories of the epic deeds and heroic plays made by a Valkyrie, with every Norse team having their own fair share of tales to tell of their own Valkyries' exploits.

Whether it be a pitch-long pass to score a winning touchdown, darting past numerous opposition players in a mesmerising run en route to scoring, sacking a troublesome ball carrier and recovering the ball herself, or even felling the biggest threat on the opposition team, a skilled Valkyrie can do it all. It also helps that Valkyries possess an ironclad constitution, allowing them to regularly out-drink their team-mates without so much as swaying – something that makes these players all the more popular in Norsca!

BEER BOAR

It's well documented that Norscans like a beer, and that many of them hit the pitch with a fresh pint in hand. However, the raucous nature of any game involving drunken Norscans means that much of their beloved golden ale may get spilt, leaving the Norscans parched for more. To rectify this, many teams will field a Beer Boar to carry a spare barrel of the team's favourite tipple.

Though they are not capable of carrying the ball, Beer Boars have proven to be a useful addition, providing a swift refill and a quick pick-me-up to those Norscans who have hit the deck in a brawl. Of course, being the bearers of ale and mead means that the rest of the team will do all they can to protect their porcine pals!

YHETEE

One of the great mysteries of Norse teams is how they ever managed to convince the bloodcrazed and savage Yhetees to play Blood Bowl. That said, fans of Norse teams are so enthralled by the displays of sheer animalistic brutality that no-one seems to care why they play, so long as they never stop! These hulking muscular beasts are equipped with dagger-like teeth and rending claws and, of course, an unkempt mane of white fur – perfect for blending into a mid-game snowstorm and catching an unsuspecting ball carrier off-guard!

Being such savage beasts, it's fair to say that Yhetees aren't the most intelligent creatures. Norse teams will spend hours training their team's Yhetees to not attack their own players, whether it be teaching them not to lash out at any player that smells of stale beer, or simply getting them to not attack those in their team colours – though this has caused problems when a team has changed their kit and forgotten to inform their Yhetees!

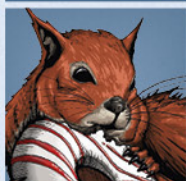
QTY	POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Norse Raider Linemen	50,000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	APS
0-2	Beer Boars	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	A
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP
0-2	Valkyries	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S
0-2	Ulfwereners	105,000	6	4	4+	-	9+	Frenzy	GS	A
0-1	Yhetee	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG
0-8 team re-rolls: 60,000 gold pieces each							Tier: 1		Apothecary: YES	
Special Rules – Pick one: Either ‘Favoured of... (choose either: Chaos Undivided or Khorne)’ or ‘Old World Classic’										

NEW TRAITS

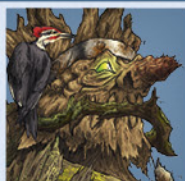
DRUNKARD* (TRAIT) – This player suffers a -1 penalty to the dice roll when attempting to Rush.

PICK-ME-UP (TRAIT) – 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.

ELIGIBLE STAR PLAYERS



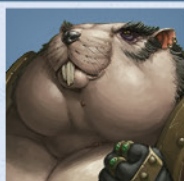
Akhorne the Squirrel



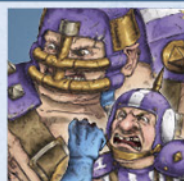
Deeproot Strongbranch



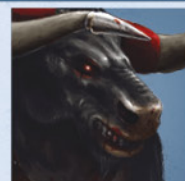
Frank ‘n’ Stein



Glart Smashrip



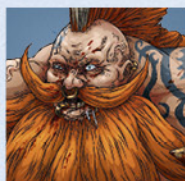
Grak & Crumbleberry



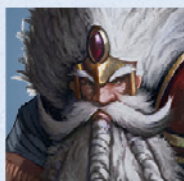
Grashnak Blackhoof



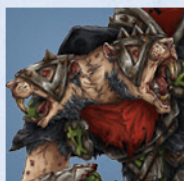
Griff Oberwald



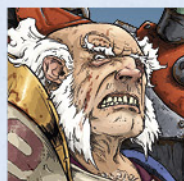
Grim Ironjaw



Grombrindal



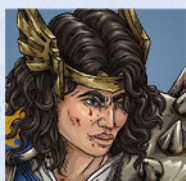
Hakflem Skuttlespike



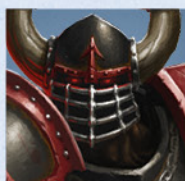
Helmut Wulf



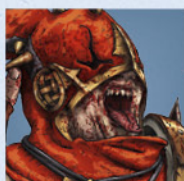
Ivar Eriksson



Karla von Kill



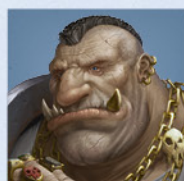
Lord Borak the Despoiler



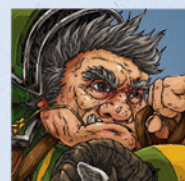
Max Spleenripper



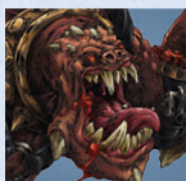
Mighty Zug



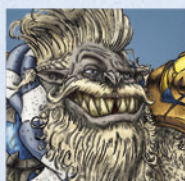
Morg ‘n’ Thorg



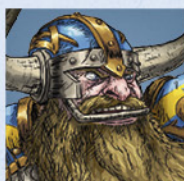
Rumbelow Sheepskin



Scyla Anfingerim



Skrogr Snowpelt



Thorsson Stoutmead

The rules for Ivar Eriksson, Skrogr Snowpelt and Thorsson Stoutmead can be found later in this issue. The rules for the other Star Players listed can be found in other Blood Bowl publications.

FAMOUS NORSE TEAMS

ARCTIC CRAGSPIDERS

The epitome of the Norse play style, the Arctic Cragspiders hit with the speed and power of an avalanche, so it's no surprise that this team favours a more straight to the point game of Blood Bowl. After one particularly violent display, where nearly half of the Cragspiders went on a bloodthirsty rampage across the gridiron, serious allegations were made that some of the Cragspiders' players were taking Yhetee blood enhancements to improve performance. A full scale investigation was launched by the NAF but, due to the sudden and unexplained disappearance of a number of staff carrying out the investigation, no conclusion was reached (*and no one has been brave enough to re-open the case!* – Ed). It's unsurprising that a team as savage as this has gone all the way to the top in the sport; the Arctic Cragspiders have battled their way to the final of the Blood Bowl twice – and jumped back into their longboats as the winners on both occasions!

VYNHEIM VALKYRIES

With four Blood Bowl final appearances, including two victories, no other Norse team has a pedigree quite like the Vynheim Valkyries. Having started life as humble fisherfolk, the people of Vynheim knew that there was more to life than casting nets and gutting fish. After one particularly long and dull winter, the townsfolk turned to Blood Bowl to alleviate their boredom – the frozen lake's ice providing them with an ideal pitch (*by that we mean a slippery and treacherous playing surface!* – Ed). The harsh and deadly terrain the Valkyries train on has bestowed its own qualities onto the team over the years, forging them into hardy, brutal and tenacious players. These qualities are displayed best in the team's namesake positional players, the Valkyries, who time and time again have carried the team to the top of the sport.

NEW FJORD JÖTNAR

One of only a handful of Norscan teams with a permanent home stadium, the New Fjord Jötnar were fully aware of the unique experience this could provide for their fans. This was taken to a whole new level when a Dwarf brewmaster, Longri Steelbrew, set up his ale house inside the grounds of the stadium. With players from both the home and visiting teams regularly overindulging in Steelbrew's potent pints before kick-off, the games often lost much of their finesse and deteriorated into all-out brawls (*you can't get much more refined than slamming an empty drinking horn into an opponent's face!* – Ed)! In the last few years, a trip to the Jötnar stadium has become a guarantee of two things: a cracking pint and an extremely violent game of Blood Bowl!

SKJÅRLSBERG ICICLES

The Skjårlsberg Icicles have always been a popular team within Norsca, and even with some fans from further afield. This is partially down to famous stars such as the enigmatic Skrogr Snowpelt but also because of the team's philosophy that the crowd's enjoyment is the most important thing about a game of Blood Bowl. Fans of the Icicles are often treated to complementary snow cones, spectacular half-time shows featuring entertainments such as figure skating, catch the Beer Boar, getting a fan to try to slide a frozen Goblin into a hole, and the traditional punch-up between the mascots of the two teams – which often comes as a surprise to the opposition mascot!



TEAM SPOTLIGHT

NORSCA RAMPAGERS



A discussion (or, more accurately, an argument – Ed) about the Northern Leagues is incomplete without a mention of the Norsca Rampagers. Of all Norscan teams, the Rampagers are perhaps the most well known, with fans all the way from the back-streets of the Empire to the sweltering jungles of Lustria. With this prestigious team on the run of a lifetime, we at *Spike! Journal* thought it was time we raided northward to get the inside scoop on the next instalment of the Rampagers' epic saga!

There are a number of stories about how the Rampagers were forged but, as with all legends, the full truth has been lost at the bottom of a drinking horn! However, there is one story that most accept. One late winter morning, a Norscan longboat pulled into a seemingly-abandoned harbour. Curious as to the whereabouts of the townsfolk, the raiders explored inland and found the cause for the deserted docks – Blood Bowl!

Enthralled by the display of reckless violence, and the chance to enjoy free-flowing ale, the raiders watched on with great enthusiasm. Stories of Nuffle's sacred game are one thing, but experiencing it first hand was all the raiders needed to be hooked. Following a lengthy 'discussion' in the local tavern, the crew settled on a name and so began the saga of the Norsca Rampagers. Their opening game went about as well as you could expect, with the Rampagers quickly swept aside; but, if you ask them, they were the real winners as they enjoyed a decent

scrap and drank plenty of ale! With this casual approach to the game, it was no surprise that the Rampagers struggled to escape the doldrums of the league table. The coaches tried everything to get more from the players, even banning them from drinking on game day (*that's just not Norscan!* – Ed). Nothing motivated the players to improve on the field, until a young Norscan by the name of Ivar Eriksson took charge.

After dispatching the previous captain in a challenge for his position, Ivar took over leadership of the Norsca Rampagers and, under his command, the team began to experience success on the field. As a well-renowned raider, Ivar's grasp of strategy and tactics enabled the Rampagers to channel their fury in a more useful direction (*like the opposition's end zone!* – Ed), aiding them in climbing the Northern League's standings.

With this new-found energy, the Rampagers decided it was time to set sail and invade another league – preferably one with a warmer climate

and plenty of new ales to sample! Despite acquiring a number of trophies (*just don't ask how!* – Ed), the Rampagers didn't have much success abroad – many of the players were far too busy sampling the local brews to play Blood Bowl. Unfortunately, this had the downside of forcing the Rampagers to forfeit a number of games as the majority of the team were still suffering from the previous evening's revelry!

Following their 'successful' trip to the Empire, and a stern word from Ivar (*apparently, he threatened to burn down the team's favourite drinking hall!* – Ed), the Rampagers committed to being more disciplined and focused in their training going forward – within reason of course! This paid off in a big way the following season, with the team going undefeated in the Northern League and reaching the Icebowl final. Following a 5-0 victory at that same final, the Rampagers have continued their unprecedented run, conquering three back-to-back Icebowl championships, and achieving upset wins over fan favourites such as the Chaos All-Stars, Arctic Cragspiders and the Warhammerers.

With the wind in their sails, and showing no signs of dropping anchor, the Norsca Rampagers are primed to invade the Blood Bowl and, to some fans at least, it wouldn't be too far-fetched to see them go all the way!



TEAM PROFILE: THE NORSKA RAMPAGERS

TEAM COLOURS: Blue and Yellow

OWNER: Jarl Knut Rocknar

HEAD COACH: Karl Magnersén

PLAYERS: Norse Raider Linemen, Norse Berserkers, Valkyries, Ulfwerenens, Beer Boars, Yhetees.

TEAM HONOURS: Icebowl Winners 2495, 2496, 2497, 2499; *Spike! Magazine's* "One to Watch" 2499.

HALL OF FAME: Ivar Eriksson, 'Billy' Bükejsson, Ingrid Ildjarnsdóttir

SPIKE! TEAM RATING: 131

CAREER HIGHLIGHTS

2480 After a surprise win against local rivals, the Skaeling Seahawks, the victorious Rampagers kick off their largest celebration to date. With the party in full swing for over two weeks, fans flock from far and wide to take part in the festivities; even the losing team stick around to join in the fun! The whole affair lasts so long, in fact, that the Rampagers have to forfeit their next match the following fortnight, as none of their players are in any fit state to play (*I'm sensing a theme! – Ed*)!

2493 The Rampagers begin their invasion of the Empire's various stadia and local pitches, but sadly they don't often make it onto the playing field. The players are far too busy indulging in the local ales, wines and spirits to play Blood Bowl; in fact, some members of the starting line-up don't see a single second of playing time for the whole trip! However, despite the lack of games, the team somehow 'win' a number of trophies (*Thankfully, some teams have so many trophies they often don't notice when one or two go missing! – Ed*), adding a Chaos Cup and *Spike! Magazine* trophy, among others, to their largely barren display cabinets!

2495 With an undefeated season under their belts, the Norsca Rampagers meet season rivals, the Arctic Cragspiders, in the finals of the Icebowl. Despite the size and power advantage the Cragspiders have, it's not enough to overcome the reformed Rampagers. Team captain Ivar Eriksson debuts a new strategy in the game, baiting the frenzied Cragspiders into

overcommitting with their tackles, opening up space for the Rampagers' swift Valkyries to score easy touchdowns. With seconds left on the clock, Ivar finds himself in possession of the ball with only the Cragspiders' Yhete blocking him at the one yard line. With no time to dodge around the mountain of fur, Ivar summons the last of his energy and, with a heroic display of strength, carries both the bloodcrazed behemoth and the ball into the end zone resulting in a 5-0 shutout win for the Rampagers!

PRESENT

Following consecutive successful seasons, both the coaching staff and the players of the Norsca Rampagers have turned their attention towards the greatest prize in the sport – the Blood Bowl. Some of the players are hoping to etch their names into the history books by winning Nuffle's most illustrious event, but most just think the trophy would make a beautiful new drinking vessel! Whatever their motivations, keep a close eye on these rambunctious Rampagers – they might soon be raiding a stadium near you!



HALL OF FAME: THE NORSCA RAMPAGERS

2497-2498 SQUAD

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Ivar Eriksson	Star Player	6	4	3+	4+	9+	Block, Guard, Loner (3+), Raiding Party*, Tackle
Ingrid Ildjarnsdottir	Valkyrie	7	3	3+	3+	8+	Block, Catch, Dauntless, Dodge, Pass, Strip Ball
Sigrid Heijmsgard	Valkyrie	7	3	3+	3+	8+	Accurate, Block, Cannoneer, Catch, Dauntless, Pass, Strip Ball
Tobbe 'The Red' Eriksson	Ulfwerener	6	4	4+	-	9+	Block, Frenzy, Mighty Blow (+1)
Detølf 'Darkthrone' Dvala	Ulfwerener	6	4	4+	-	9+	Arm Bar, Frenzy, Tackle
Bløthar 'the Berserker'	Norse Berserker	7	3	3+	5+	8+	Block, Dauntless, Frenzy, Jump Up
'Billy' Bukejsson	Norse Berserker	6	3	3+	5+	8+	Block, Dodge, Frenzy, Jump Up
Ghaal Grimpelt	Yhete	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Guard, Loner (4+), Mighty Blow (+1), Unchannelled Fury
Kjetil Kallax	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Tackle, Thick Skull
Fenriz Borknagar	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull
Karl Färgrik	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull
Henrik Råskog	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Guard, Thick Skull
Norgrim Nidhogg	Norse Raider Lineman	6	3	3+	4+	8+	Block, Dirty Player (+1), Drunkard, Pile Driver, Thick Skull
Klippan Malmberg	Norse Raider Lineman	6	3	3+	4+	8+	Block, Dauntless, Drunkard, Thick Skull
Oskar	Beer Boar	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy
Maple	Beer Boar	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy

3 Re-rolls

5 Cheerleaders

2 Assistant Coaches

5 Dedicated Fans

Total Cost of Team: 1,935,000 gold pieces



RAIDING PARTY*: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.

GOLDEN BREW: If you ask the Rampagers, there is only one way to recover from a knockout on the gridiron; a pint of Morning Sun ale and a hard slap across the chops!

When rolling to see if a player from the Norsca Rampagers successfully recovers from being KO'd, they receive a +2 bonus to that roll.

STAR PLAYER SPOTLIGHT

IVAR ERIKSSON

'THE WAR RAIDER'

It's fair to say that the Norse are fond of a good story. Many are the tales told in the famed Norscan drinking establishments detailing epic sagas of daring, heroism, and the grandeur of heroes of old who traversed the high seas, defeated countless foes, or single-handedly won a prestigious game of Blood Bowl with one arm tied behind their back! In reality, the passage of time, and sheer volume of beer consumed by the Norscans, has somewhat twisted the truth behind these tales into the epic stories they have become. However, on occasion, a particular star will truly live up to the reputation given to them in Norscan beer halls – none more so than Ivar Eriksson.

"Right then! Seize victory here and I'll get you all the ale you can drink to celebrate!"

Ivar Eriksson inspiring his team to a huge 5-0 victory in the Icebowl 2495 final





Ivar always seemed destined for life on the gridiron; even as a youngster he could be found practicing with a ball (or more likely a similarly-sized rock – Ed), or tackling his friends – whether they wanted it or not! This ultimately led to Ivar being signed by his boyhood favourite team, the Norsca Rampagers, at the tender age of 16. Though young, Ivar possessed an expert grasp of tactics and complex plays that eluded almost all of his teammates; something that was likely due to the Rampagers spending more time in the tavern than on the pitch! Following a few years of warming the bench (well, as best as one's backside can in that climate! – Ed), and coming on as a late substitute, Ivar was finally given a full chance to shine in a match against the Hochstadt Hellfires. With the Rampagers down by one touchdown, and the captain too inebriated to deliver a team-talk, Ivar took it upon himself to instruct the team – guiding them to what turned out to be a famous win!

Though Ivar quickly became a hero amongst Rampagers fans, the team's then captain, Larki Skrarsson, didn't take too kindly to the attention that was being directed Ivar's way. Across the next few years, Ivar shone on the pitch as he continued to take tactics into his own hands rather than listen to Skrarsson. Eventually, with most fans thinking that Ivar was in charge, Skrarsson decided that it was time to teach the plucky upstart a lesson – challenging Ivar to a brawl mid-game. Ivar's youth

and swiftness proved to be too much for the ageing and beer-addled frame of Skrarsson; with a final well-placed bottle of Bloodweiser, Ivar emerged victorious as the new captain of the Norsca Rampagers (they lost the game, though, as the rest of the team were too busy watching the fight! – Ed)!

With Ivar at the helm, the Norsca Rampagers have become a force to be reckoned with in the Norscan Leagues, earning high-profile victories over the likes of the Arctic Cragspiders, Warhammerers, and even the Chaos All-Stars. In 2495, Ivar captained the Rampagers to the final of the Icebowl, scoring the final touchdown as they emerged victorious. Thus began a run of dominance in the Icebowl, as the Rampagers went undefeated in the competition for a whole three years, lifting the trophy on no less than four occasions; cementing Ivar's legacy as the Rampagers' greatest ever player.

Though he may be a calm and collected individual on the pitch, that doesn't make Ivar any less of a threat to the opposition. Now in his prime, Ivar has become an imposing physical specimen; able to punch, scrap and brawl with the very best the game has to offer (Just ask Varag Ghou-Chewer about his run-in with Eriksson! – Ed). Though he may already have some truly impressive accolades under his belt, it is very much agreed by fans and pundits alike that we have yet to see the best of Ivar Eriksson!

Ivar Eriksson

MA 6

ST 4

AG 3+

PA 4+

AV 9+



SKILLS & TRAITS
Block, Guard, Loner (3+), Tackle

PLAYS FOR
Old World Classic

SPECIAL RULES
Raiding Party: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.

GP
245,000

SPIKE! EXCLUSIVE
STAR PLAYER PROFILE

Ivar Eriksson

AGE 28

HEIGHT 6' 3"

WEIGHT 251 lbs

ORIGINATING TEAM
Norsca Rampagers

POSITION
Blitzer

CAREER TOTALS
56 touchdowns, 47 fatalities, 91 serious injuries, 6 taverns burned down

AWARDS
Brutal Block Ale's Raider of the Year 2490, 2492, 2495-97, 2500; Beard of the Year 2495; Services to Pyrotechnics Award 2497, 2498; Vince 'the Juggernaut' Joynes Terrible Tackle Award 2497.

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CAREER HIGHLIGHTS

2488 Ivar makes his first start for the Norsca Rampagers, due mainly to the extraordinary hangover most of the first team are suffering from following the previous night's 'antics'. With the Rampagers losing, and captain Larki Skrarsson slurring too much to be understood, Ivar decides to formulate his own strategy. This turns out to be a stroke of genius as none of the opposition are expecting any of the Rampagers to be able to walk in a straight line, allowing Ivar to run straight through them twice to secure the victory!

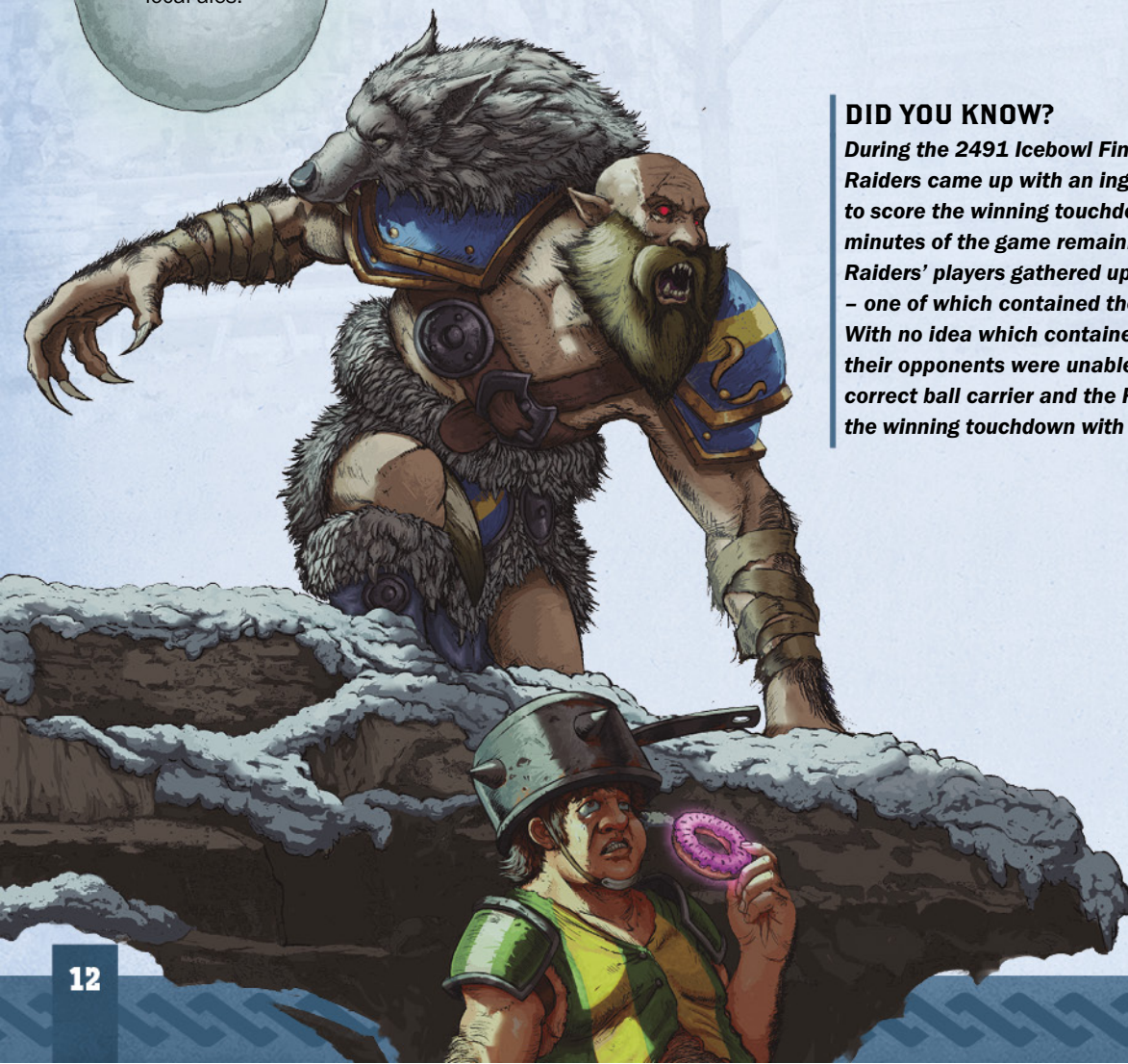
2490 Having begun to acquire a taste for victory in Norsca, Ivar is desperate to invade the tournaments of the Old World in search of richer glories to be had. Assembling together his best players, Ivar leads them to the Empire in search of competition. Although they pick up a few trophies (*mainly by pinching them from other teams' trophy cabinets – Ed*), the Rampagers 'invasion' doesn't get much further than the first few drinking establishments as many of the players are more interested in sampling the exotic local ales!

2495 Having captained the Rampagers on their most successful season so far, Ivar leads the team to the final of the Icebowl. This proves to be the turning point in the Rampagers' fortunes as Ivar leads them to victory, sparking a run of three successive Icebowl championships without a single loss. Such accomplishments are heralded by the Norscans, and Ivar begins to be noticed by scouts from teams across the Old World who are in need of some extra hitting power.

2498 Playing in a one-off match for the Wissenland Viscounts against the Gouged Eye, Ivar is tasked with marking the towering Varag Ghoul-Chewer. Though Varag claims that marking the 'little Norscan' will be easy, Ivar ends up wearing down the huge Orc before knocking him out with multiple rapid punches to the head. This is met with an enormous cheer from the crowd, and news of this spreads across the Old World; though Varag claims he was just giving the visiting star a nice memory – nothing more...

DID YOU KNOW?

During the 2491 Icebowl Final, the Fjörkskeg Raiders came up with an ingenious method to score the winning touchdown. With only minutes of the game remaining, many of the Raiders' players gathered up huge snowballs – one of which contained the game ball. With no idea which contained the real ball, their opponents were unable to tackle the correct ball carrier and the Raiders ran in the winning touchdown with seconds to spare!



DIRT FROM THE DUGOUT

Mindy Piewhistle is our Halfling on the spot when it comes to digging up the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy has been to see an up-and-coming Berserker, Bjor Hakonsson, after some wild accusations that he might not be the champion drinker he claims to be!



SPIKE!: Welcome back, Mindy! You seem to be travelling northwards more and more these days, have you found a timeshare up there?

MINDY: Heavens no! As friendly as the northerners are, I can't put up with the awfully cold weather for longer than a flying visit.

SPIKE!: I hope you remembered your big coat! So, what did you uncover in the cold wastes of Norsca?

MINDY: Well, having spent way too much time on a longship travelling north, I was eager to chase down a lead. Thankfully, I didn't need to wait long as I was approached with a tip in the local drinking hall; supposedly a young Berserker, called Bjor Hakonsson, was watering down his ale during drinking contests!

SPIKE!: Outrageous! There will be no coming back for the young Norscan if there's any truth to these rumours!

MINDY: I was as shocked as you – but controversies don't report themselves! So, I set off to speak to the man in question, to see if I could get to the bottom of the story. Thankfully, I didn't need to travel far; Bjor was a regular at this particular tavern.

SPIKE!: Was there any truth to this scandalous speculation?

MINDY: Well, I asked him directly, but he seemed totally uninterested in talking to me; dismissing the claims as the disgruntled rumblings of sore losers, whilst enjoying another pint of Bloodweiser.

SPIKE!: We can't blame him for wanting to enjoy his Bloodweiser (*available in all good convenience stores across the Old World! – Ed*), but we know you well enough to know that "No comment!" doesn't stop you, Mindy!

MINDY: Well, I donned my detective cap and set to work, trying to see if I could get to the bottom of this mystery – and it didn't take long to find a clue! While investigating the storage rooms, I found that there were two different barrels; one containing the Old World's favourite, Bloodweiser, and the other filled with Brutal Block ale.

SPIKE!: This doesn't seem unusual, Mindy; taverns, pubs and drinking establishments often serve more than one kind of ale, don't they?

MINDY: Exactly! Which is why I grew suspicious when talking to the regulars. All of them had been told that shipments of Bloodweiser were

being stolen, and only Brutal Block was available. But, upon further investigation, there was plenty of Bloodweiser in the back room! When I confronted the landlord, he was unable to explain the sudden appearance of Bloodweiser, or the season tickets for the Bleak Tundra Terrors stuffed in his apron!

SPIKE!: Didn't Bjor Hakonsson sign with the Bleak Tundra Terrors very recently!?

MINDY: He certainly did! Now, I'm not one to jump to conclusions, but this smelt fishier than a fishery during fishing season! After bringing this to the attention of the other patrons, a brawl broke out between Bjor and some of those 'sore losers', and the drinking hall was burnt down! With the hall now gently smouldering, any evidence of watered-down ale was lost in the conflagration.

SPIKE!: As sad as we are to see the story end without a conclusion, we're glad to see you back here safe and sound! Turns out that bribery gets you everywhere, as long as you don't get caught!

MINDY: Very true! Not that I would know anything about taking a bribe... (*Cough* – Ed).

STAR PLAYER SPOTLIGHT

SKRORG SNOWPELT

'FAN FAVOURITE'

Yhetees have never been the most cool-headed of players to grace the frozen pitches of Norsca, blessed as they are with a combination of size, strength, and no shortage of bloodthirsty rage. That said, on rare occasions, a Yhete may be deemed simply too wild to be useful – they are just as likely to rip the arms off their team-mates as they are to unleash destruction upon the opposition!



SKRORG SNOWPELT

MA 5

ST 5

AG 4+

PA -

AV 9+

GP 250,000



SKILLS & TRAITS

Claws, Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow (+1)

PLAYS FOR

Old World Classic

SPECIAL RULES

Pump Up the Crowd: Once per game, when Skrorg causes an opposition player to be removed as a Casualty as the result of a Block action, Skrorg's controlling coach gains one team re-roll. If this re-roll has not been used by the end of the drive, it is lost.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

SKRORG SNOWPELT

AGE 37 **HEIGHT** 6' 10" **WEIGHT** 371 lbs

ORIGINATING TEAM
Skjárísberg Icicles

POSITION
Blocker

CAREER TOTALS
7 touchdowns, 52 fatalities, 81 serious injuries, 127 youngsters inspired, 0 hairs out of place

AWARDS
Mesmerising Mutilation Award 2482; Beard of the Year 2485, 2486, 2491, 2494, 2499; Shamel's Sensational Style Award 2490, 2496; Spike! Magazine's Best Acceptance Speech Award 2496.





Perhaps the most famous example at one point was Skrg Snowpelt, who, after butchering almost the entire Skjålsberg Icicles' first team upon his debut, was swiftly sacked and sent to Rockbeard's Rage Rehab to try to get to the root of his anger. Quite what happened during his two-year stay at the clinic remains a mystery, but the outcome was that Skrg emerged an entirely different Yhete! Gone was the famed bloodlust that had seen him be such a detriment to his own team, replaced by a calm, friendly demeanour, locks of well-kempt hair, and a charming smile that made Skrg seem all the more affable.

If the Icicles staff were worried that his rage detox had turned Skrg soft, any doubts were soon quashed when Skrg hit the gridiron. With a mind no longer clouded by incoherent rage, Skrg was able to follow the game plan, execute complex plays, and ensure he only clobbered the opposition – a huge step up! This dramatic change in persona was met with raucous shouts from fans with every tackle and block, and soon Skrg had every fan cheering with his antics.

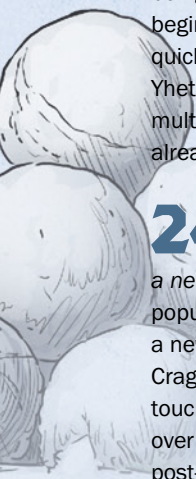
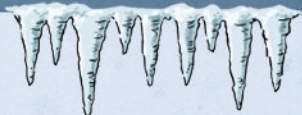
Skrg quickly became a huge draw for the Icicles; fan attendance rose, more lucrative sponsors came knocking and soon, more people flocked to see Skrg's showmanship than to watch the game! Of course, Skrg played up to this; placing his huge hand to his ear to

encourage the crowd to cheer louder, or pointing to multiple opposition players in turn, before blocking the one the crowd yelled hardest for, and cracking out his trademark poses whenever the opportunity arose!

It isn't just his showman-like antics that have made Skrg such a lovable character in the world of Blood Bowl. Skrg always arrives at the stadium a few hours before kick-off and stays after each game to meet and greet the supporters, sign replica shirts, and pose for pictures with fans – particularly with the younger ones, who he often lets put him in a headlock or climb onto his shoulders. In more recent years, Skrg has become the spokes-Yhete for numerous charities, appearing on Cabalvision to help raise gold for a variety of causes.

It's not just his public image that is impeccable. Skrg takes great effort to look his best; his beard is always neatly trimmed, his hair is slicked back, and his moustache is always curled. To achieve this, Skrg launched an extensive range of grooming products – Snowpelt's: Hair Care with Flair – which have become immensely popular, particularly with younger crowds! However, all the chat shows, hair products and decadent dinners (*smashed Gobbo on toast if you were wondering – Ed*) haven't softened Skrg's impact on the game. He is still capable of dishing out bone-crunching tackles and violent outbursts – if it pleases the crowd, of course!

CAREER HIGHLIGHTS



2482 Skrg makes his debut for the Skjålsberg Icicles against the Averland All-Stars. However, the untamed Yhete proves to be far more vicious than the Icicles had bargained for. Upon being released onto the pitch, Skrg goes berserk and begins to attack whichever player is nearest. The All-Stars quickly figure this out and steer clear of the bloodcrazed Yhete, who tears through his team-mates. It takes multiple Wizards to subdue Skrg, but the All-Stars have already romped to victory!

2485 Having returned to the Skjålsberg Icicles with a new outlook on life (*and a new far-out look, of course – Ed*), Skrg becomes a popular player with Icicles supporters. Skrg reaches a new level of fame during a game with the Arctic Cragspiders where, not only does he score the winning touchdown himself, earning the Icicles their first ever win over their rivals, but he also invites the entire crowd to a post-match barbecue to celebrate!

2496 When giving his acceptance speech for the Sharnel's Sensational Style Award, Skrg instead uses this platform to highlight the work of charities such as Help for Halflings and the Old Troll Rescue Association. This selfless act sees Skrg's already high popularity skyrocket, and he is soon flooded with sponsorship deals, offers of Cabalvision chat shows, and the opportunity to host the 2497 Spike! Awards (*which is why he didn't win anything that year – Ed*).

2499 In a game against the Blackmountain Blades, with the score tied at 1-1 and only a few minutes remaining, Skrg chooses to forego scoring the winning touchdown and instead gets a young Yheteeling onto the pitch to do the honours whilst Skrg batters a path to the end zone. This becomes a huge story, with Skrg and the Yheteeling heralded as heroes – though the Blades become a laughing stock for losing to a child!

NORTHERN LEAGUES

FOR
GLORY
AND
ALE!

Populated by teams of powerful Norscans, and anyone else crazy enough to sail to the cold wastes, the Northern League is a tough test for any team wanting to prove themselves as one of the best. With the brutal, unforgiving weather, not to mention the brutal, unforgiving playstyle of most of the teams, only the most hardy and rugged of players can hope to survive a season in the Northern Leagues in one piece!

Here at *Spike! Journal*, we are always excited to see how teams in different leagues approach the game. So we wrapped a few of our reporters in the warmest furs we could find and shipped them off northwards to find out more about this ferocious league.

We found that the games 'up north' were often a guarantee of two things: plenty of ale, and an abundance of violence. This applies to both supporters and players alike, but we did not expect such extensive involvement from the fans! From barroom brawls spilling onto the pitch, to snowballs and empty beer kegs being hurled onto the field, the fans in the north are more than willing to take an active role in a game! It's not only the punters that cause havoc, however, the landscape itself seems to be a servant of Nuffle; unpredictable weather patterns and precarious pitches all make for exciting, unique games of our sacred sport!



THE ICEBOWL

This is a variation on a standard Blood Bowl league season, as described in the *Blood Bowl rulebook*. How the league itself is organised – number of teams, how many divisions there are, how many rounds are played, and so forth – should all be decided upon by the league commissioner based upon how many coaches wish to take part, and what is best for everyone participating. The Icebowl differs from a normal season, however, in a couple of key aspects.

OPEN TO ALL

The Icebowl is open to all comers. Coaches participating may use any team they wish and will have the usual budget of 1,000,000 gold pieces to spend on their team for the season ahead.

"THE ICEBOWL, BROUGHT TO YOU BY..."

At the start of the Icebowl, each team must decide which of the following four sponsors they wish to represent for the upcoming league: Norsca Face, Bloodweiser, Svensson's Shipping Co., or Agmund's Apothecary.

Each sponsor gives a unique benefit to the teams that choose them:

"NORSCA FACE: NEVER STOP PLAYING"

With high-quality outdoor gear, any team sponsored by Norsca Face won't ever have to skip a day of training due to bad weather again – meaning they will always be at their best!

If Norsca Face is your chosen sponsor, at the beginning of each half, increase your team re-rolls by 1.

"BLOODWEISER: THE BEER OF EMPERORS!"

An unlimited supply of Bloodweiser? I wouldn't even bother reading the rest of the paperwork!

If Bloodweiser is your chosen sponsor, your team will receive two free Bloodweiser Kegs every game for the duration of the league. You may not purchase any additional Bloodweiser Kegs during step 4 of the pre-game sequence. Why would you spend the money when you're already sponsored!

"SVENSSON'S SHIPPING CO.: DELIVERIES TO YOUR HOME FASTER THAN A VALKYRIE TO THE END ZONE!"

With Svensson's Shipping Co. ferrying the team to and from each game, the coaches have clearly put the extra time saved to good use on the training grounds. We just witnessed something special!

If Svensson's Shipping Co. is your chosen sponsor, you may select a Special Play card for free in all of your games for the duration of the league. This card may be chosen from any Special Play card decks available to your team.

"AGMUND'S APOTHECARY: JUST WALK IT OFF!"

'Doctor' Agmund and his fellows have a fantastic reputation throughout Norsca for their effective, straightforward approach to medicine – just don't mention their bedside manner!

If Agmund's Apothecary is your chosen sponsor, you can hire a Wandering Apothecary for free, every game for the duration of the league. Teams that would not usually be able to hire an apothecary cannot be sponsored by Agmund's Apothecary.

INDUCEMENTS

All Inducements should be allowed in the Icebowl. Additionally, if the league commissioner wishes, the following new Inducement may be added:

0-1 NORSCAN SEER (50,000 GOLD PIECES)

AVAILABLE TO ANY TEAM: Some of the more superstitious folk in Norsca believe that the wise and ancient sages of the north now interpret the word of Nuffle through the casting of bones or the reading of rune stones. Immediately after step 6 of the pre-game sequence, a team that has hired a Norscan Seer may ask them to read the runes; they then roll a D6 and consult the chart below.

D6 RESULT

- 1** *The Portents read Doom!* The team immediately loses one team re-roll.
- 2-3** *The Portents are Clouded, much like the Weather.* You may immediately change the weather to any result on the Weather table.
- 4-5** *Nuffle is Watching...* You may immediately roll once on the Prayers to Nuffle table.
- 6** *Nuffle Smiles on us this day!* Randomly select one player on your team that is available to play during this drive, and that does not have the Loner (X+) trait. Until the end of the game, that player gains a single Primary skill of your choice.



MANY GLORIOUS PRIZES!

Any team able to come out on top in the Icebowl will be remembered in songs and sagas for years to come, and the party that follows the final of the Icebowl is often as anticipated as the final itself! The top placed teams of the Icebowl are rewarded as follows:

GLITTERING PRIZES: As usual, the teams that finish 1st, 2nd and 3rd receive gold pieces as described in the *Blood Bowl* rulebook.

THE ICEBOWL CHALICE: In addition to their cash prize, the winner will receive the stunning Icebowl Chalice, which doubles as not only a glorious prize, but also a wonderful drinking vessel! Having such a splendid receptacle to party with would encourage any team to let their hair down a little and enjoy themselves – and you know what they say, a team that parties together, wins together! The team that holds the Icebowl Chalice gains the following ability at the start of each game:

At the start of each game, roll a D6. On a 4+, your team gains an extra team re-roll for the duration of the game.

HARSH TUNDRA WEATHER TABLE

In the cold north, Nuffle's sacred game is not played in grand stadia with flawless green turf. The action instead takes place on the packed snow and ice of the Norscan tundra, or the wooden decks of longships. These pitches are rarely protected from the unforgiving climate that ravages Norsca all year round, making the weather another factor that coaches need to take into account when forming their game plans.

To represent the unique conditions teams must face in the Icebowl, the following Weather table is used when playing games on such ground.

2D6 RESULT

- 2** ***Wind Chill:*** The biting wind is enough to force some players to hide from the freezing cold in the dugout! At the end of step 1 of the Start of Drive sequence, both coaches roll a D6. The team that scores the lowest (or both teams in the case of a tie) randomly selects one of their players on the pitch. That player has had enough of the dreadful wind. Immediately place the selected player in the Reserves box to warm up.
- 3** ***Freezing Fog:*** The weather is so cold it's causing players' fingers to go numb, which makes catching the ball difficult indeed! Apply a -1 modifier every time a player makes an AG test when attempting to catch the ball, pick up the ball, or to interfere with a Pass action.
- 4-10** ***Clear and Calm:*** The frequently dangerous climate is unusually calm and warm (for Norsca at least!), making it perfect (*ish* – *Ed*) Blood Bowl weather.
- 11** ***Hail Shower:*** At the start of each team's team turn, roll a D6. On a 1, randomly select one player on the pitch from the active team. This player is struck by an unusually large hailstone; make an Armour roll for this player. If the Armour roll is successful, do not make an Injury roll; the player is instead automatically Stunned. This will not cause a Turnover, even if the player with the ball is Knocked Down.
- 12** ***White-out:*** It's snowing so heavily that it's near impossible for the players to see anything at all! Players may not perform Pass actions. Additionally, a player may not declare a Blitz action against an opposing player who is more than three squares away from them.



NORSCA KICK-OFF TABLE

To represent a game of Blood Bowl in the desolate north, where rowdy fans and the unpredictable weather can cause all sorts of mayhem, the following Kick-off Event table is used for all games played as part of the Icebowl.

2D6 RESULT

- 2 **Pitchside Brawl:** The fans are going at it and have flooded onto the pitch to continue the fight! Both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.
- 3 **Icicles:** Those icicles look sharp! Good job they will melt before the teams can get much use out of them! Both coaches select one player on their team from among those on the pitch. The chosen player may perform the Stab Special action once before the end of the drive.
- 4 **Snowball:** Fans hurl a volley of snowballs at the players on the pitch, distracting some of them! Both coaches randomly select one of their players from among those on the pitch. The first time the selected players are activated this drive, their activation immediately ends as they spend their turn searching the stands for the perpetrators!
- 5 **High Kick:** Apply the High Kick result as normal.
- 6 **Cheering Fans:** Apply the Cheering Fans result as normal.
- 7 **Brilliant Coaching:** Apply the Brilliant Coaching result as normal.
- 8 **Changing Weather:** Make a new roll on the Harsh Tundra Weather table and apply that result. If the weather conditions are 'Clear and Calm' as a result of this roll, the ball will scatter before landing.
- 9 **Quick Snap:** Apply the Quick Snap result as normal.
- 10 **Snow Drifts:** Thick snow drifts cover the field, softening the landing as players hit the ground! Apply a -1 modifier to any Armour rolls until the end of the drive.
- 11 **Reckless Rookies:** Sometimes, the young rookies of Norsca can't stop themselves from joining in a game, even if they are not wanted! Both coaches immediately gain a Norse Raider Lineman for the duration of the drive. This can mean that teams have more than 11 players on the pitch for this drive and they can be placed anywhere in their team's half, but not in either of the Wide Zones. At the end of the drive, remove the Norse Raider Linemen from play as the referee ejects them from the game.
- 12 **Feast and Drink!:** Both teams look like they have enjoyed plenty of revelry before getting back onto the pitch! All players on both teams gain the Drunkard trait – if they don't already have it, of course!



COFFIN CORNER

In Coffin Corner, we remember those players that are no longer with us – because they were trampled into the pitch, torn apart, or possibly even eaten!

A TRIP TO REMEMBER!

We remember Rory Lightfoot, Halfling Hopeful Lineman for the Stunted Stoutfellows. When travelling to Norsca for a game, Rory was eagerly anticipating seeing a Yhetee for the first time – that was until his fatal encounter with the Fjörgskeg Raider's Yhetee, Mohuc. Spotting him from across the drinking hall, Rory sprinted towards the hulking beast to get an autograph and swap stories. Alas, Rory tripped over a misplaced practice ball just as he reached Mohuc, skewering himself on the Yhetee's razor-sharp claws!

A LOONEY'S LAMENT

We remember Zrik Weedwacka, Goblin Looney for the Moonshine Gits. Unfortunately for Zrik, he was unprepared for the effects the Norscan weather would have on his beloved chainsaw 'Bitey'. During his first game in Norsca against the Icepeak Terrors, Bitey refused to start in the freezing cold. Seizing their chance, the Terrors' Ulfwereners pounced on Zrik. By the time the snow settled, all that remained of Zrik was a gently-purring chainsaw which had finally coughed into life...

AMBITION OVER ABILITY

We remember Trogar Swinebiter, Troll for the Jagged-Tooth Smashers. Trogar earned the name Swinebiter for his consumption of Beer Boars during the team's trip to the Icebowl. However, his hankering for hog would be his downfall as Trogar attempted to gobble down a Beer Boar with the barrel still strapped in place. Despite a heroic effort, Trogar couldn't swallow both – choking himself to death on his piggy prisoner!

Have you witnessed any memorable deaths on the pitch – because *Spike! Journal* wants to know! Send your outrageous obituaries, fatal fouls and mirthful murders to 'Coffin Corner, Spike! Tower, 30 Neustrasse, Altdorf'.





FROZEN LAKE BLOOD BOWL PITCH

There are very few grand stadia in Norsca, with most of the Blood Bowl pitches being loosely constructed on fjords, frozen lakes or wind-battered tundra. Playing in such hostile conditions presents many unique dangers to Blood Bowl players; from spectacularly skidding and face planting onto the slippery pitch to even falling through the ice itself! Players will need to tread carefully on this dangerous skating rink or risk the chilling waters below.

DID YOU KNOW?

During a game between the Arctic Cragspiders and the Skjårlsberg Icicles, the two teams played upon a new floating iceberg pitch. However, with all the fighting and hard-hitting tackles the iceberg split in two mid-game, forcing the game to be abandoned as the two halves of the pitch drifted further apart.

USING THE FROZEN LAKE PITCH IN YOUR BLOOD BOWL GAMES

The Frozen Lake pitch has two sides – one depicting the pitch in fair weather, with the lake covered in a thick sheet of ice. The other side depicts the pitch after some disaster or another has caused the ice to break apart, exposing the frigid waters below. If both coaches agree, the following rules can be used to represent the unusual conditions:

FROZEN SURFACE: At the start of the game, the waters of the lake are as solid as astrogranite. The surface is difficult to find traction on but, once a player does, coming to a stop can be a problem! Players may attempt to Rush one additional time. However, players must apply a -1 modifier to the roll on each Rush attempt after the first.

Additionally, at the end of each drive, before removing any models, count up the total number of Prone players on the pitch. If the total between both teams is five or more, flip the board over to the Fragmented Surface side.

FRAGMENTED SURFACE: All those players hitting the deck have caused a chain reaction of cracks and fissures. The players are going to need to keep their balance to ensure they don't fall over on the uneven surface! Players suffer an additional -1 modifier on Agility tests when they attempt to Dodge, Leap, Jump or land after being thrown.





CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter, digging about in the darkest reaches of the Old World to bring you the most compelling stories from the world of Blood Bowl. This issue, Hackspit sits down with the head coach of the Fjörkskeg Raiders Jarl Stelken Mikaelsson, to talk about their claims that they are the most decorated Norse team in history, and just how they built up their impressive trophy collection.

QUILLCHEWER: Good evening Mr Mikaelsson...

MIKAELSSON: That's Jarl Mikaelsson to you.

QUILLCHEWER: My apologies, Jarl Mikaelsson. So, the Fjörkskeg Raiders are the most-most decorated team in all of Norsca, boasting a rather extraordinary number of trophies. I'm sure that our readers would love to know the secret of your success.

MIKAELSSON: I'm quite sure they would, but that would be tellin' now, wouldn't it. What I will say is that it takes a great deal of strength, determination and willingness to travel across the known world in order to have as many trophies as us!

QUILLCHEWER: I'd have thought that that some deal of skill would have come into it, but who am I to argue with results. Speaking of results, my records say that the Fjörkskeg Raiders actually lost the 2499 Inter-Norscan cup final, yet it is listed as one of your many victories. Can you tell us more about that?

MIKAELSSON: I'm not quite sure what you're implyin' there rat, but it's us that has the trophy isn't it.

QUILLCHEWER: It just seemed a bit odd-strange that's all. So, did the Raiders actually win that final then?

MIKAELSSON: Who has the trophy, eh? Us, that's who! What more do you need to know?

QUILLCHEWER: I see... Anyway, let's move on. I notice that the Fjörkskeg Raiders have won a tremendous number of trophies when on tour – particularly in the Empire. Why is that, do you think?

MIKAELSSON: Probably because they don't lock their trophy cabinets properly down south!

QUILLCHEWER: Pardon?

MIKAELSSON: Just a little joke there, Hackspit. Of course, the real reason is that we are just too tough for those southern teams. They value things like 'touchdowns' and 'scorelines' over beer and gold. I mean, can you imagine!

QUILLCHEWER: Riiight...

So, out of the Raiders' many trophies, which-which do you value as your crowning achievement?

MIKAELSSON: Oh, without a doubt the 2471 Blood Bowl trophy, of course! It is such an honour to have the most prestigious trophy of them all in our collection!

QUILLCHEWER: Hang on, the 2471 Blood Bowl? But weren't the Fjörkskeg Raiders only formed in 2488 – 17 years after that final! And wasn't it the Reikland Reavers who-that won the title that year anyway?

MIKAELSSON: Well, we figured that they had enough Blood Bowl trophies, and so they wouldn't miss the odd one. They also had some lovely gold medals as well...

SPIKEI: Interview was terminated here when the authorities showed up to question Jarl Stelken Mikaelsson about the disappearances of numerous pieces of silverware.

NORSE BALLS

HAMMER OF LEGEND BALL

Legend speaks of an ancient warrior of great power; it was said he carried a hammer forged by some primordial god, and only those worthy of its power could wield it. This story is remembered to this day, thanks to its influence on everyone's favourite sport, Blood Bowl! A special enchantment is placed upon a rune-engraved hammer head, which is supposed to determine which players are worthy enough to carry the ball. However, the 'worthy' often just ends up being whichever players snuck the most cash to the Wizard performing the enchantment!

Whenever a player attempts to pick up the Hammer of Legend ball, roll a D6 before making the Agility test. On the roll of a 1, the player is unable to lift the ball off the ground (failing to pick up the ball in this way does not result in a Turnover); place the player in the square they occupied before attempting to pick up the ball, and that player's activation immediately ends. Only players of a certain calibre are 'worthy' enough to carry this ball!

THE RUNESTONE BALL

Runestones are common throughout Norsca. Passed down from father to son, these runestones spin the sagas of the heroes of old. Whenever a team is light on equipment, runestones are often used as balls during practice and, on occasion, during real games. They are so heavy that a team's throwing game is likely to suffer badly, but having a blunt, heavy stone to dish out punishment with never hurts. Well, it does for the opposition!

Whenever a player carrying the Runestone ball declares a Pass action, that player applies an additional -1 modifier when making a Passing Ability test. Additionally, whenever a player carrying the Runestone ball makes an Armour roll against an opposition player, they apply a +1 modifier to the result.



PRO PLAYBOOK

THE NORSCAN WAY



It's fair to say that Norse teams certainly have their own unique take on the game of Blood Bowl – one focused far more on post-game celebrations (regardless of the score! – Ed). As such, controlling such a raucous roster of reprobates can be a tricky task, and often requires a firm hand to ensure that the game doesn't descend into yet another pitch-wide brawl! So, we here at *Spike! Journal* got in touch with legendary northern coach Ásleikr Wørmensson, to share his wisdom on how to forge your own Norscan sagas of greatness.

Norse teams enjoy nothing more than a good scrap, and that's certainly how they perform best on the pitch! Norscans have spent their entire lives in the harsh, freezing north, which has toughened them out of necessity. These hardened players excel in getting up close and personal with the opposition, throwing blocks left and right as they try to mercilessly hammer their way through to the end zone – and no doubt the tavern that lies beyond!

Of course, it's not all about simply causing a punch-up in the middle of the gridiron; there is also the small matter of scoring those all-important touchdowns. Norse teams work best when they can use their abundance of hitting power to punch a hole in the opposition's defence, allowing their Valkyries to use their impressive speed to run through and claim victory!

PLAYERS

NORSE RAIDERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Norse Raider Linemen	50,000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	APS

At only 50,000 gold pieces, Norse Raider Linemen are cheap. Perhaps the most important factor is having the Block skill; they can soak up hits on the line of scrimmage, while dealing out some damage themselves. This makes throwing a one-dice Block much more viable, and increases the likelihood of a two-dice Block putting an opponent down. An AV of 8+ means that you will definitely have some games where your frontline disappears quicker than ale in a Norscan tavern, and the Drunkard trait means that Raiders find it more challenging than others to Rush effectively – you will want to get them into position with as little movement as possible.

NORSE BERSERKERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP

Block, Frenzy, and Jump Up are a potent blend of starting skills, which make Norse Berserkers quick, tough, and capable of packing a real punch. Frenzy can be a double-edged sword, so coaches need to be wary, particularly if they have fielded players with the skill before, as it can easily result in a Berserker being pulled out of position. In Blood Bowl, there are few joys greater than pushing a player into the crowd; with Frenzy offering more opportunities to do so, as it leaves a Berserker potentially performing two Blocks a turn.

ULFWERENERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Ulfwereners	105,000	6	4	4+	-	9+	Frenzy	GS	A

Frenzied and furious, these brawlers give the Norse some real bite. Their ST4 makes them effective at stopping opponents, and opening up spaces in the opposition's defence. Frenzy is a very useful tool as it helps provide the Norse with sideline cover. Plus, with the appropriate support, it can help them break into a cage. Until they gain the Block skill, Ulfwereners are a priority target for opponents – if they end up on the floor they make for delicious fouling targets. However, once they develop a few skills, Ulfwereners can become truly fearsome fighters!

VALKYRIES

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Valkyries	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S

The multi-talented Valkyries offer the Norse a more dynamic threat. Their array of starting skills makes them excellent ball retrievers, as well as effective receivers. Strip Ball makes them perfect for Blitzing the ball carrier and, if used effectively, they can encourage your opponent to score quickly, giving you more time to respond. Do not be tempted to be too aggressive with your Valkyries though; they are prime targets for the opposing team – and with AV8+ and no Block, they will be quickly injured if they are not protected.

BEER BOARS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Beer Boars	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	A

Usually for the Norse, a porcine pick-me-up means a tray full of sausages. However, on the pitch, the Beer Boar offers a different tonic. Its presence can have an inspirational effect on its ailing companions, potentially allowing your prone players to be back on their feet before they start the next turn. Being small, Beer Boars need a lot of protection; their low AV, ST1, lack of Block, and the fact they have Stunty, means that even a Snotling will fancy their chances against them. However, keeping one around can give your Norse team a much needed boost when the going gets tough.

YHETEE

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-1	Yhete	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG

A raging Yhete provides Norse teams with a tremendous amount of hitting power, particularly when its sharpened claws find their target. As with all Big Guys, it's important not to be over-reliant on the Yhete – Unchannelled Fury can mean that, if it isn't hitting things, it may just stand there and rage! With only AV9+, it's vital that you do not leave your Yhete open to easy Blocks, and with Frenzy potentially pulling it out of position, this can be easily done. Opposing coaches will not be averse to trying their luck at knocking down your Yhete, and they will gleefully Foul it while floored.

STARTING ROSTERS

There are a range of options available to coaches when it comes to building a Norse roster. However, with the cost of the stronger players on the team, a coach cannot afford to begin with all of the positionals, and have the requisite re-rolls for starting a league.

With that in mind, it's important to have a longer-term strategy when considering your build for the upcoming season. If the prospect of starting the season with only two re-rolls brings on a cold sweat, then take an extra re-roll and hope the dice gods are kind enough to let you avoid any deaths or major injuries whilst developing your squad. If you are more comfortable with managing risk, then two re-rolls may suit you better, and this will provide more options for your team design.

HIT HARD AND FAST

QTY	POSITION	COST
5x	Norse Raider Linemen	250,000 gp
2x	Norse Berserkers	180,000 gp
2x	Valkyries	190,000 gp
2x	Ulfwereners	210,000 gp
1x	Apothecary	50,000 gp
2x	Re-rolls	120,000 gp
Total	1,000,000 gold pieces	

In this roster, the mix of positionals will give your opponent plenty to think about. The Valkyries are your key to victory here; their speed and spread of Skills making them useful for both ball retrieval and scoring. Two Berserkers and two Ulfwereners give this roster plenty of punch to match almost any team, and the ST4 of the Ulfwereners means they can act as roadblocks where needed, preventing the opposition from easily blitzing through them.

The apothecary can be substituted for an additional Norse Raider Lineman, or a pair of Beer Boars if you prefer the reassurance of more players, but in a league it can be wise to have some protection for when your more valuable players inevitably find their way into the Casualty box.

WATCH THE FUR FLY!

QTY	POSITION	COST
6x	Norse Raider Linemen	300,000 gp
2x	Valkyries	190,000 gp
2x	Ulfwereners	210,000 gp
2x	Beer Boars	40,000 gp
1x	Yhete	140,000 gp
2x	Re-rolls	120,000 gp
Total	1,000,000 gold pieces	

This roster focuses more on the furry folk that Norse teams have access to. Though it may not have any Berserkers, this roster boasts two Ulfwereners and gives the team extra strength through the presence of a Yhete. The pair of Beer Boars are great for getting your players back on their feet following the almost-guaranteed punch-up, whilst also giving you a total of 13 players – meaning you can compensate for any injuries.

With so many of your players dedicated to getting stuck into the opposition, your Valkyries are going to have their work cut out getting the ball into the opposition's End Zone; make sure you protect them at all costs so they can do their job and score those all-important touchdowns!

TEAM DEVELOPMENT

Once you have decided on your starting roster, it is time to think about how you would like to see your team develop across the coming season or tournament.

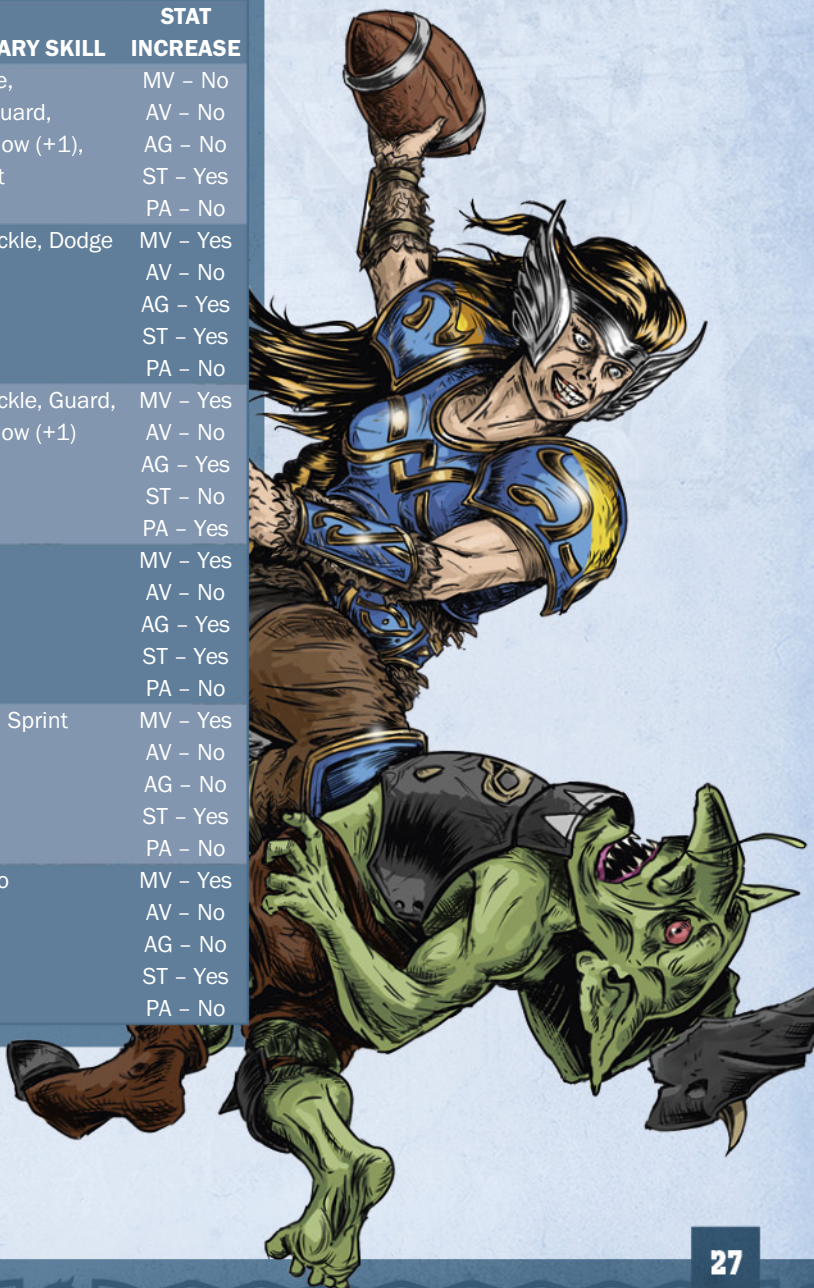
In terms of a league, an early investment in an apothecary is wise if you don't already have one. Norse players are prone to being injured and losing a key player, such as an Ulfwerener or the Yhetee, can be crippling. Try to build up enough of a treasury to hire the rest of the key positionals, and to have a big enough bench to be able to comfortably have your less important players start fouling your opponents.

Whilst it will be very tempting to have your Valkyrie hog all the Star Player Points, it is important to spread them across your team where possible so your other players can gain some much-needed key Skills. The likes of Block on your Ulfwereners, Mighty Blow (+1) on your Yhetee, and Guard on your Berserkers can be invaluable!

POSITION	PRIMARY SKILL	SECONDARY SKILL	STAT INCREASE
Norse Raider Lineman	Dauntless, Dirty Player (+1), Kick, Tackle, Wrestle	Defensive, Dodge, Guard, Mighty Blow (+1), Sure Feet	MV – No AV – No AG – No ST – Yes PA – No
Norse Berserker	Guard, Mighty Blow (+1)	Break Tackle, Dodge	MV – Yes AV – No AG – Yes ST – Yes PA – No
Valkyrie	Block, Dodge, On the Ball, Nerves of Steel, Sure Hands, Tackle	Break Tackle, Guard, Mighty Blow (+1)	MV – Yes AV – No AG – Yes ST – No PA – Yes
Ulfwerener	Block, Mighty Blow (+1), Wrestle	Dodge	MV – Yes AV – No AG – Yes ST – Yes PA – No
Beer Boar	N/A	Sidestep, Sprint	MV – Yes AV – No AG – No ST – Yes PA – No
Yhetee	Brawler, Guard, Juggernaut, Mighty Blow (+1)	Block, Pro	MV – Yes AV – No AG – No ST – Yes PA – No

“Right, this bit goes here, then this bit goes here. Hang on; I’ve got two of part 7 but no sign of part 8. HAS ANYONE SEEN PART 8!”

Referee Jångvar Krämparsön trying to assemble the game ball



SET-UPS

OFFENCE

On offence, use early Blocks to clear space and mark players so that the Yhetee can make a three dice Block. Be aware of the opposition trying to lure it into traps; it's easy for your Yhetee to excitedly start ploughing into an opponent, only to realise they have blindly walked into trouble on the following hit.

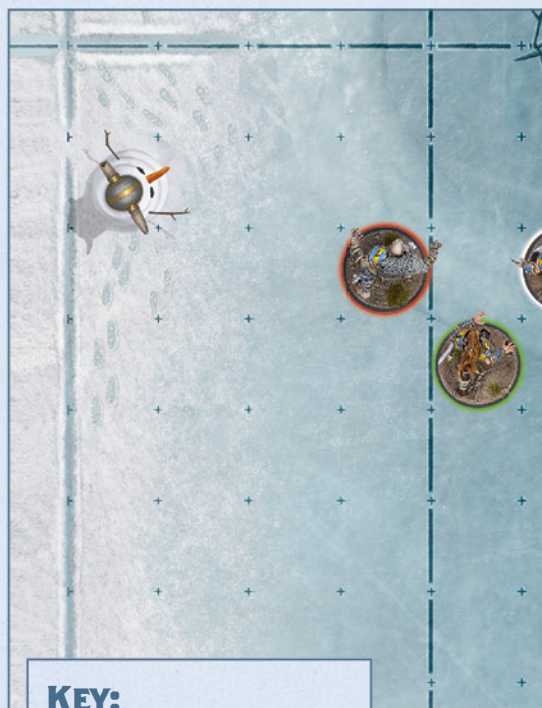
Ulfwereners in the Wide Zones provide protection in the case of a Blitz kick-off result for your opponent, and puts them in good position to support your attacking drive. In the backfield, Valkyries provide cover against deep kicks or failed ball pick-ups, and their additional movement makes it easier for them to rejoin the rest of the team once the ball is recovered. As the drive develops, your opponent will try to tag your stronger players, and to spread the Norse defences. It is important you keep your team together to avoid this.

The Norse can score in two turns, and this is what your opponent will want you to do. However, hold your Norse (really... – Ed!) A slow grind down the pitch should be the goal, creating as much bloodshed as possible.

DEFENCE

With this defensive set-up, your Norse Raider Linemen will provide a shield that will, hopefully, soak up the early hits, whilst the second line of defence has plenty of high-Strength players that will make it difficult to break through the centre. The Yhetee is away from the line of scrimmage to protect it from harm, and to give the team more flexibility in covering either Wide Zone in the opposing offensive drive.

The Valkyries, and the fact that your Ulfwereners have Frenzy, will discourage your opponents from committing to a side-line cage. Narrowing the field like this means that it is more difficult for the opposition to break away and, in turn, helps reduce the need for your Linemen to have to Rush.



KEY:

-  Norse Raider Linemen
-  Ulfwereners
-  Valkyries
-  Yhetee





IN CONCLUSION

Norse teams are often referred to as a 'glass cannon', and with good reason! With plenty of AV8+, they are guaranteed to have at least one game a season where the ceiling collapses in on them and the Casualty box ends up filled fuller than a Norscan's half-time drinking horn!

They can be a steep learning curve for coaches with little experience. Frenzy can quickly leave players in danger, while Drunkard makes it riskier to Rush and cover gaps and breakaways.

However, Norse teams are also hugely rewarding. With their winning combination of multiple high-Strength players, along with the Frenzy and Block skills, a Norse team will give plenty of opposing teams a headache – or worse! This is especially true once they have a few skills onboard, with their range of development options making them an interesting proposition to coach.



STAR PLAYER SPOTLIGHT

THORSSON STOUTMEAD

'THE BEER-BARREL-BOWLING BOMBARDIER'

Norsemen are renowned for their love of ale, beer, and mead, with many of their teams ensuring their players are well supplied before, after, and even during, games. In recent years, whenever fans begin the long, and often heated, discussion surrounding their favourite brew, one player in particular is often called upon for their extensive expertise – the beer-guzzling Norseman, Thorsson Stoutmead.

THORSSON STOUTMEAD

MA 6

ST 3

AG 4+

PA 3+

AV 8+

GP 170,000



SKILLS & TRAITS

Block, Drunkard, Loner (4+), Thick Skull

PLAYS FOR

Old World Classic

SPECIAL RULES

Beer Barrel Bash! Once per drive, at the start of his activation, Thorsson may perform a Throw Keg Special action. When he does, select an opposition player within three squares of Thorsson and roll a D6. On a 3+, the player is immediately Knocked Down. However, on a 1, Thorsson is Knocked Down instead.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

THORSSON STOUTMEAD

AGE 26

HEIGHT 6' 3"

WEIGHT 320 lbs

ORIGINATING TEAM

New Fjord Jötnar

POSITION

Thrower

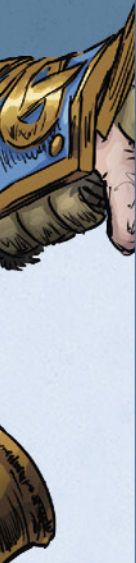
CAREER TOTALS

3 touchdowns, 225 yards rushed, 1,420 yards of ale drank

AWARDS

Bloodweiser Best Newcomer's Medal 2498; Spike! Magazine's Most Infuriating Player Award 2499; Beard of the Year 2500.





There is little to be said about Thorsson Stoutmead's lacklustre rookie year with the New Fjord Jötnar, with many fans expecting him to grace the bench with his rather large bulk for most of his career. But, in the final game of the 2497 season, one particular moment would alter his future on the gridiron forever...

Thorsson was deep into his third barrel of ale when he was thrown into the game due to the number of injuries the Khornate Cripplers had inflicted. Rather than let a team-mate steal what was left of his drink, he decided to enjoy the remainder of it on the pitch. An opposing Bloodseeker threw a wild punch at Thorsson, smashing a hole clean through his barrel, spilling golden ale everywhere! Enraged at the wasted ale, Thorsson hurled the now-empty barrel at the Bloodseeker, caving in the player's skull. This egregious display of violence distracted the other Cripplers players long enough for the Jötnar's Valkyrie to score the game-winning touchdown!

The New Fjord Jötnar and Thorsson 'mutually' agreed that re-signing was not on the cards for the 2499 season, due to a combination of lacklustre performances and Thorsson's unreasonable requests regarding subsidised beverages. Thorsson would often accept short-term contracts with smaller teams in less popular leagues, just to be able to sample the local ales. In his time spent exploring these smaller leagues and their brilliant brews

(as well as some nefarious nightcaps – Ed), Thorsson decided to share his now considerable knowledge of the perfect pints. After weeks spent searching for a publisher who could translate his slurring and mumbling, *Thorsson's Tome of Top-Tier Tipples* is now an indispensable beverage guidebook for any touring teams or fans!

In 2499, while playing for the Holzbeck Heralds, Thorsson managed to double his total yards run in a single game (*not to mention yards of ale consumed – Ed*), thanks to the cunning strategy of the Herald's coach. He organised for the beverage vendor to be set up at the far end of the pitch, and let Thorsson enjoy himself in the beer tent. However, at half time, when the teams swapped ends, the strategy became clear. With the tent now in the same direction as the opposition's end zone, Thorsson scored an impressive three touchdowns in the second half as he battled fiercely to reach the barrels of liquid gold at the end of the field, carrying the Heralds to an impressive 4-3 comeback win!

The Beer-Barrel-Bowling Bombardier has proven to be a strong addition to any team looking for some cask-based antics or a dedicated ball carrier (*with the right encouragement of course! – Ed*). Still early in his career, there is plenty of time for this Norseman to forge a place for himself among the greats of Nuffle's sacred game.

CAREER HIGHLIGHTS



2497 With most of his rookie year spent slowly bending the reserves bench under his large bulk, it wasn't until the final game of the season that Thorsson found his calling. In a fit of rage, he ruthlessly dispatched an opposing Bloodseeker with a well-placed, and quite savage, barrel toss. From that moment on, Thorsson Stoutmead began his new career as the Beer-Barrel-Bowling Bombardier!

2498 After re-signing with the New Fjord Jötnar on a one year deal, Thorsson helped push them towards some success. It's likely the Jötnar would have performed much better, and perhaps gone much further in the league, had Thorsson not spent numerous games drunkenly napping alongside the team's Beer Boars. Predictably, with a season of mixed success, and unreasonable demands in regards to drinks, Thorsson did not re-sign for the 2499 season.

2499 Having spent the 2499 season wandering as a player for hire (and sampling many great ales), Thorsson Stoutmead signed with the Holzbeck Heralds in an attempt to inject some life into the squad late in the season. The Heralds' coach combined Thorsson's love of drink and an incredibly strategic placement of the refreshment stand to maximum success. Resulting in not just the first touchdown for the big Norseman, but the first three of his career (*his only three to date! – Ed*)!

PRESENT At present, Thorsson is currently 'between teams', though he continues to work tirelessly on his new drinks guide: *Thorsson's Tome of Top-Tier Tipples*... and what better way to sample all the drinks the Old World has to offer than travelling from stadium to stadium. The services of the Beer-Barrel-Bowling Bombardier are always available to any team who can aid him on his thirst-quenching quest!

DUNGEON BOWL UPDATE: NORSE TEAMS

Whilst many Norscans spend their whole lives in the frozen northlands they call home – and earning their ‘education’ from the school of very hard knocks – it isn’t unheard of for some of them to travel southwards to study at one of the Colleges of Magic. Whilst most Norscans claim that this is to further their learning into the histories and legends of their homeland, in truth, the majority enrol in their chosen college for one of two reasons: either to forge themselves a career playing Dungeon Bowl in the hopes of being snapped up by a famous Blood Bowl team, or to spend a number of years in college bars tasting as many different ales as they can (of course, for many Norscans the answer is both – Ed)!

With the lands of Norsca steeped in history, and home to countless sagas, legends and myths about ancient beings of immense power, it should come as little surprise that the College of Heavens is the most common destination for the men and women of Norsca. Of course, the Magisters of the college are more than happy to allow their neighbours from the north into their college, blessed as they are with a great sense of brutality that can become of good use in the dungeons of the Old World! Whilst the College of Heavens is more than happy to admit Norse Raiders and Berserkers, it is the Valkyries that are the most sought after. Many such skilled Norscan women are offered paid scholarships in order to join the college; provided they aid its Dungeon Bowl teams and secure enough wins to help the Magisters work off their gambling debts to other colleges!

Not all Norscans see the College of Heavens as the logical destination though. Those blessed by the Wolf God are naturally drawn to the College of Beasts where they are welcomed with open arms, paws and claws – after the Werewolves have had a good sniff of them, of course! On rare occasions, the College of Beasts may even have a Yhetee enrol (*very rare, given their inherent lack of intelligence – Ed*), though the likelihood of them having any idea what they are signing up for is slim! Regardless, the doors of the College of Beasts are always open to those bestial beings that seek knowledge or, more likely, a game of Dungeon Bowl!

Norscans are ideally suited to college life, and those that do venture southwards soon find themselves in their element – after they have gotten used to the warmer climate, of course! The chance to get into a good scrap is heavily encouraged during Dungeon Bowl, and so long as they play well, the Magisters are quite happy to let skilled Norscans skip their classes in order to frequent the local drinking halls. What more could any self-respecting Norscan possibly ask for!



COLLEGE OF BEASTS

The following positions from the Norse team are added to the College of Beasts Team Roster as found on pages 100-101 of the *Dungeon Bowl* rulebook. In each instance, the position will state which of the general positions they are part of (Blitzer, Runner, Big Guy, etc.), and how many players for that position a team may have. The rules presented here may differ slightly from those for Norse Blood Bowl teams.

BLOCKER (0-4)

A College of Beasts team may have up to four players from the Blocker position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Ulfwerener	105,000	6	4	4+	-	9+	Frenzy	GS	A

SPECIAL (0-2)

A College of Beasts team may have up to two players from the Special position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Beer Boar	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	-

BIG GUYS (0-3)

A College of Beasts team may have up to three players from the Big Guys position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Yhetee	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG

COLLEGE OF HEAVENS

The following positions from the Norse team are added to the College of Heavens Team Roster as found on pages 102-103 of the *Dungeon Bowl* rulebook. In each instance, the position will state which of the general positions they are part of (Blitzer, Runner, Big Guy, etc.), and how many players for that position a team may have. The rules presented here may differ slightly from those for Norse Blood Bowl teams.

LINEMEN (0-16)

A College of Heavens team may have up to 16 players from the Lineman position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Norse Raider	50,000	6	3	3+	4+	8+	Block, Drunkard	G	AS
Lineman									

BLITZERS (0-4)

A College of Heavens team may have up to four players from the Blitzer position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Norse Berserker	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP

SPECIAL (0-2)

A College of Heavens team may have up to two players from the Special position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Valkyrie	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S



MIGHTY BLOW: 'FREE BEER'

BOB BIFFORD HERE, REMINISCING ABOUT PLAYING EVERYONE'S FAVOURITE BEARDED ICE-MEN. THEY SAY ABOUT NORSCANS...



...AND THAT'S DRINKING!



...THAT THERE'S ONLY ONE THING THEY LOVE MORE THAN FIGHTING AND BLOOD BOWL...



BUT THEY LIKE IT STRONG...

...AND A SOBER NORSCAN...



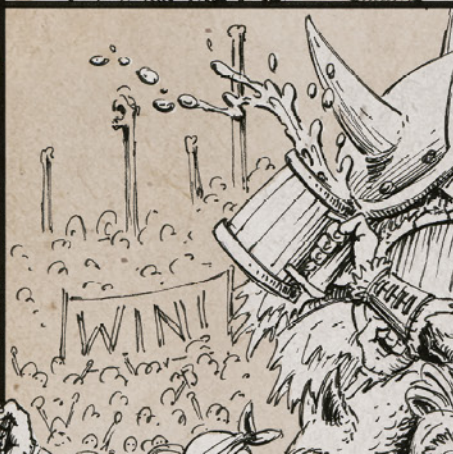
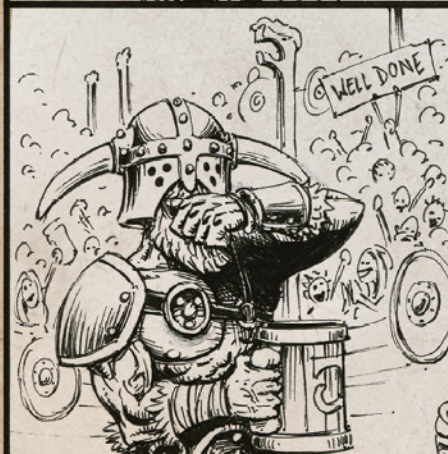
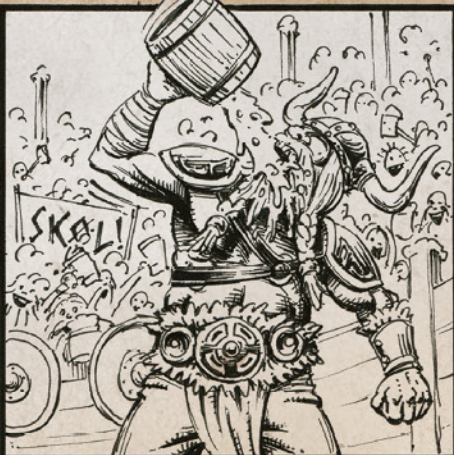
...WELL, THEY'RE TERRIBLE AT BLOOD BOWL...



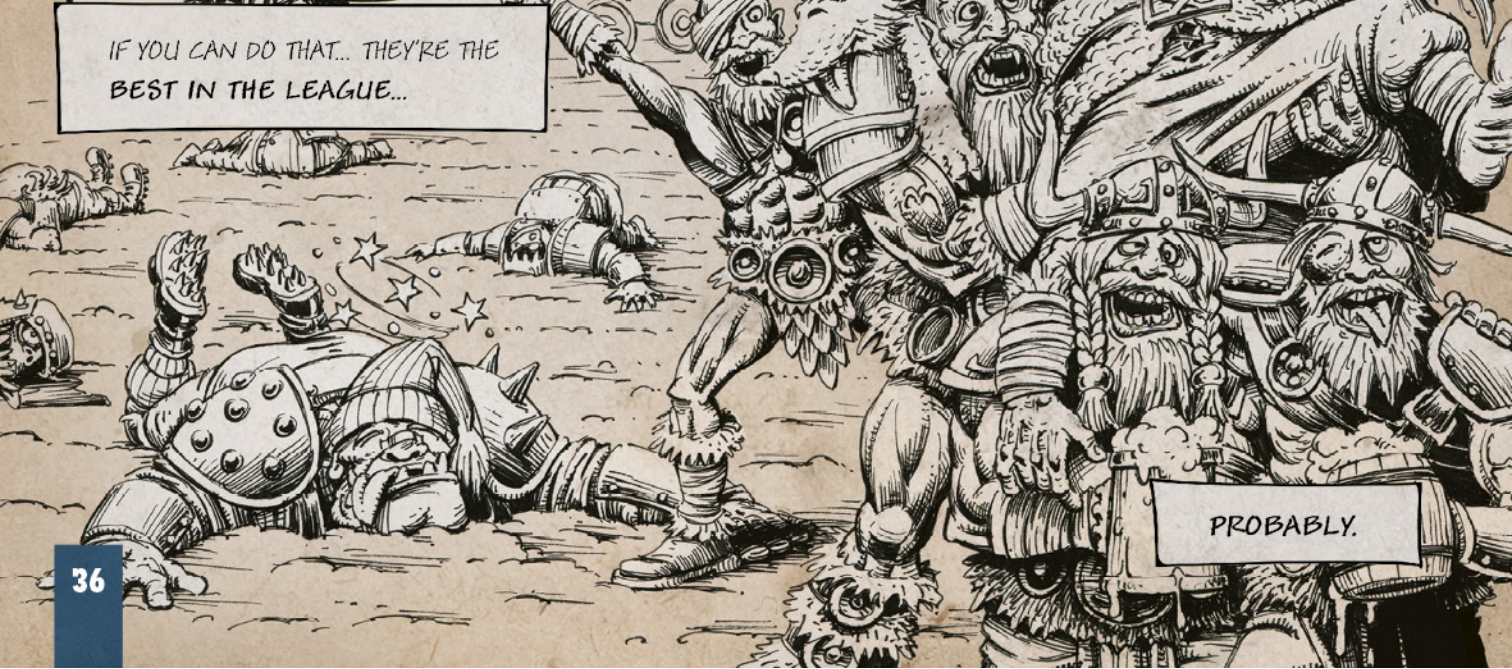
IF YOU GET A REAL DRINK INTO A
NORSCAN, HOWEVER...



WELL THEN THAT'S A DIFFERENT BALL
GAME ENTIRELY...



IF YOU CAN DO THAT... THEY'RE THE
BEST IN THE LEAGUE...



PROBABLY.



**KLIPPAN MALMBERG,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**BLØTHAR 'THE BERSERKER',
NORSE BERSERKER,
NORSCA RAMPAGERS**



**SIGRID HEIJMSGARD,
VALKYRIE,
NORSCA RAMPAGERS**



**INGRID IIDJARNSDOTTIR,
VALKYRIE,
NORSCA RAMPAGERS**



**DETØLF 'DARKTHRONE' DVALA,
ULFWERENER,
NORSCA RAMPAGERS**



**NORGRIM NIDHOGG,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**HENRIK RÅSKOG,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**KJETIL KALLAX,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**'BILLY' BÚKEJSSON,
NORSE BERSERKER,
NORSCA RAMPAGERS**

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NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



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NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**TOBBE 'THE RED' ERIKSSON,
ULFWERENER,
NORSCA RAMPAGERS**



**OSKAR,
BEER BOAR,
NORSCA RAMPAGERS**



**MAPLE,
BEER BOAR,
NORSCA RAMPAGERS**



**IVAR ERIKSSON,
STAR PLAYER**



**GHAAL GRIMPELT,
YHETEE,
NORSCA RAMPAGERS**



**SKRORG SNOWPELT,
STAR PLAYER**