

On Rampage!

A Norse Guide by Carnis

The Norse are a strange bash team, coming with a full quotient of AG3 players and only three players in the whole line-up get AV above 7. To add insult to injury, the linemen don't get S access, and you don't get the standard 4+1 STR players + big guy either. Yet despite these weaknesses Norse are one of the most outstanding teams in the whole Blood Bowl rulebook. What makes the Norse so spectacular and fun to play with? Versatility, reliability and frenzy. The Norse are strongest against Elf/Skaven teams, and teams with lower than average AV. AV8 teams the Norse can take out pretty regularly, and facing AV9ers the Norse have to even the odds with fend, clever positioning, their MA/AG advantage and fouling. Losing the bash game to win the game is not uncommon, if not optimal.

Team Philosophy

Before going into the specifics of the Norse team I would like to introduce the basic principles this step by step guide is based upon. First and foremost the point of this team build is to win games. This team build will not make you very popular, if you want to be popular and still win try Wood Elves instead. The strategy relies heavily on removing players and all the distinguished roles between players complement this simple goal. In addition to that, the team is based on some broad teambuilding guidelines introduced below.

The first principle is that of key player survival. Your team's key players (Yhetee, Werewolves, Blitzers and all Linemen with Guard) should 1) not get hit 2) not fall down if getting hit 3) not get stuck in TZs. This means all Were/Blitzer/Yhetee doubles should be spent in blocking skills (Dodge for Weres & Zerks, Block first, then Dodge for Yhetee). You should also keep your apothecary at the ready for key players. Taking Blodge on your GS players will keep them out of harms way, by reducing the amount of damage they take on blocks and the amount of blitzes they will receive. Guard linemen should pick Fend, if Dodge is not available.

The second principle is role definition. Each and every player in the team with skills needs to have a skill set that allows the team as a unit to perform better. I will introduce what I believe to be the four most important roles now. The first role is the killer, a player with MB/Piling On and Frenzy. This can be an Ulf, Yhetee or a Berserker depending on who skills first. The second and equally important role in a Norse team is the guard. Guard has been discussed all over, but suffice to say it does not matter who has it, although I would probably not make my Yhetee the first guard. The third role is the fouler, a Lineman with +Dirty Player. You should not underestimate +5/+1 armour/injury checks. The fourth role is the sweeper, which means a player who has both Block, Frenzy – and a dodging skill. The most optimal player for this is a Werewolf with Block/Break Tackle, but a Blitzer with Dodge doubles also suffices. In a higher end team, a player can often have multiple roles, but early on you should aim at having at least one killer, one fouler and one or more guards. The last role is ball carrier. I recommend a runner with Block, Dodge, Sure Hands, Sidestep. There's no need to get one early though – better skill your GS players.

The third principle is constant improvement. The team should not improve players just to float TV. Each player needs to carry his weight in TV and more. This means, all Linemen need to become guards if they double, even if their first skill was something else... like Dirty Player. Players who already have what they need (Block/Dirty Player Lineman) should avoid generating SPPs. Players who need just one TD to get a skill up should generally be preferred when choosing who scores.

MB should be preferred for SPP generating purposes if it fits the team build on GS players. If no one is near skilling up, the GS access players should universally be preferred, except if the Runner still hasn't got Dodge. This also means stat increases must carry their TV cost. This also means sacking Linemen who haven't rolled anything interesting by skill #3 (Fend, Tackle – what then?)

Finally, the statistics regarding MB/Piling On to emphasize how important it is to get a killer – and to use his PO to reroll armour too, if needed. This should also convince you to get Fend on your Linemen – to avoid giving your opponent MB/Piling On blocks.

no skill

Effective AV	Break Armour	Stun	KO	Cas	Off Pitch
9	0,16666667	0,097222	0,041667	0,027778	0,069444
8	0,27777778	0,162037	0,069444	0,046296	0,115741
7	0,41666667	0,243056	0,104167	0,069444	0,173611

Mighty Blow

9	0,27777778	0,134259	0,078704	0,064815	0,143519
8	0,41666667	0,196759	0,119599	0,100309	0,219907
7	0,58333333	0,270833	0,168981	0,143519	0,3125

Piling + MB rerolling failed armour/stun

9	0,47839506	0,163709	0,172968	0,141718	0,314686
8	0,65972222	0,210262	0,244985	0,204475	0,44946
7	0,82638889	0,241898	0,316744	0,267747	0,584491

So basically your relative / absolute odds of causing a KO or a CAS increase compared to no skill:

AV9: +350% / +24,5%

AV8: +287% / +33,4%

AV7: +237% / +41,1%

Up next - The Norse team

You get 0-1 Yhetee, 0-2 Norse Werewolves, 0-2 Blitzers, 0-2 Runners, 0-2 Throwers and 0-16 Linemen. Let's look at the team as a whole first and then each position individually.

The Norse is one of the teams that are spoilt for choice after the 0 FF required at start change. Your base to build on should comprise of 2 Norse Werewolves, 9 Linemen and 2RRs. Everything else should be built on that depending on the league structure, length or tournament rules.

Team "skeleton"

2 Norse Werewolves (Ulfwerenens) 6428 Frenzy, GS 220k

9 Linemen 6337 Block, G 450k

2 RR 120k

210k in the bank. This is what you can "play around with".

In perpetual, your start build is not crucial, but you should attempt to get max amount of MVPs on "useful players" and start the game with a good chance to win. Your upgrades thus available are:

Runner +40k +1 MA to running game, great addition.

Blitzer +40k No immediate benefit, but GS-access.

Thrower +20k No immediate benefit, but potential with +Stats.

Yhetee +90k CLAW/ST5 wild animal, with huge potential.

Apothecary +50k Saves money.

RR +60k Saves money, longterm you will need 3+

Linemen +50k Makes winning the first game more likely, makes fouling viable, but dilutes your "MVP" pool.

There is no absolute "right answer"; almost all builds are pretty much equally viable. This is probably a pretty balanced start. For tournaments -> more players is merrier, as then you can freely foul away.

An example starting build:

1 Yhetee 5528 Wild Animal, Claws, Frenzy, Loner, Disturbing Presence, S 140k

2 Nordic Werewolves, 6428 Frenzy, GS 220k

1 Blitzer 6337 Block/Frenzy/JU, GS 90k

7 Linemen 6337 Block, G 350k

2RR, Apoth 30k in the bank = 200k

The Norse positions

Linemen 6337 Block G:

The core of the team. They come with a 10k price reduction, the best general skill **Block** already taken and moderate movement & AG with a low AV value. You should aim at filling your ranks early, to get up to 13+ players when the Norse start to be playable. Their weakness is their skill-category, G only without doubles. This together with **Block** already taken means they come with very few improvement options. Many believe the Linemen to be perfect at 0 SPP. There are some useful Linemen skill ups though (in order of usefulness):

+STR (6+6). An additional 4STR player always breaks intended game balance. At 90k and already has block, GO FOR IT!

+Guard (doubles – principle: player role definitions & constant improvement).

+AV (6+4). This makes the lineman a human lineman at +10k price (80k for block/6338). Crap you say? Put him on the LOS and order Fend next. Remember, one of the most effective ways to increase your bashiness is to reduce incoming casualties.

+Dirty Player. The first fouler is the most crucial, ideally you get 1 per half. Foul prone players only, never stunned players and never players whose armour you can't reduce below 7. Never foul without DP, or when you're going to lose your 11th player for the next half doing it.

+AG (6+5). A Pro-Elf Lineman with Block at +10k, don't get too attached, but a useful player nonetheless.

+Fend – when massed this reduces incoming blocks by a big number. This skill also cancels Frenzy surfs and Piling On usage. Powerful skill, if no doubles or stats are up.

+Tackle is needed against dodgers.

Useful, but not very strong picks:

Kick (can be useful, but not very often), Dauntless (runner has), Frenzy, Wrestle, Pro, **any non-double 3-skill combo** -> **consider sacking**, sure hands and on doubles: Mighty Blow/Dodge

Apothecary policy: Guards, +ST players and sometimes rarely on +AG players.

If you get a second double on a guard player, take Dodge (principle: key player survival) except if STR is available.

Blitzer 6337 Block, Frenzy, Jump Up GS:

The heart and soul of the Norse blood bowl team. The Old Norse had four of these, but the new roster with two Blitzers and two Werewolves is a much stronger roster. These guys are very straightforward to advance, and you should be handing out most of your touchdowns to these guys early on. The Block/Frenzy/Jump Up yells for Mighty Blow + Piling On. Blitz every turn, and reroll every armour, stun and some KO's too if you're in a secure position to maim the opponents players to oblivion. After all, if you don't maim him, he will maim you with your puny AV7. The catch is, you also want Guard on these guys, since your team only gets 5 Guard max without doubles.

Skill picks in order of usefulness:

Essential:

+STR(6+6) rare, but golden opportunity.

+Dodge (doubles – principle: key player survival)

+AG (if you already have Dodge, this can be golden... If not I would skip it)

Any from the pool below according to what roles you miss most in your team:

+Mighty Blow

+Piling On (with MB already taken)

+Guard

+Tackle

+Stand Firm

A rogue pick that I haven't tried but might work:

+Fend (after picking MB/Guard/Dodge/Piling On – key player survival via protection against Piling On).

Less useful:

+MA/AV/AG (6+4/5) these are probably equal with Stand Firm, but you generally need the first 3 (Guard/MB/PO) -> so with a stat inc that's 51 SPP! Luckily, early MB/PO really racks up CAS, so advancing beyond 75+ SPPs should be no problem. Juggernaut is also less useful, because you will usually be blocking thanks to Jump Up.

Apothecary policy: Prioritize, even if no double/stat etc. Not above rarer players though (+ST, guards etc).

Norse Werewolves (Ulfwereners) 6428 Frenzy GS:

The big brothers to the Blitzers. +1 STR +1 AV -1 AG and lose Block/Jump Up. A fair deal for just 20k. Still, the rookie Wolves seem expensive compared to Black Orcs. The Wolves are not Black Orcs though. Frenzy as a starting skill means they are the only ST4 player to start with a block improving skill with no drawback from Loner/Wild Animal or so on. The Norse armour is so frail, that you want to have multiple players roled the same way. This is why the Wolves play a lot like their smaller brothers. Useful skill ups:

Essential:

+STR (6+6) probably still the best skill to take. Go Break Tackle if you ever roll this.

+Dodge (doubles – principle: key player survival)

If no double, then skill 1:

+Block/Mighty Blow. The conservative approach is take Block first. I usually pick MB first, but most people will disagree with this.

Skill 2 depending on the roles you need:

- +Mighty Blow/Block
- +Guard
- +Piling On
- +Break Tackle

Less essential, but still useful:

- +Tackle/Stand Firm/Wrestle/Break Tackle.

Not very useful:

- +MA if it slows taking skills 1-4
- +AG (WWs aren't ball carriers).

Apothecary policy: After skill1 these guys are irreplaceable, before that you can let Wolves die (it's expensive though).

I suggest making at least one Wolf a sweeper/killer with Block/MB/Break Tackle, because their ST4 will allow them to dodge smoother than the other Norsemen's AG3.

Note that there is no synergy for having Guard+PO on the same player, but the Norse must take ALL the Guard they can get and I do believe it's most efficient to take PO on most of the players with MB as well. Just remember you don't always have to reroll armour or even stuns, take the situation into consideration.

Runners 7337 Block, Dauntless, GA:

MA7, Dauntless. Not the best Runners in the game. They are expensive players too, but well worth having at least one, possibly two. Get one to grab the ball and hand it off to cage centres, players who should usually have S access in a Norse team. If you prefer a throwing based game, then having 2 is probably a requirement. Skills in order of usefulness:

- +ST (6+6), even at 140k, ST4 is ST4.
- +AG (6+5), great, as you have agility access!
- +MA (6+4), 8 movement is not to be underestimated, already have Block and only need Dodge.
- +Guard (doubles – principle 3: team improvement) a Guard Runner can eventually have the powerful Blodge/SS/Guard combination.
- +Dodge
- +Sure Hands (one player with SH is enough)
- +Sidestep
- +Fend/Diving Tackle (not high in the list, cause it's kind of hard to get your MA7 AG3 player positioned safely next to the ball carrier).
- +DT/Fend

Later: Catch or Diving Catch possibly – but DC only if you brought a Thrower.

Apothecary policy: Don't get attached, unless you got something golden (like Guard/+STR etc).

These guys are expensive, and may divert you from what you should be doing (scoring TDs with Blitzers/Werewolves). Used correctly, they can make it easier for you to score with your S-access players though, as well as improve your defence. They will also take some attention from Tacklers, if your S access guys have taken Dodge doubles. They also provide "free" Dauntless. Finally, they are the only guys to go to for Norse 1-turn touchdowns. It's hard, but has been done. Sometimes impossible though, as your opponent may have Stand Firm/Sidestep on the line and it's just not

worth it to spend Lineman doubles on Grab/Jugger to counter that.

Throwers 6337 Block, Pass, GP:

In my opinion, these guys are not really that useful. Overpriced for their skill set (as Human Thrower -1 armour, swap the useful Sure Hands for sometimes "less essential" Block). Can take one for Leader, but the Norse team isn't a very RR-heavy team so this is not strictly necessary. Often a MA7 handoff is easier to achieve, than a safe quick pass with these guys. Alternatively they can carry the ball. They don't make it easier for Linemen to advance. Still, 20k is not a heavy price for P access if you happen to roll +stats.

Great skills:

+ST(6+6) becomes a blocker.

+AG(6+5) becomes a real thrower, if you get this then keep the thrower.

Guard (doubles – team improvement)

Leader

Less essential skills for throwers:

Sure Hands/Leader/Fend/Accurate/MA and doubles: Strong Arm.

Apothecary policy: Don't get attached 🤔. +AG/ST is worth saving.

If you like Throwers/passing though, or happen to roll +AG:

The thrower gives you another option in attack! +AG makes a Norse Thrower great (Pro Elf Thrower with Block for +20k, again don't get attached). Even without that AG, building a Thrower over time with Accurate, Kick Off Return, & Sure Hands makes him a great ball retriever, and lets you place some receivers (i.e your Runners) up close to the line, to make them more of a threat. The benefit of this approach is you have a credible 2-turn threat. It's an improvement for an investment, but not necessary everybody's cup of tea.

Skills:

+AG (6+5)

Dodge or Strong Arm (doubles)

Accurate

Sure Hands

Kick Off Return

Later:

Safe Throw, Leader or Fend possibly.

The Yhetee (The Snow Troll), S

Last but not least, let me introduce you the weirdest big guy in the game. No Thick Skull, no Regen, AV8, Claws instead of MB. He is a splendid player despite Wild Animal. The Yhetee significantly improves your game vs. high AV opponents, but don't forget Disturbing Presence against passers.

Wild Animal means it can be seriously out positioned, and Frenzy makes it turnover prone.

WARNING: *Taking him early can make your play very unreliable.* Remember also to not rely on these guys to win you the game, rather use them as a tool giving you access to killing AV9 players and big guys on the LOS or tying 2+ Linemen.

Great skills:

(Doubles, even 6+6 – although I wouldn't fault you much for picking STR) Block

Mighty Blow (synergy with Frenzy & Claws)

Piling On (but careful, only reroll stuns when MB ready.. OR reroll everything vs. key players). Just remember you will spend approximately 0.5 turns out of the game for every Piling On you do with a WA. Still wouldn't skip this, cause you get Claws/Frenzy & MB on the same monster.

Juggernaut (if not Block by 3rd skill). If you got Block then you can skip Jugs.

Guard/Stand Firm

Stand Firm/Guard.

Less essential, but still useful sometimes:

Pro or Tackle doubles. The non-double skills that are left are pretty crappy (Thick skull, Multiple Block, Strong Arm).

Apothecary policy: Keep your troll alive, he's one of your "power-5".

If your Yhetee doubles before skill #3 (and becomes awesome), or for conservative coaches:

This can be achieved by sheer luck (11/36 per 2 skill ups, 91/216 per 3 skill ups), or by cycling Yhetees in perpetual. This monster becomes an actual KEY player, instead of a "useful tool".

Build:

Block (first double)

Mighty Blow (skill 1 or 2)

The first two are no brainers. You got Claw, you need MB, you got doubles and you must take Block to negate Loner & Frenzy. Then there's actually a choice involved. More often than not you will want Guard/SF on this player due to his ability to get into the thick of it with Block & Frenzy. The order is up to your personal preference.

Guard/Stand Firm

Multiple Block (negates Frenzy and Piling On for 2x MB/Claw blocks, purely awesome sometimes though, vs. AV8+ teams! - Can often be countered by opponents positioning!).

Alternative to Multiple Block: Piling On (GREAT with Block/Frenzy, but bad with WA, Guard and doesn't work at all with Multiple Block - as you can't take Grab).

Less essential, but still useful sometimes:

Tackle or Pro doubles. The non-double skills that are left are pretty crappy (Juggernaut as you already have Block, Thick Skull, Strong Arm, Break Tackle). If I needed to choose I'd take Break Tackle & then Jugs to cancel Fend.

General play strategy

In defence, sacrifice 3 Linemen on the LOS, and play a full ziggurat with the rest of the team.

Protect your best killers by putting them on the inside wing out of blitz range on turn 1.

Always pick your best killer (JU/MB/PO/Tackle/Frenzy/STR and position must be considered) & target his weakest player (Blodge, Wrodge, armour, Fend, niggles/-AV and position must be considered) with your blitz. Always reroll everything but KO++. Rinse & repeat. When his players recover from stuns, cover them with TZs and foul. Take 1die blocks at the end of turn, and sometimes spare a reroll for such ventures. These can be golden in saving your AV7 from extinction. Against stronger opposition, try to sacrifice Linemen for positional advantage and run the Touchdowns conservatively/using positional advantage from your general MA6. Foul extensively, but not if you are already players down. Fouling is an art best used to maintain advantage, or to "lighten" the field of play by reducing players from both sides. This is almost universally your advantage, as you are unlikely to make many dodges & it also makes it easier for

you to put the hurt in with MB/PO spamming.

Of your spammed skills Guard and PO do not have any synergy on the same player, but having several in the team is crucial, and Norse can't be picky about placement of S-skills. Try to avoid contact early in the game, but after the first 2-3 KO/CAS, go full contact to kill the opposing teams running game. Look meticulously for crowd push opportunities. I have even crowd pushed a zombie on turn 1 starting from LOS blocking with Frenzy. Always prefer a crowd push over a MB blitz, unless you have a significant field-advantage, in which case MB/PO becomes more efficient at causing permanents (CAS & SPP, instead of no SPP and out of the field stunned).

Do not pass, unless you absolutely must. Don't be afraid to dodge out of TZs, but don't waste rerolls on it (unless forced to dodge with the ball), and only do it in "safe" situations. Respect Foul Appearance and AV9 players. Score with S-access players. If you simply cannot cause enough KO/CAS to make a dent (and this will happen sometimes, even with 4 MB/PO), play like a Human team (use Guard & your AG3/MA6 & crowd pushes) - after all, you are almost "average" at everything. Chances are you won't win, but you could easily draw. In the "won" games, hand the ball off to a Werewolf. They are hard to skill by chance, and they are likely to hang around the longest.

Remember, most of your players at AV7 are expendable (the non-S access players, and the ones who did not roll +STR/Guard/AG). Never use your apothecary lightly.

Ideally you should go for something like this:

Troll: Block/MB/Guard

Ulf1: Block/MB/Dodge

Ulf2: Block/Break Tackle/Guard

Zerk1: MB/Piling on/Dodge

Zerk2: Guard/Dodge/MB

Runner1: Sure Hands/Dodge/Sidestep

Runner2, optional: Dodge/Sidestep/Diving Tackle

Thrower, optional: Sure Hands, Strong Arm, Accurate, Kick Off Return

Thrower2, optional but different: Leader

Lineman1: Dirty Player

Lineman2: Dirty Player

Lineman3: Guard

Rest of the Linemen: Grey mass of 0-1 skill players (with Fend or +AV as skill #1) up to 15-16 in a bashy league. These players are there to tank and take hits and substitute for your DPs.

Inducement preference

Helmut: Is good on paper, I rarely get mileage out of Helmut.

Boomer: Boomer rocks. Forget about the bomb. Put him on the LOS on defence (AV9, Block, Thick Skull). Use him to provide assists & take 2die blocks. If he gets stuck in the thick of it, try to clear the area surrounding him from your own players and intentionally fumble a bomb at the end of your own turn (AV9 & Thick Skull, you are unlikely to get hurt).

Zara: Against some opponents strong pick (Undead, Vampire), not as good as Chaney who is cheaper though.

CHANEY: the #1 star & your third Wolf. Claws/Frenzy/Wrestle/S4/MA8/Catch/Regen. Awesome.

Icepelt: Don't pick, useless as he lost MB.

Morg: Too expensive. Good against Dwarf teams though, can tie 3 Linemen at once.

Bribes: Best against flair, usually no point in having more than one though.

Babes: Best against bash

Wiz: Against some teams, a game winner.

Apoth: Best in perpetual (but not for winning!), you play AV7.

Cook: Too expensive.

Cards: Too random, but if you must then the 50k Dirty trick deck and the 200k deck are my favourites.