



LITTLE AND LARGE



A GUIDE TO LEAGUE AND TOURNAMENT PLAY WITH OGRES

If you choose to play ogres, you will rely on dice more than with any other team. Ogres will roll for bonehead every turn, and snotlings will also dodge through multiple tackle zones. Add in frequent 3 dice blocks (and more frequent 3 dice blocks against you) and if Nuffle is against you, you are stuffed. However, if the game goes well the feeling of satisfaction is immense.

The following is a combination of my thoughts and some stuff from discussion on TFF.

Strengths and Weaknesses

Strengths	Weaknesses
6 Strength 5 players without Loner Very mobile linemen	Lack of tackle zones as a result of bonehead and titchy Very fragile linemen

Team Selection

The 1m gp starting league team is straightforward (with a choice of only 2 players).

4 Ogres - 560k	or	4 ogres - 560k
9 snots - 180k		8 snots - 160k
3 rerolls - 210k		4 rerolls - 280k
Apothecary - 50k		

The first game will be hard work with only 12/13 players - you may well start the second half short of players. But if you don't have an apo for the first game it makes every injury roll for ogres extremely nerve-wracking, and obviously rerolls double in cost once you start.

Try to get as many snots as you can on an ongoing basis, getting up to 15 rostered players quickly, but it's worth leaving a spot open for a star. No need to fire snots, but as soon as they pick up AG/MA reductions stick them on the LOS on defence to save the ogres. Save up for ogres 5 and 6 after getting enough snots, and getting a 4th reroll if you only started with three, and invest in assistant coaches and cheerleaders after that, unless you are running out of games in the league, in which case spend the money.

Offence

The main choice on offence is whether to carry the ball with an ogre or a snotling, and this

will have a major influence on how you play. I always carry the ball with snotlings, so will concentrate on this play style.

Hugging the sideline

With sidestep on the snotlings, you need have no fear of the sidelines, and it makes caging a whole lot easier. The basic strategy is to get within 7 squares of the endzone and then let the dice do the work, rolling 2+ on all dodges (with rerolls) and GFIs. Snotlings do not work as a regular cage because of Titchy, so a loose cage is more important, making attackers dodge as much as possible to get to the ball carrier:

Code:

```
| - s
| - - o
| - s - o
| x - -
| - s - o
| - - o
| - s
```

On your turn, simply move the cage forward, rolling lots of dodges and hopefully using Break Tackle on the ogres to assist their mobility, punching anyone silly enough to stand next to them. Diving Tackle is needed to make this tactic work against elves, unfortunately.

The traditional cage can work, but only with Ogres on the corners, and it's fairly easy to slow down and Bonehead can cause big problems. With a sideline cage, Bonehead can be managed more easily.

If you do get bogged down, there's always the TTM option, which should mean that your opponent will not be able to commit as many players to attacking the cage as they may want to keep people back.

Carrying the ball with an ogre

Upon receiving the ball on an eight-turn drive, an ogre can be used to carry the ball, particularly if he has Break Tackle and, on a double, Sure Hands. This makes a more traditional drive, though DT snotlings are still useful for keeping players away from the ball carrier.

Throw Team-Mate for scoring

Any discussion of TTM should begin by stating this is not a viable winning tactic. If you go for the one-turn score every time you get the ball (with a rookie team), you will inevitably lose. However, it has its uses, and becomes exponentially more useful as the team develops.

And of course, if you kicked off in the half, you will always (barring riots) have one turn in which to try to score. To maximise your chances, it's worth saving a team reroll if you will have the chance at a TTM score.

The important parts of the TTM setup - 2 snotlings in the wide zones, 3 deep to pick up the ball, and a Strong Arm ogre in the middle. The rest does not matter.

Code:

```
- s - - - - - s - -  
- - - - - o - - - - -  
-  
-  
-  
- - s - - - - s - - - - s - -
```

If the ball lands behind the back line of snotlings, you're fairly stuffed. If not, pick it up and handoff to the left or right snotling. Then move the ogre in front of the snotling:

Code:

```
- o - -  
- s - -
```

You can throw the snotling 6 squares, and the snotling is able to move 7. The ogre is already one square into the half. This means that if the snot lands 2 or 3 scatters back towards you, you will not be able to score. Giving Sprint to the snotling reduces this to 3 scatters back, as does an MA increase, as does quick snap. A combination of these means that the scatter effect can be reduced.

With a Strong Arm ogre, for the OTS you need to roll the following. Skills to help them are in brackets.

3+ pickup (sure hands, AG)

2+ possible GFI to reach the thrown snot (sure feet, MA, sprint)

3+ catch (catch, AG)

2+ bonehead (pro)

2+ non-fumbled throw (pass)

4+ land (AG)

2+ GFI/dodges as required (sure feet, MA, sprint)

So lots of dice rolls, but the TTM play is one of the most exciting in the game, and that

wouldn't be the case without the dice!

Skills to help TTM

Sure Feet/Sprint - SF gives you more certainty of making 7 squares, Sprint gives you the possibility of making 8 squares. Do you trust your D8 or your D6 more?

Catch - extra reroll for the hand off

Strong Arm - 2+ instead of 3+ on the throw

Defence

When your opponent has the ball, there are only a few things you can really try:

1. Break Tackle to dodge an ogre into the cage. This is actually really effective, as a standard cage means a 4+ dodge, and ogres don't have loner. If you can negate one of the assists with another ogre, then it should still be at least 2 dice on the block. Bertha Bigfist can also be useful for this tactic.
2. Diving Tackle, then audacious dodges with snots to get them into annoying positions. NB this does NOT mean ever standing next to an opponent at the end of your turn.
3. Kill them all! You have 4-6 players with S5 and Mighty Blow, possibly some with Piling On, maybe a Dirty Player or a Chainsaw? What are you waiting for?
4. Missile snots: pretty much a desperation play, but try throwing snots at the cage. Not really recommended, in fairness!
5. Wizards can be effective, as once the ball is loose you should be able to swarm snotlings in to surround it and make it more difficult to pick up. This is high risk however as swarming with snotlings may mean leaving them standing next to players, which often means a sticky end.
6. Remember that it can be a good idea not to activate the ogres, in order to keep their tackle zones intact.

Skill Summary

Ogres

Most: Break Tackle, Guard, Juggernaut

Thrower: Strong Arm, Break Tackle

Killer: Piling On, Guard, Juggernaut

On a double, take Block. Second double, Dodge. If you are going for an ogre ball carrier, take Sure Hands.

MA/AV - I normally take move, as it allows an ogre to become a sweeper in the back field and cover the field effectively. AV helpful in a scrap, obviously. On a double 5 use the double.

AG - Take this, as if you find yourself winning then you can get the ball to him more easily which might help you to hold on to it. Also, this allows a passing game to be developed, which is impossible with Stunty. If you go this route, take LRB5+ Diving Catch on a snotling, and follow up the AG with Strong Arm (Sure Hands on double).

ST - As this is a double, I think the tactical decision would be to take block, but the emotional decision would be to take the strength just to create a monster.

Snotlings

Most: Diving Tackle, Jump Up, Sure Feet. See discussion in Offence & Defence.

2 x Scorers: Sure Feet, Sprint, Catch. See discussion in Offence/TTM.

Fouler: If a rookie gets a double, consider Dirty Player, then Sneaky Git

Catcher: If you get an AG3 ogre, consider Diving Catch, Catch.

Doubles:

Leader first, then Kick, then Dirty Player, though by the time of your 3rd double the first 2 doubles may well have died, in which case, replace them. Alternatively, consider block/wrestle on the snots in order to keep them alive, as once they start leaving the pitch (ie whenever they get knocked down!) life becomes very difficult.

Hail Mary Pass can be used effectively on a snotling, but only really if your opponent forgets you have it, otherwise a sweeper or two can easily negate the tactic.

MA/AV - take the move: see Offence discussion.

AG - SUPER MEGA AMAZINGLY BRILLIANT. Take it.

ST - ignore it, take the double.