

SLANN PLAYBOOK

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An old school Slann team in all its glory

INTRODUCTION

The Slann are remains of an extraterrestrial race of aliens that landed in the Old World long ago. In the current Warhammer world they are but forgotten and their only remains are as obese spell casters for the Lizardmen. In BB however they are resurrected to their former glory as the agile leapers they originally were known as.

Slann have a unique mobility and play the game of BB like no other team. They are basically a "flair" team, much like the various elves and Skaven but their mobility is based on their unique use of the skill Leap. If the reader at this time is not familiar with the skills Leap and Very Long Legs, then open the current LRB and study!

In the making of this team the designers gave them skills that all are related to jumping. This gave the team a unique set of starting skills and some very interesting skill combos that otherwise seldom are seen on the pitch.

Slann is not an ideal team for the beginner as the understanding of game mechanics and tactics required is pretty high. Also when going up against a Slann team with a skilled coach one has to rethink defensive strategies to include the massed Leap that might use big holes in your defence you didn't even know existed.

This tactica will explain a way to develop the team to best use Leap and make the unique mobility of the Slann team more efficient and devastating for the opposition. You can develop other more bashy team builds but I find them less "Slanny" and those are for other coaches to describe. The playbook is mainly oriented towards league play.

ROSTER OVERVIEW

Slann is in some ways a one trick pony. The one trick is however so versatile that the team becomes capable of great things. The team is one of the most effective in offense, seldom not managing a two turn score when wanted to do, but can also be very effective in defense, launching faster than light counter attacks defeating even the best guarded cages.

The trick is off course the skill Leap that all positionals except the big guy possesses. Combined with Very Long Legs it means that all your players can Leap to any square two squares away, no matter how well guarded, on 3+ or better. Leap also is one the very few skills that don't have a counter skill (only tentacles are to worry about) and there are no negative modifiers when using the skill

This ability often results in the opposition having to come up with a totally different defence as the regular screens and cages are virtually non-effective against a well developed Slann team.

The Slann are pretty tough, most of your players having the "standard" 8 AV, which makes them more resilient than most other agility teams.

What the team suffers from is being dice heavy. Much like the various Elf teams you'll find yourself rolling a lot of dice unless you've planned your game well. The trick is to not use Leap unless you have to but let the abundance of the skill make opponent adapt to the ever present threat of a well timed Leap.

Your job as a Slann coach is to score, quickly, and then hassle the opposition making them drop the ball or score prematurely. Getting the ball loose on defence is essential as Slann are great ball retrievers and often manage to score on defence.

Read on and I'll tell you how to do it.

GENERAL TACTICS

Slann can score quickly. They are probably tied as best scorers with the fast elf teams and Skaven (not counting one turn scorers). Often scoring quickly is the best tactic with Slann. This is because Slann are also very good at exploiting others mistakes and getting the ball loose for rapid counter attacks.

Slann are probably one of the teams that are most improved by AG increases and any player (Krox not included) should grab AG increases at all times.

Offense

To score quickly you need Catchers.

I find it essential to have four Catchers on the team. There are other builds possible but with Slann you want to score often and quickly and the Catchers do it best. AG 4 is the key as it greatly affects the ability to Leap safely.

For a secure and effective 2 turn TD attack go for the flanks. With the easy Leaps that Catchers are capable of this attack is very hard to defend against.

The Flank Leap 2 Turner

P= any player, C= catcher

-- P - |

--- C |

-- P - |

This move is safer if the players are Side Step:pers. Watch out for opponents with Frenzy!

Attacking pretty much does it self as long as you keep the Catchers on the field.

Defence

No cage is safe from the Slann. The access to easy, and ready available, Leaps makes Slann do "impossible" things on the pitch.

On defence it's essential that the Slann teams gets access to Guard. Leap provides you with an ability to get into even the most defended cage. Once you're there you can mark the cagers and get a 1 dice blitz as long as the other team has no Guard:ers. But to get the all important 2 block dices you need a supporting Guard:er leaping in before your blitzer. More on this later.

Another very important skill for Slann defence is Strip Ball. You want the ball loose and Strip Ball makes this happen. Make sure to get a few Strip Baller:s early on.

This also makes Wrestle a superior skill in comparison to the conventional Block as there is no counter defensive skill to Wrestle. When you get a player with Wrestle and Strip Ball (+ Tackle) the magic will start happening... Make sure to have a Catcher ready to pick up the ball after a blitz. I always try to save a Catcher's move until the blitz is done.

Leap makes it possible to swarm the defensive half of the pitch and get players behind the first line to put pressure on the ball handlers. Put your Catchers close to the LOS, behind your first line, ready to swoop in and paint the backfield with your tackle zones and also pick up the occasional loose ball.

Slann on defence, more than any other team, is ready to exploit your opponents' mistakes/fumbles. With AG4 and Leap you are great at getting to hard to reach places and picking loose balls. Try to keep a catcher at 7 squares from the opponents TD zone in case the ball gets in your hands.

LINEMEN

Don't underestimate these guys. They are the affordable grunts of the team but they are more than capable in comparison to the fodder of many other teams.

At 60K you get a human lineman that Leaps anywhere on a 3+. That's a bargain. The trick however is to not use the skill if you don't have to. Remember that they are capable as they are and Leaping is just a plus. To Leap all the time will eat re rolls like candy.

I recommend using your Linemen for doing your blitzing. The guys named Blitzers are better for other uses (see below).

Being grunts the Linemen are the ones to man your scrimmage line (LOS). Wrestle is great for these guys. Block is an option if you want to cause damage.

As I already said you should trust the Linemen to do your blitzing. With Wrestle, Strip Ball and Tackle you get blitzers that are as good as they get for getting the ball loose. And that's just what you want.

One guy should have Kick. Often your opponent fails his pick up, and when that happens you want the ball close so you can exploit that.

Below I call these two types of Linemen Hitters and Grunts. You want around 4 Hitters (they are most important and can do LOS-duty in need) and the rest Grunts.

Hitters:

Normals > Wrestle, Strip Ball, Tackle (consider choosing Strip Ball first for one hitter)

Doubles > Guard

Strength > Yes!

Agility > Yes!

MA/AV > Either is OK but only if you already have a guy with the essential skills above.

Grunts:

Normals > Wrestle, Fend

Doubles > Guard

Strength > Yes!

Agility > Yes! But if so make him a Hitter instead.

MA/AV > AV

BLITZERS

These are the controversial guys! They're named blitzers but have no blitzing skills. Many players are still using them for blitzing, perhaps because that what they think they should do... Don't be fooled. There are much better uses for them. At 110K they are among the most expensive rookies in the game and if you buy them for your team make sure you get value for your money.

What do you get? At an extra 50K in comparison to a Lineman, you get + MA, Diving Tackle and Jump Up. This is an unusual combo, and one that you would not likely choose for a star player, but it's not in any way useless. Diving Tackle is an irritating skill for an opponent and goes well with M 7 for getting him to best position to mark opponents, but is it worth the mighty 110K you pay, and does it stack well with Jump Up? Nope... Jump Up is also a great skill but still the combo is strange and the cost is high.

But the Blitzers are an essential part of a good Slann build. As told earlier Slann benefits greatly from having access to Guard and Blitzers are the only positionals that can choose Strength skills on a regular roll. So one of the most important roles that Blitzers have, is providing your team with the much needed Guard.

Guard is a passive skill and that compliments very well with Diving Tackle. If going this route you can stack up with Side Step (or Stand Firm) which together with Block makes a very irritating player capable of stymieing the opponents' offense.

You can off course use them as blitzers too. If going that route Mighty Blow and Piling On makes them excellent killers in the style of Norse Berserkers. I however feel that this is a waste of TV and takes the whole team in a direction I feel that other teams do better. Just remember that a decent killer costs 150K (Block and Mighty Blow) and good one 170K (Block, Mighty Blow, Piling On). For that sum you get a great blitzer (Lineman + Wrestle + Strip Ball = 100K) AND a regular Lineman (60K) or you give out enough Team Value (TV) to let your opponent add a chainsaw + bribe... Blitzers are hard to skill so if going the killer route, consider giving him Mighty Blow first.

I recommend fielding two Blitzers and to use them as supporters/defensive players. I advise against using all four Blitzers available as this makes a huge impact on your TV that wont show in your team's performance.

Supporter:

Normals > Guard, Block, Side Step/(Stand Firm), Dodge

Doubles > Nah

Strength > Yes!

Agility > Yes!

MA/AV > AV

Killer:

Normals > Block, Mighty Blow, Piling On, Tackle

Doubles > Nah

Strength > Yes!

Agility > Yes!

MA/AV > Any

CATCHERS

The Slann live by their Catchers. They are the ones that make or break the team. The Catchers have AG4 and Very Long Legs, which makes them Leap on 2+! This combined with a good move of 7 makes them extremely mobile.

I recommend having four Catchers on the roster at any time. Much like some people use Gutter Runners I place one in the backfield to act as a thrower, using that AG4 to work magic. The other three are placed as far up front as possible to advance and score in the next turn.

On defense the Catchers screens and stand ready to act once the ball hits the ground. Try to get at least one Catcher behind the offensive line ready so that you're always in scoring position.

If you're lucky enough to get an AG increase, get Sure Hands next. No loose balls are safe for this guy.

I find Dodge to be their most important skill. It makes them better survivors plus increases their mobility. Next give one of them Side Step for those sideline rushes. For the others, choose Block before Side Step.

If you roll a double, get Guard. Guard on a player with AG4 is brilliant!

Normals > Dodge, Block, Side Step

Doubles > Guard (every time!), consider Pass the second time.

Strenght > Yes!

Agility > Yes!

MA/AV > AV is nice MA also.

KROXIGOR

Some like big guys some don't. You do need someone to soak up blocks and Kroxigors are with their Prehensile Tails very good at marking opposition.

For Slann I feel that the Krox benefits most from being mobile thus making Break Tackle the first skill to take. Stand Firm is the other choice if you like him to mark opposition and soak up damage.

Another way to keep the Krox mobile is to make him such a threat that your opponent will hesitate to mark him. Piling on is great for that. Also it helps the Krox stack some SPP.

Normals > Break Tackle/Piling On, Guard, Stand Firm

Doubles > Block, Block, Blockety Block.

Strenght > Consider Block instead...

Agility > Nah...

MA/AV > None is my favourite but either is a valid choice. I'd get a skill instead.

STARTING ROSTERS

As I've told you I'm a firm believer that Slann stand and fall with their Catchers. So to no surprise I recommend all four catchers from the go.

Yes, they will hog alot of the SPPs but a developed Catcher is a good Catcher. Just make sure that you occassionaly try to score with a Lineman or Blitzzer.

The Blitzzers are overpriced for what they do (which is support and provide guard plus mark opposition) and using all four slots will raise you TV above what is good for the team. Still you need guard and waiting for those double rolls can take a while...

Balanced, my recommendation:

4 Catchers
2 Blitzzers
5 Linemen
3 RR
10 banked for Apo

Catchers galore:

4 Catchers
7 Linemen
5 RR

Balanced, (Re Rolls for leaping and risky plays):

4 Catchers
1 Blitzzer
6 Linemen
4 RR
10 banked for Apo

Kroxigor (balanced with a Blitzzer for guard, but few RR):

Kroxigor
4 Catchers
1 Blitzzer
5 Linemen
2 RR
30 banked for Apo

Alt. Kroxigor (3 Catchers (gasp!) but more RR):

Kroxigor
3 Catchers
7 Linemen
4 RRs

FINISHING THOUGHTS

Slann is a great team to play and it is really satisfying when you get the magic to work. Slann is a team that can perform miracles on the pitch and make your opponents cry. Take risks, but remember that you don't have to Leap every turn...

Hope this playbook helps. Have fun, and feel free to ignore any of my tips.

Glory to the Old Ones!



Touchdown guaranteed!