

SLANN TEAMS

The Slann team is an ancient race of space travellers stranded on our planets many ages ago. After realizing that rescue was never coming they settled down and began ordering the Lizardmen around as their leaders. While most Slann prefer to become fat and lazy lording over the Lizardmen, a few of younger and more energetic members enjoy travelling the realm and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-16	Lineman	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-4	Catchers	80,000	7	2	4	7	Diving Catch, Leap, Very Long Legs	GA	SP
0-4	Blitzers	110,000	7	3	3	8	Diving Tackle, Jump Up, Leap, Very Long Legs	GAS	P
0-1	Kroxigor	140,000	6	5	1	9	Loner, Bone-head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

0-8 Re-roll counters: 50,000 gold pieces each

Star Players available for Inducement: Helmut Wulf (110k), Hemlock (170k), Lottabottol (220k), Quetzal Leap (250k), Slibli (250k), Morg 'n' Thorg (430k)