

Baleygr-Janssen Speed R5 Guide

Introduction:

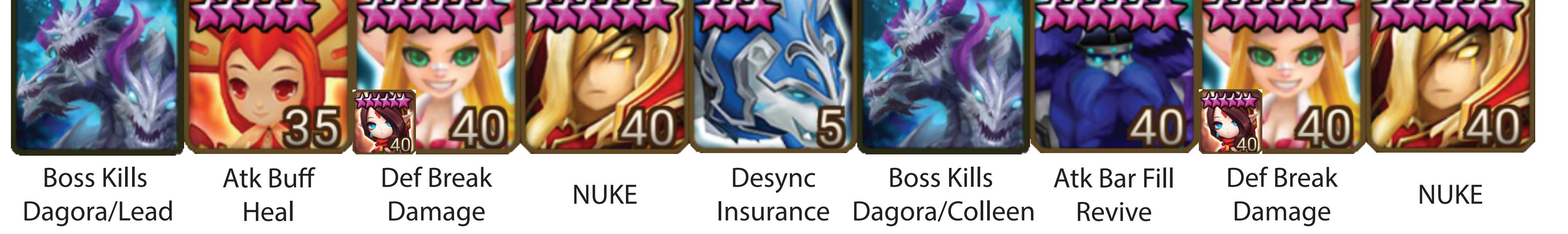
This is a mid game R5 team that IF BUILT CORRECTLY will finish in 27 sec. with ~100% consistency. Play with thousands of other players and build a grind box so full you'll need to sell your purple despair speeds for room! To build this team you will need a solid Rage/Will or Fatal/Will set and pertinent artifacts for Baleygr. You will also need Fight/Will runes.

This guide aims to simplify the building process with clear visuals. We hope this guide not only helps you build a killer team, but also turns you into an expert who can detect the slightest faults in other people's teams. This way, we can make the BJR5 community a world of consistent 27-sec. no fail teams. You'll be a BJR5 expert in no time, enjoy the guide!

Use my shorter guide to build the team ASAP: <http://bit.ly/FoxShortBJR5>.

- BJ experts: Alpha the explainer-in-chief and Foxlery the wanna-be-artist

Turn Order:



Monster Overview:

Monster Level	Runes	Job	Location	Notes - Please Read!
35		Atk Buffer Healer	Unknown Scroll, Magic Shop, SD	BL 4* Colleen can be used, FL 5* 6* Colleen is recommended. AI is 100% due to Dagora self revive. S3 should be fully skilled to top off team HP before jump.
40		Def Breaker Fluff Damage	SD	6* and CriDmg on 4 is required if your Baleygr is ~32k. 5* can be used if your Baleygr is 33.5k+. Must have 15% Acc, 81%+ CriRate, be fully skilled, and hit ~7k DMG.
40		+ Any	NUKE	DO NOT build BJR5 if you can't hit 32k and survive. Recommended: Rage/Will - Atk/CriDmg/Atk - 62%+ CriRate Must have 58%+ CriRate and S3 fully skilled.
5		Desync Insurance Give Bale Stacks	Mystical Scroll, Mt. Ragon	Speed tuned to go between Baleygr and Janssen. Dagora Desync Insurance , if a team desyncs Dagora prevents an early Janssen revive that would cause a wipe.
35		Atk Bar Fill Revive	SD	5* or 6* depending on your runes and his placement. 6* on FL is recommended. S3 fills 30% Atk bar for each deadly, preventing the boss from taking a 3rd turn.
1		Provide Leader Give Bale Stacks	Mystical Scroll, Guild Shop	Shihwa is just an example, please read next section. Must die to initial attack OR during the jump and use a SHIELD set. This unit should be runed with white fight runes.

Leader Skill Options:

"Standard" Leads:		Rica + Elsharion Leads:	
+	19%+ Global CriRate	+	40%/50% Fire Atk + 18%+ Global CriRate + 23%/38% Fire CriRate + 58%+ Crit Bale + 62%+ Crit Bale + 81%+ Crit Shihwa

Other Global CriRate: Juno, Zerath, Manannan.

Other Global Atk: Yen, Su, Ran, Karl, Lucas, Emily, Zaiross, Poseidon, Shi Hou, Isis, Giana.

Shaina instead of Loren:

Shaina is compatible with BJR5, but **Shaina should be transmogged** to prevent desyncing, the free transmog works just fine. Unmogged Shaina has a fast S1 and a slow S2 and can desync with Loren and other Shainas.

Pros:
- Increased Def Break Chance
- Benefits from Fire Leads
- Needs less CriRate, 58%+ or 62%+

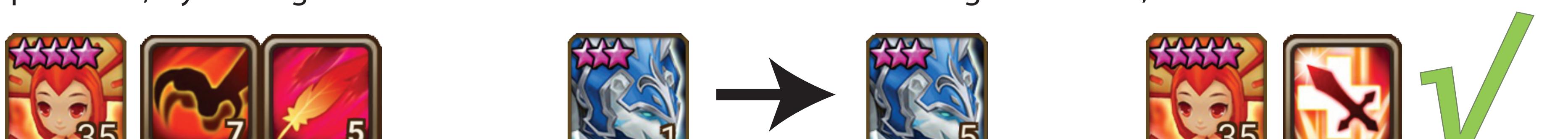
Cons:
- Can fail with +27 to +30 spd Bale
- No Atk Bar Reduction or Slow
- No F2P Friendly Skill Ups
- Desyncs without a transmog

Pros:
- Atk Bar Reduction and Slow
- F2P Friendly and Easy to Skill Up
- 18% Global Atk% Lead

Cons:
- Lower Def Break Chance
- Does not benefit from Fire Leads
- 81%+ CriRate with "Standard" leads
- 100% CriRate with Rica + Elsh leads

Help! My Colleen Derped and Used S1/S2:

First, make sure your Dagora isn't TOO tanky, use all white runes and only power up slot 2 spd. If you still have problems, try making him level 2-5. No one knows the source of this glitch so alas, this is not an exact science.



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[/r/SummonersWar](https://www.reddit.com/r/SummonersWar)

- Art by Yannickan

Placement and Effective HP (EHP):

Effective HP (EHP): HP/Def compared as a single "stat" to determine a unit's overall tankiness. EHP's given are before towers, but assume max HP/Def towers are being used.

$$EHP = [3.5 \times (\text{Total Def}) + 1140] \times (\text{Total HP}) \times 0.001$$

2man FL, 93k EHP Baleygr:

		35,000 EHP		95,000+ EHP		93,000+ EHP		95,000+ EHP
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3man FL, 83k EHP Baleygr:

	OR		Moving Units to FL drastically lowers the EHP needed for Loren and Baleygr. Use FL Colleen if you want to use 5* Janssen.
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	FL: 14,000 HP and 850 Def BL: 35,000 EHP	85,000+ EHP	83,000+ EHP	FL: 110,000+ HP and 1,200+ Def BL: 85,000+ EHP
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*4man FL, 78k EHP Baleygr:

	This set up is my personal favorite: "The Foxlery Frontline." 12 Fight sets and low EHP requirements for your BL. Ideal for max DMG on Loren and Baleygr!
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	14,000 HP and 850 Def	80,000+ EHP	78,000+ EHP	100,000+ HP and 1,200+ Def
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	Use this set up if you are lacking EHP for BL or to use a 5* or 6* leader like Rica. This is "The Alpha Frontline." Build the leader the same way you build FL Colleen.
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	You MUST HAVE A SHIELD SET or you will desync! Who has it does not matter, but on Loren you will likely get more damage.
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	14,000 HP and 850 Def	72,000+ EHP	70,000+ EHP	90,000+ EHP and 1,200+ Def
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4man "Living" FL, 70k EHP Baleygr:

	Use this set up if you are lacking EHP for BL or to use a 5* or 6* leader like Rica. This is "The Alpha Frontline." Build the leader the same way you build FL Colleen.
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	The reason is Crush of Doom: "Damage increases substantially as the target's defense decreases." On Colleen aim for 13k-15k HP and 800-900 Defense, outside these ranges you may die.
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Speed Tuning:

Your Baleygr needs at least +27 speed from runes. Any slower the boss can cut between Loren and Baleygr causing a wipe.

If Baleygr is +27 to +30 use the first column to rune the rest of the team, +31 to +40 use the middle column, and +41 or more use the last column.

Grey is total speed **with your tower bonus**. Speed always rounds up.

+43 Baleygr with 15% Tower: $102 \times 1.15 + 43 = 161$ TOTAL Spd

	+27 to +30 (145 to 148)		+31 to +40 (149 to 158)		+41, after Loren (159, after Loren)
	+37 to +69 (159 to 191)		+49 to +69 (171 to 191)		+49 to +69 (171 to 191)
	+31, after Colleen (149, after Colleen)		+41, after Colleen (159, after Colleen)		Between Colleen and Baleygr
	NOT Compatible with Shaina!		+40, after Colleen (159, after Colleen)		Between Colleen and Baleygr
	Between Janssen and Baleygr		+27, after Baleygr (145, after Baleygr)		+27, after Baleygr (145, after Baleygr)
	+17, after Dagora (129, after Dagora)		+22, after Dagora (134, after Dagora)		+28, after Dagora (140, after Dagora)

*Grey is the total speed **INCLUDING** your tower bonus, i.e. 15% for max tower.

BJR5 Artifacts, based on max rolls: