



# The Turogue Times

## ISSUE #2!

Welcome to our second issue of the Turogue Times! We have a LOT to cover in this issue, due to having a full month of cooking time as well as a stream of PvP content having come out this month! There's been the return of the Heat Wave tournament, the results of the Spooky Bash, as well as the experimental testing period of a new feeling. So grab a drink, play some tunes or do whatever you do when reading newsletters on PvP content and we'll dive right in after the news with our Spooky Bash retrospective! 🎮 —byrd

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**AND MORE!**



**NOVEMBER 2025**

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# COMMUNITY NEWS

by [staff]

Let's take a look at some upcoming events and updates that you might want to know about!

## Next Tournament



**Dec 13, 2025 @ 5 PM EST**

To start, we have a new tournament announced with a festive theme - the Giftbox Ball 'n' Brawl, with a unique gimmick! You'll be asked to submit a team code via a Google Document form. However, unlike a regular tournament, this team code will then be randomly given as a GIFT to another competing player, for them to use during the tournament! Each round will have the submitted team codes given out randomly again, all curated by members of our wonderful community - even those that aren't competing in the tournament can submit team codes! So get your thinking caps on and keep an eye out for the upcoming submission form in the #tournament-announcements channel. We ho-ho-hope to see lots of teams being given to spread some festive cheer!

## December Milestone Patch

### "End of December"

We also have an upcoming MILESTONE PATCH in December! Now, not a lot is known about what

this patch will contain, as the details are scarce. It might be related to the experimental testing of a new feeling, but we do not know if that will be added into the milestone patch or a future patch later down the line. What we DO know is that there will be balance changes coming with the milestone patch! There will certainly be a lot to sink your teeth into with this balance patch, but we do not know when it will arrive, so for now we eagerly await it!

## Holiday Bash?

Keep an eye out for announcements, as we will likely see another Bash happening sometime shortly after the Milestone patch, but we do not yet have a definite date!

## Anniversary Bash Review

We hope everyone enjoyed the Anniversary Bash that ended shortly before publication. In the next issue, you can expect us to analyse and discuss the Bash Stats in detail, seeing which Beasties were used the most and which Beasties may be a little underappreciated right now.

## Prepared Attack Draft League

Finally, the Playoffs for the Prepared Attack Draft League will likely be beginning in December! Organised by **Hallow**, this will mark the second Draft league so far, where various ballers cobble together teams to take them through each week! We may even try to cover how the playoffs go, but if you are curious about how the Draft League has gone so far (and where to find the eventual videos for the playoffs), head over to the Prepared Attack thread in the Wishes Unlimited Discord! 🎮



\* if you see **spitball**, make sure to send your **platypulse** in.

TheKnightWhoSaysYis

# CAPTAIN'S LOG

by byrd (they/them)

## SPOOKY BASH, SPOOKIER STATS?

As alluded to in our previous issue, the Spooky Bash took place on the 31st October and ended right at the start of November. Coaches had to pick between one of three Beasties to represent, being Albrax, Plumask, or Skulkapi, duking it out to see which chilling creature claimed the champion's crown! With Albrax ultimately ending up on top and **Greg** kindly revealing which Beasties were most commonly paired with it, we thought that in this issue we could do a dive into all five of Albrax's most popular partners, discussing why they might have paired alongside the unidentified flying owl. We'll also have a look at the lowest fully-metamorphosed Beastie in terms of usage stats, that being Boldlur. Without further ado, let's dive right in!

### MISTIC – 21.7% USAGE WITH ALBRAX

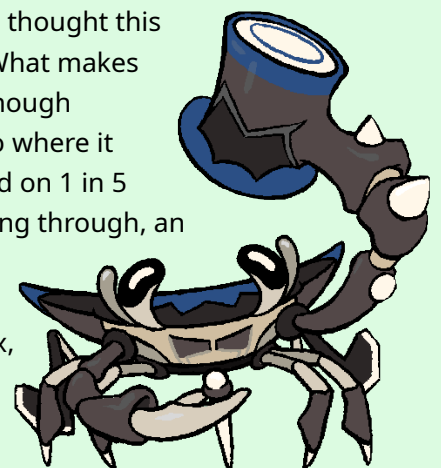


fantastic trait of Intangible. The synergy doesn't end there, however! Mistic has access to the extremely potent Hex play, inflicting 6 Tired on a target and wiping Mistic. Normally, the counterplay to this is to tag out the Tired Beastie, making Mistic waste the Hex. However, Albrax's equally fantastic Tractor Beam trait means that the nearest non-wiped opponent will be trapped in, forced to take that Tired and make the opponent reposition their Beasties to let it tag out. The synergy doesn't stop

there, though! If Albrax wants to tap into its supportive side, it can pretty comfortably run Rattle as a serving option, which alongside Tractor Beam and Mistic threatening Hex, can very quickly turn into a board lockdown for the opponent, with both their Beasties feeling Tired. Furthermore, Albrax has a good wealth of supportive options if Mistic wants to go on the offensive path, utilising Tactical Pass, Provoke and Assess to both halt the opponent's damage scaling whilst pushing Mistic further and further. Conversely, Mistic can support an offensive Albrax in many ways, be it by using Heat Up to apply further pressure to a Tractor Beamed target, laying down Dreadful Mist to prevent Shield from hindering Albrax's damage potential, or even using Dispel in combination with Feint/Jeer/Hex to weaken an opposing threat to Albrax. These two definitely feel like a powerful duo, so it makes sense as to why Mistic was commonly paired with Albrax!

### CRABARET – 21.0% USAGE WITH ALBRAX

At initial glance, I thought this duo was a bit odd. What makes Crabaret a strong enough partner for Albrax to where it ended up being used on 1 in 5 Albrax teams? Looking through, an obvious connection lies in the defensive capabilities of Albrax, boasting a huge SDEF that it can use to tag in for a very Spirit-weak Crabaret. There is much more than meets the eye with these two, however! Crabaret is often fond of running Agile, a superb trait that allows Crabaret to attack without volleying the ball. Add onto this the strong offensive stats and options that Crabaret has at its disposal and it suddenly becomes a very tricky





Beastie to play around, either making you want to hit into it to prevent it running to the net OR making you want to hit away from it in the case of Counter Crabaret. This is where Albrax comes in, being a Beastie that the opponent either wants to hit to get rid of it and the controlling presence it demands on the board OR being a Beastie that you don't want to waste your Spirit attack into.

Together, the two make a duo where your opponent is never super certain as to who they want to target! For example, hitting into Albrax may result in Crabaret using Steal, getting that front row bonus, whilst also allowing Albrax to Provoke an opponent that may be aiming to block Crabaret or Shield itself from the incoming damage. However, hitting into Crabaret essentially allows Albrax two free actions to mess with the opponent how it sees fit. Alternatively, an opponent firing a strong Spirit attack into Crabaret may accidentally end up hitting a tagged-in Albrax for minimal damage, becoming trapped in and allowing Albrax and its ally to safely dispose of the Spirit threat for Crabaret.

### TRAT – 20.8% USAGE WITH ALBRAX

First off, can I just say it is AMAZING to see Trat flourishing right now? It is a personal favourite Beastie of mine and it looks like it's doing really well in Bashes, usage-wise! That being said, the combination of Albrax and Trat is a mischievous one (likely because Trat is running Mischief as its trait), where both Beasties use each other to enable some nasty synergies. To start, Trat has access to the powerful Heat Up, which as we have discussed with Mystic leads to opponents being trapped in with Tractor Beam and forced to take the Sweaty chip damage. Alternatively, Trat is able to use Frazzle, which in conjunction with Tractor Beam allows Trat to remove an opposing threat from play for a turn thanks to the trapping. In addition, Trat having access to Mischief means that even if the opponent targets into Trat, it can still get some Support plays off before passing to Albrax for damage or control



options. This might include using Clear Field for increased team sustain, Quick Tag to invite an ally more suited to deal with whatever Albrax has trapped in, or even Whistle to draw attacks away from Albrax, increasing its longevity and keeping it on the board. Trat also has access to some good Volley options, such as Forward Pass and Set, allowing Albrax to dish out net-boosted damage with the former or punishing the opponent for attacking into Albrax by making it Jazzed with the latter. Overall, a pretty sneaky pair that helps enable each other's most mischievous strengths!

### ARMANTIS – 17.0% USAGE WITH ALBRAX



Armantis and Albrax make a very scary offensive duo, and it isn't too hard to see why. Albrax has a support kit that is very well equipped to assist Mind-based allies (and a good SDEF to support allies with weaker SDEF such as Armantis), whilst Armantis

possesses the extremely threatening combo of Power Forward (giving it an Easy Receive on top of Jazzed if it receives an attack at the net) and Ricochet (a net-only offensive play that skyrockets in power if the user received an attack the turn before and also does not need to be volleyed). Once again, the theme of being unsure who to hit into is present here, with hitting into Armantis inadvertently fuelling its damage potential to the skies whilst allowing Albrax free Provokes or Marks, whilst hitting into Albrax allows it to Tactical Pass to Armantis and follow up with another support play, or even allowing Armantis the ability to Provoke by itself. No matter who you hit, you're in for a rough time, and I think that's what makes this duo so potent to face. This is all before you even consider Tractor Beam, which may trap in a particularly Mind weak Beastie who can't take an oncoming Jazz-boosted POW boosted Ricochet. Offensive potential isn't all that Armantis can offer, however. Tapping into Monster Block, Armantis can



prevent an opponent from doing further damage thanks to the Shook applied. This can buy Albrax a lot of extra time and keep it on the field being a nuisance for longer on top of allowing either Albrax or Armantis to fire off whatever attack they please whilst the other uses their strong support options to further weaken the opponent. A troublesome duo that can either output ludicrous damage or incredible support, no wonder they got paired so frequently!

### PLATYPULSE/GAROOD – 15.5% USAGE WITH ALBRAX

Finally, the 5th most paired partner to Albrax is a... tie? Both Platypulse and Garood have very strong strengths next to Albrax, but play pretty differently. Starting with Platypulse, we have already documented how much of a menace Platypulse can be as a Mind attack magnet, especially next to allies that may have weaker MDEF, such as Albrax. More specifically, Albrax gets to use Platypulse as an excuse to NOT invest in its own MDEF, instead opting to invest purely in its BDEF and SDEF or investing into its offenses. Whilst not bulletproof, this does result in Albrax either being extremely hard to take down or an offensive issue that is difficult to deal with. Add onto this how Platypulse has access to Set to further boost Albrax's offensive capabilities, Lay Traps to punish Beasties tagging in or even Mark to put a dampener on the opponent's offense and the reason as to why Platypulse and Albrax work well together couldn't be clearer! Separately, Platypulse and Albrax can be considered amongst some of the best Beasties in the game (as of current patch!), so the idea to mix them together evidently yields a lot of positives!



TheKnightWhoSaysYis



Regarding Garood, it seems as if Albrax has a relationship to it that rings pretty similar to Trat, particularly due to both Garood and Trat having Mischief and being difficult to comfortably hit into. In Garood's case, however, it trades in being able to apply Heat Up traps for the ability to use Nettle twice into whatever opponent is currently locked in, softening them up for either Garood or Albrax to pick off. This further pushes the idea of it being difficult to choose who to sling an attack into, as hitting into Garood guarantees at least one Nettle will go off into whatever offensive option Albrax has, whilst hitting into Albrax could mean Garood's impressive MPOW is boosted further from Tactical Pass and used to melt through defensive walls.

Garood also has access to some great disruption tools to help, such as using Spitball to slow down the support that opponents have access to, Provoke if for whatever reason Albrax isn't able to, Feint to weaken walls or Jeer to make Mind attacks coming Albrax's way do less damage. Thanks to Deep Breath as well, Garood can pretty comfortably click the move whilst holding the ball to undo most damage sent its way, considering



that if against a Spirit attacker Garood becomes a very popular target. Did we mention Albrax's absurd SDEF by the way? Because it is coming into play with a LOT of its most paired partners!

Overall, it was really fascinating to see what teams people came up with during the bash, and congratulations to everyone participating! I was using an old team that featured Albrax and the power of controlling who gets to stay on the board and who gets to leave is a very very strong one. However, as with all bashes, there is always one Beastie left at the bottom of usage, and this time it happened to be none other than...

### **MIND (GET IT) THE GAP: WHY BOLDLUR WOUND UP WITH ONLY 1.08% USAGE**

Boldlur hasn't ever really been a particularly popular Beastie, with its highest ever usage being all the way back in February in the Sprecko/Starter Bash sitting at 7.72%. Whilst it has a very interesting kit with pretty unique supporting and offensive options (possessing tools such as the rare Rumble, the ever-useful Provoke, the damage-halting Menace or even the redirection ignorer Rocket), it seemingly gets cast aside for other Beasties that perform similar roles to it. But why did it get used so little in this bash, resulting in its lowest usage to date? Well, there may be a couple reasons. For starters, Boldlur's weakest defense is Mind, sitting at a measly 55. Considering that all the featured Beastie teams for this bash had good MPOW as well as good offensive Mind plays, this likely served as a bit of a deterrent for players, especially those already running Albrax who is weaker in MDEF than Boldlur.

Another reason could lie within Boldlur's offenses and traits. Boldlur has either Steadfast or Armored at its disposal for traits. Steadfast tends to be used on BPOW offensive Boldlur, using Stomp with Drums or relying on Confident Pass/Cheer from allies to bolster its offenses. Considering that all the featured Beasties either actively hate taking a Body attack or would rather

not take one at all, this would likely explain why Steadfast had such a high turnout rate over Armored. However, there is another much stronger Body Beastie that has Steadfast: Riplash. Riplash gets to boast a much higher BPOW than Boldlur whilst also having access to scarier Body attacks or the coveted Cyclone AND a MDEF much more suited for a Mind-centric Bash. Looking at Armored, the absurd defense boost given does allow Boldlur to take otherwise detrimental attacks instead of its allies, which can't be understated. However, any form of chip immediately turns off Armored, including damage from Traps, Dreadful Mist, Quake, or even a stray Nettle. Taking into account how prevalent these strategies are and how common they are to see on Beasties that pair well with the featured Beasties (or even on the

Beasties themselves in Plumask's case), this may also have driven Boldlur's usage rates down? It certainly seems to have impacted Armored, which has a much lower use rate than Steadfast. Looking at Boldlur's MPOW, it lies at a slightly below average 75, in

conjunction with pretty good offensive plays such as the much-discussed Ricochet and the situationally good Prepared Attack. Where I think the issue lies is less to do with Boldlur itself and more to do with how Ricochet Armantis ends up being a lot more suited to the Mind heavy meta that the Bash provided whilst offering a similar offense role to Boldlur. I guess it could be stated that Boldlur was a victim of circumstance this time around, but don't count it out just yet! There seems to be an uptick in people wanting to experiment with Boldlur, and it will be pretty cool to see what the results are! If you have any particular Boldlur set that you are proud of or want to show off, please don't hesitate to contact us! We would love to show it off in your name and discuss it! As I am writing this last bit, it looks like another bash has been announced for the end of November, this time being an open bash! You can expect us to report on the stats and our observations in the December issue, but for now we wish you good luck bashing! It is always a joy to see what people come up with! 🌀



# BACK BURNER

by skarme (they/it), additional analysis Satoros (he/they), outline Pummy (she/her)

## HEAT WAVE #5 RETROSPECTIVE

### IF TWO PLATYPULSES SET TRAPS IN A FOREST, DO THEY CATCH AN EASY RECEIVE?

Official VoD by Hallow: <https://youtu.be/GSLXrHribDE>

The start of November turned out to be stacked for Beastieball PvP. Only two weeks after the delayed Halloween Bash came the return of the Wishcord community's popular mid-range tournament, Heat Wave. 30 players participated this time around, mostly veteran players and returning community figures, but with multiple first-timers grabbing some wins as well, including one who fought all the way into Top 8 in her very first Beastieball tourney! It's wonderful to see such lively new intake even in the longer stable meta periods we've been getting between milestone patches lately. Let's dig into the highlights!

### FRESH FACES

It's always great to see newer names in the tourney signups, because every new player brings a unique approach to and perspective on the game, and also it means the game is still going strong on the long road to its late 2026 full release! It's especially great to see them in Heat Wave, which is touted as primarily being for already invested players, and shows that interest in the PvP scene continues to spread and stick to people. Among the first-time Heat Wave participants were **Termax**, who stayed up late in his timezone to catch the event and immediately helped make history live on **Hallow's** commentated stream with his Sweaty control team (see below), and **cypmoon** (**cypress**), noted Jack sicko and well-loved fanartist around the Wishcord who often cosplays the Mega Beasts during Bigmoon Bashes.

But the brightest rising star had to be **Mabel**, a player who had only joined our little community a few weeks beforehand! Make no mistake, coming from a seasoned card gaming background, she had done her homework studying other players' VoDs and trying her hand at many, many practice

friendlies with the new ingame Challenge queue - including some friendlies where she tussled with **Bolimar** for 13 losses in a row, learning something new every time! She fought her way through some truly brutal mostly-veteran competition to reach Top Cut in her first ever PvP event, using a Rally hyper offense team she describes as simple, but in a way that forced her to quickly learn the ins and outs of piloting:

<https://beastieball.info/team/viewer/DJKNKC38P4>

<p>Glinda<sup>#41</sup> Lvl 50 (FrooFulks)</p> <table> <tr> <th>POW</th> <th>DEF</th> </tr> <tr> <td>+0 79</td> <td>+30 85</td> </tr> <tr> <td>+30 133</td> <td>+0 95</td> </tr> <tr> <td>+0 40</td> <td>+0 88</td> </tr> </table> <p>Protector Pow when ally receives any attack</p> <p>Scream Raw Fury Shield</p>	POW	DEF	+0 79	+30 85	+30 133	+0 95	+0 40	+0 88	<p>Toto<sup>#42</sup> Lvl 50 (Fetcham)</p> <table> <tr> <th>POW</th> <th>DEF</th> </tr> <tr> <td>+0 80</td> <td>+25 115</td> </tr> <tr> <td>+0 88</td> <td>+15 115</td> </tr> <tr> <td>+0 40</td> <td>+20 80</td> </tr> </table> <p>Watchtower Attacks targeting an adjacent ally go to this Beastie and deal 1.2x damage</p> <p>Spitball Faith Shield</p>	POW	DEF	+0 80	+25 115	+0 88	+15 115	+0 40	+20 80
POW	DEF																
+0 79	+30 85																
+30 133	+0 95																
+0 40	+0 88																
POW	DEF																
+0 80	+25 115																
+0 88	+15 115																
+0 40	+20 80																
<p>Dorothy<sup>#32</sup> Lvl 50 (Hopra)</p> <table> <tr> <th>POW</th> <th>DEF</th> </tr> <tr> <td>+0 69</td> <td>+0 90</td> </tr> <tr> <td>+30 135</td> <td>+7 122</td> </tr> <tr> <td>+0 31</td> <td>+23 83</td> </tr> </table> <p>High Spirits Attacks do +50% damage when STAMINA is below 34</p> <p>Supercommit Tornadoball Shield</p>	POW	DEF	+0 69	+0 90	+30 135	+7 122	+0 31	+23 83	<p>Scarecrow<sup>#21</sup> Lvl 50 (Noizard)</p> <table> <tr> <th>POW</th> <th>DEF</th> </tr> <tr> <td>+0 45</td> <td>+30 85</td> </tr> <tr> <td>+0 68</td> <td>+10 115</td> </tr> <tr> <td>+0 78</td> <td>+20 110</td> </tr> </table> <p>Clamor On TAG IN, feels NOISY and ally feels +1 ANGRY</p> <p>Raw Fury Provoke Rally</p>	POW	DEF	+0 45	+30 85	+0 68	+10 115	+0 78	+20 110
POW	DEF																
+0 69	+0 90																
+30 135	+7 122																
+0 31	+23 83																
POW	DEF																
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+0 68	+10 115																
+0 78	+20 110																
<p>Ozma<sup>#44</sup> Lvl 50 (Surgus)</p> <table> <tr> <th>POW</th> <th>DEF</th> </tr> <tr> <td>+0 65</td> <td>+25 70</td> </tr> <tr> <td>+30 145</td> <td>+5 100</td> </tr> <tr> <td>+0 80</td> <td>+0 70</td> </tr> </table> <p>Performer DEF x1.5 while Field has RALLY</p> <p>Contest Cut Shot Rally</p>	POW	DEF	+0 65	+25 70	+30 145	+5 100	+0 80	+0 70									
POW	DEF																
+0 65	+25 70																
+30 145	+5 100																
+0 80	+0 70																

Mabel's Heat Wave #5 Team

Some of the most notoriously effective Spirit attackers and supporters in the current metagame are packed into this streamlined team, which takes clear inspiration from established top Rally players including Heat Wave 4 winner **Arc Tech**. It has the well-known "Froofetch" counterserve that forces opponents without anti-boost or anti-redirection to



eat a guaranteed +3 Scream; no less than 3 Shields and 2 redirectors, for fantastic resilience to opposing heavy hitters; and the one and only Contest Cut Shot Surgus of “can’t facetank this without 129 Def” fame to smash through any Spirit-tanky teams that underestimate it. Again, while these seem like simple combos on the surface, maneuvering hyper offense teams like this at a top level requires a lot of focus and careful risk assessment to maintain control of a game board

## CAVALO’S CLIMB

For an example of the meteoric rises you can accomplish in Beastieball just by hanging in there, look no further than **Cavalo** (aka MCavalo, aka Juninho, aka Not That Matt Another Matt No Not That Matt Either). This was **Cavalo’s** third Heat Wave appearance, his second time reaching Top Cut, and this time he smashed it all the way to the finals! He remarked in the Wishes server: “My first Heat Wave I got 1-3 so never give up I guess”! Wise words to ball by, many other successful players like

without access to most of the direct healing or direct disruption other teams might be able to fit. Placing joint 5th in Heat Wave is no mean feat even if you *don’t* get there first try, let alone this!

On top of all that, **Mabel’s** enthusiasm and eloquence in the Wishes Discord has been a joy to read as she’s gotten into the game, and she’ll only get better further down the yellow brick road. We’re definitely looking forward to seeing more from her!

**Dino** and **Bolimar** have commented that the best way to get good at Beastieball is to enjoy losing a lot.

This approach scored **Cavalo** an undefeated run all the way to the finals with a brutally bulky, generalist Sweat/Trap team, diverging markedly from the more straightforward offense teams he brought to previous events...

But as it turned out, not too dissimilar from the generalist field spam team the legendary **Dino** brought to the *other* side of the finals, even featuring identical Platypulse builds!

<https://beastieball.info/team/viewer/PX0W161P7N>

<b>UGA</b> <sup>#170</sup> Lvl 50 (Duggout)  POW DEF +0 55 95 +0 +30 135 95 +30 +0 30 80 +0 Unflappable Damage from non-attack sources reduced by 20 Torch Pass Chant Grit	<b>GOOZY</b> <sup>#155</sup> Lvl 50 (Mistic)  POW DEF +0 20 110 +0 +0 55 85 +30 +0 90 115 +30 Intangible Immune to attacks Heat Wave Dispel Hex
<b>FEDIDO</b> <sup>#176</sup> Lvl 50 (Opposur)  POW DEF +0 100 95 +0 +30 125 110 +30 +0 30 65 +0 Hardy Restores 10 STAMINA after taking any damage Exert Grit Stinky	<b>BUCK</b> <sup>#180</sup> Lvl 50 (Tortanchor)  POW DEF +0 75 120 +20 +0 35 130 +10 +0 85 90 +30 Shanty When they land a BODY attack, sets RHYTHM on ally field Faith Provoke Boom

<https://beastieball.info/team/viewer/Q9F9NNTGFH>

<b>Fren</b> <sup>#182</sup> Lvl 50 (Shloom)  POW DEF +0 115 125 +30 +0 115 95 +0 +30 145 95 +0 Ancient Loses 10 STAMINA each turn Sneak Attack Provoke Torch Pass	<b>Oracle</b> <sup>#133</sup> Lvl 50 (Platypulse)  POW DEF +0 31 81 +30 +0 56 90 +0 +0 104 155 +30 Neural Net attacks always target this Beastie and give an EASY RECEIVE Numbshot Set Lay Trap
<b>Frost Queen</b> <sup>#181</sup> Lvl 50 (Yamyth)  POW DEF +30 131 90 +0 +0 90 135 +30 +0 25 69 +0 Majesty Pow to opponent team when TAGGED IN Overpower Menace Patience	<b>Nightbloom</b> <sup>#183</sup> Lvl 50 (Lunaptra)  POW DEF +30 140 115 +0 +0 50 85 +5 +0 50 85 +25 Survivor DEF x1.3 while any ally is WIPED Dreadful Mist Muscle Memory Torch Pass

<b>PLATO</b> <sup>#117</sup> Lvl 50 (Platypulse)  POW DEF +0 31 81 +30 +0 56 90 +0 +0 104 155 +30 Neural Net attacks always target this Beastie and give an EASY RECEIVE Numbshot Set Lay Trap
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Cavalo’s Heat Wave #5 Team

VS

<b>Heqtit</b> <sup>#88</sup> Lvl 50 (Hopra)  POW DEF +0 69 108 +18 +30 135 127 +12 +0 31 60 +0 Rumpus Restores 6 STAMINA to ally each turn Supercommit Drum TornadoBall
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Dino’s Heat Wave #5 Team

The Platypulse mirror match is slightly less ridiculous than it appears. When you exclude its attacker builds, which are ironically unpopular at the moment due to having little counterplay to opposing Platy, Platypulse's options start to look kind of thin. On the stat spread side of things, Platypulse almost always wants heavy BDEF investment to bring it up to reasonable levels – the ability to bring it up to 81 instead of 72 to make it acceptably durable in in the back row is one of the bigger buffs it got in September, alongside Neural Net easy receive and the move Set.

After that, it's only natural for a support build to put the remaining 30 points in another defense, and because Platypulse is guaranteed to take a large number of Mind hits as long as there are any non-Illugus Mind attackers on the other team, shoring up its MDEF helps it pull off its Mind deterrence job 100% reliably.

Meanwhile, as far as optimised movesets are concerned, support Platypulse's offensive contribution to non-Mind teams drops off without Set and both teams were strongly focused on Trap damage, leaving only the choice of utility attack to differentiate many support Platypulse builds. In this case, both teams went with Numbshot as a way of forestalling the momentum of more dedicated offense teams, since both teams

entirely lack conventional boosts and would be vulnerable to getting outpaced otherwise. In other words, the Platypulse twinning came about more because the finalist teams had somewhat similar bulky disruptive gameplans and required similar roles from their anti-Mind support slot, than because Platypulse has now been over-optimised to death and we now live in the Mindless Century... It sure looks funny on the VoD though!

## MATCHUP OF THE TITANS

by Satoros (he/they)

I wanted to take a closer look at the teams of the two Heat Wave 5 finalists, **Dino** and **Cavalo**, so we can understand how they work and what makes them strong. **Dino's** team this time doesn't rely on strong synergies like Heat Wave Mystic + Grit Duggout or Hex + Tractor Beam, rather it leans into type counters like Platypulse and Yamyth combined with healing and disruption to keep them around as long as possible and minimize the damage coming from the opponent. Even though it only has one pseudo-boost with Set the team is very flexible with how it can do damage with 4 of the 5 Beasties having max Pow investment plus having Traps and Dread. The Yamyth set stands out as having two Defense plays, Patience being a standard option to stop an opponent's boosts and reset its own de-boosts from Overpower, and Menace lets it greatly reduce incoming damage even if there aren't boosts, giving a great option in almost all situations. That plus the usual double Torch Pass means the team is looking to play a war of attrition and win by wearing out the opponent's bench.

This type of team can struggle against very aggressive teams as healing is less valuable when one hit wipes are more common, and without front row attacks or Precise, this team has very little counterplay to strong attackers hiding behind watchtowers. I could also see this team struggling against other healing teams since there's no true boosting to allow for one hit wipes and there's only a single Provoke on the team to stop the opponent's healing.

**Cavalo's** team similarly has very few boosting moves, a good amount of disruption, and indirect damage with Traps, Quake, and Sweaty, but does lean heavily into its two Grit attackers for damage and has several ways to enable it including Heat Wave, Exert, and Torch Pass. Another similarity to **Dino's** team is that it includes two type counter Beasties, opting for Platypulse and Mystic, as Heat Wave Mystic fits perfectly to enable Grit on its allies. Interestingly the Tortanchor has the Shanty trait instead of Captain, giving the team access to a high value serve and Rhythm access without having the play Drum. This team looks to put on heavy pressure with strong attacks in combination with indirect damage to quickly wear down the opponent.

*Continues...*

The biggest weakness of this team is relying on only two attackers, as if those two attackers get wiped/disrupted at the same time there could be a few turns with no real threat on the field. Unfortunately the only Torch Pass and Chant are on one of those two attackers so those plays don't alleviate the problem as much as they would if they were on a support.

Now that we know these two teams a little better, it's easier to understand why the finals turned out the way they did. **Dino's** team had a favorable matchup since his team deals well with teams that don't threaten one hit wipes, and Yamyth was able to exploit the fact that there were only two attackers that were both Spirit on **Cavalo's** team. That said, **Dino** did an excellent job of preserving Yamyth's stamina and timing Hopra so Rhythm was up as often as possible to minimize Sweaty damage and stop Hex. Making a great team is only half the battle, being able to play it well is another skill. Congrats to both **Dino** and **Cavalo** for making it to the finals, and I look forward to seeing what the next tournament brings! 🍷

## TOP CUT STATS

Among the 8 players who made it into the final bracket, here are a few Beastie and play usage stats, courtesy of **kim**.

Similar stats were collated during Heat Wave 4, and it's really interesting to see how trends have shifted since then! HW4 took place last patch when Clamor Maraptor was still the undisputed king of redirection supports, causing Tactical Pass and other Mind moves to rise to the top despite a bug that reduced Mind damage in Rally more than intended - but in this patch, with Maraptor's trait completely reworked, Platypulse rocketing from obscurity into infamy, Captain's synergy with boosting volleys removed and other Mind attackers like Vultoxin nerfed, Mind boosts have totally vanished from these stats! There was quite a blend of types in the Top Cut this time, though with Spirit pulling slightly ahead overall.

#	Number of Appearances:				
	Beasties		Traits		Plays
1	Hopra	4	Crowing	2	Provoke
2	Froofulks	3	High Spirits	2	Shield
3	Garood	3	Neural Net	2	Quick Tag
4	Illugus	2	Rumpus	2	Tornadoball
5	Platypulse	2	Treat	2	Lay Trap
6	Albrax	1	Acrobat	1	Spitball
7	Armantis	1	Adaptation	1	Supercommit
8	Bandicraft	1	Agile	1	Boom
9	Bongus	1	Ancient	1	Chant
10	Cherrily	1	Cheerleader	1	Dispel
11	Crabaret	1	Clamor	1	Nettle
12	Daredillo	1	Cleanup	1	Raw Fury
13	Deluja	1	Foggy	1	Scream
14	Duggout	1	Forager	1	Set
15	Fetcham	1	Full Focus	1	Sneak Attack
16	Grazada	1	Hardy	1	Steal
17	Gremlur	1	In the Clouds	1	Thump
18	Kasaleet	1	Intangible	1	Torch Pass
19	Lunaptra	1	Majesty	1	Contest
20	Mistic	1	Mischief	1	Dreadful Mist
21	Noizard	1	Monster Block	1	Drum
22	Opposur	1	Performer	1	Dump
23	Riplash	1	Power Up	1	Faith
24	Scauldra	1	Precise	1	Grit
25	Shloom	1	Protector	1	Heat Up
26	Supilero	1	Scary Face	1	Launch
27	Surgus	1	Shanty	1	Numbshot
28	Tortanchor	1	Shy	1	Rally
29	Trat	1	Steadfast	1	Slice
30	Wottle	1	Survivor	1	Tool
31	Yamyth	1	Tractor Beam	1	Bounce
32			Trapper	1	Burnout
33			Unflappable	1	Cheer
34			Watchtower	1	Chill Out
35			Welcoming	1	Clear Field
36					Cornershot
37					Counter
38					Cut Shot
39					Cyclone
40					Deep Breath
41					Demanding Set
42					Eruption
43					Exert
44					Exhaust
45					Freezeray
46					Heat Wave
47					Hex
48					Menace
49					Muscle Memory
50					Overpower
51					Patience
52					Quick Set
53					Ricochet
54					Shake Off
55					Stinky
56					Woosh



Provoke and Shield remain top picks as the most generalist methods of enemy control, but Tornadoball and Traps seem to be having a renaissance, perhaps as an answer to the popularity of ultra optimized pure attacker + pure support setups on dedicated offense teams. It's also worth noting that out of the 5 Quick Tags in Top Cut, 4 of them were on a single team - specifically **wavewhyse's** wildly creative Quick Tag spam team, sacrificing all other defense plays to keep a single Burnout Daredillo alive and nuking until nothing else can make progress against it.

<https://beastieball.info/team/viewer/1X92YB4Z20>

<p>Comet<sup>#83</sup> Lvl 50 (Daredillo)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 100</td><td>+0 100</td></tr> <tr><td>+30 140</td><td>+0 35</td></tr> <tr><td>+0 30</td><td>+30 100</td></tr> </table> <p>Acrobat DEF x1.5 just after moving or tagging in</p> <p>Burnout Quick Tag Whoosh</p>	POW	DEF	+0 100	+0 100	+30 140	+0 35	+0 30	+30 100	<p>Pain<sup>#58</sup> Lvl 50 (Trat)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 86</td><td>+30 84</td></tr> <tr><td>+0 28</td><td>+10 108</td></tr> <tr><td>+0 69</td><td>+20 109</td></tr> </table> <p>Cleanup Clears all FIELD EFFECTS and BOOSTS when TAGGED OUT</p> <p>Cornershot Quick Tag Dispel</p>	POW	DEF	+0 86	+30 84	+0 28	+10 108	+0 69	+20 109
POW	DEF																
+0 100	+0 100																
+30 140	+0 35																
+0 30	+30 100																
POW	DEF																
+0 86	+30 84																
+0 28	+10 108																
+0 69	+20 109																
<p>Pleasure<sup>#34</sup> Lvl 50 (Froofulks)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 79</td><td>+30 85</td></tr> <tr><td>+0 103</td><td>+12 107</td></tr> <tr><td>+0 40</td><td>+18 106</td></tr> </table> <p>Treat Restores 20 STAMINA to ally when TAGGED IN</p> <p>Raw Fury Quick Tag Set</p>	POW	DEF	+0 79	+30 85	+0 103	+12 107	+0 40	+18 106	<p>Train<sup>#18</sup> Lvl 50 (Supilero)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+30 105</td><td>+0 125</td></tr> <tr><td>+0 55</td><td>+30 95</td></tr> <tr><td>+0 45</td><td>+0 100</td></tr> </table> <p>Forager Restores 50 STAMINA when TAGGED OUT</p> <p>Thump Quick Tag Provoke</p>	POW	DEF	+30 105	+0 125	+0 55	+30 95	+0 45	+0 100
POW	DEF																
+0 79	+30 85																
+0 103	+12 107																
+0 40	+18 106																
POW	DEF																
+30 105	+0 125																
+0 55	+30 95																
+0 45	+0 100																
<p>Circus<sup>#28</sup> Lvl 50 (Bongus)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 80</td><td>+5 120</td></tr> <tr><td>+0 65</td><td>+25 120</td></tr> <tr><td>+0 45</td><td>+30 100</td></tr> </table> <p>Welcoming Restores 35 STAMINA to an ally that TAGS IN for them</p> <p>Bounce Boom Chill Out</p>	POW	DEF	+0 80	+5 120	+0 65	+25 120	+0 45	+30 100									
POW	DEF																
+0 80	+5 120																
+0 65	+25 120																
+0 45	+30 100																

wavewhyse's Heat Wave #5 Team

## SOPPING WET SQUID

We'd be remiss to focus on just the Top Cut when looking back on this Heat Wave. The competition is truly fierce, with the overall skill level in the community improving every single event to terrifying extents as resources improve and more collective knowledge is uncovered. In this event, not one but TWO players out of our 30 "bubbled," which means they barely missed out on Top Cut on tiebreaker factors despite having appropriate W/L for it after going 3-1 in Swiss. Coincidentally, both players even won Swiss matches against eventual Top 8 players: **Phoenix**

won vs **Arc Tech** who placed joint 5th overall, **skarme** won vs tournament winner **Dino**. No tiebreaker system is perfect and these things unfortunately happen! At least there actually is a tiebreaker system now, as opposed to the first couple of Heat Waves when the TOs forgot to set one and Challenge defaulted to alphabetical order...

Beyond that, tunnelling on the Top Cut means we'd be ignoring some of the most memorable games of all time! A standout match that was preserved on **Hallow's** livestream VoD was **byrd** vs **Termax** in Swiss round 3.

<https://beastieball.info/team/viewer/QVG1UW88YL>

<p>ena<sup>#171</sup> Lvl 50 (Squimage)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 94</td><td>+0 70</td></tr> <tr><td>+30 126</td><td>+30 81</td></tr> <tr><td>+0 95</td><td>+0 74</td></tr> </table> <p>Mimicry Copies nearest opponent's trait when TAGGED IN</p> <p>Mimic Exert Rally</p>	POW	DEF	+0 94	+0 70	+30 126	+30 81	+0 95	+0 74	<p>saki<sup>#138</sup> Lvl 50 (Diggum)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 30</td><td>+15 110</td></tr> <tr><td>+0 65</td><td>+15 120</td></tr> <tr><td>+0 55</td><td>+30 110</td></tr> </table> <p>Friendship Ally takes x¼ damage from attacks</p> <p>Grit Set Chant</p>	POW	DEF	+0 30	+15 110	+0 65	+15 120	+0 55	+30 110
POW	DEF																
+0 94	+0 70																
+30 126	+30 81																
+0 95	+0 74																
POW	DEF																
+0 30	+15 110																
+0 65	+15 120																
+0 55	+30 110																
<p>toya<sup>#28</sup> Lvl 50 (Scauldra)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 25</td><td>+30 130</td></tr> <tr><td>+30 120</td><td>+0 125</td></tr> <tr><td>+0 70</td><td>+0 70</td></tr> </table> <p>Foggy Ignores opponent's BOOSTS</p> <p>Burnout Patience Heat Wave</p>	POW	DEF	+0 25	+30 130	+30 120	+0 125	+0 70	+0 70	<p>akito<sup>#129</sup> Lvl 50 (Duggout)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 55</td><td>+20 115</td></tr> <tr><td>+30 135</td><td>+10 75</td></tr> <tr><td>+0 30</td><td>+0 80</td></tr> </table> <p>Unflappable Damage from non-attack sources reduced by 20</p> <p>Grit Chant Torch Pass</p>	POW	DEF	+0 55	+20 115	+30 135	+10 75	+0 30	+0 80
POW	DEF																
+0 25	+30 130																
+30 120	+0 125																
+0 70	+0 70																
POW	DEF																
+0 55	+20 115																
+30 135	+10 75																
+0 30	+0 80																
<p>mizuki<sup>#118</sup> Lvl 50 (Skulkapi)</p> <table> <tr><th>POW</th><th>DEF</th></tr> <tr><td>+0 31</td><td>+30 85</td></tr> <tr><td>+0 83</td><td>+10 104</td></tr> <tr><td>+0 91</td><td>+20 129</td></tr> </table> <p>Stealthy Automatically SHIFTS to targeted empty lanes</p> <p>Cut Shot Twist Feint</p>	POW	DEF	+0 31	+30 85	+0 83	+10 104	+0 91	+20 129									
POW	DEF																
+0 31	+30 85																
+0 83	+10 104																
+0 91	+20 129																

byrd's Heat Wave #5 Team

**byrd** is well known and loved in the community for bringing together the very newsletter you're reading, but ALSO for their creative teambuilding flair and commitment to having fun over closely tracking the meta! You can see their personality on full display in the two lead Beasties alone. There's a funny story behind this Project SEKAI themed team, actually... the first team they considered for this Heat Wave was an attempt to clean up an old bash team featuring Competitive Opposur and Albrax for the current meta by plugging its defensive holes with the likes of Platypulse and

Mistic, but it felt like it was lacking The Sauce when they took it to practice matches, and thus: Squimage Grit, or “Squit!”

Squimage has seen more success recently since it gained the amazing signature move Mimic that allows it to duplicate any attack you want, and people began to explore different ways to work around its frail defenses - but most of that top-end experimentation was with Protean Squimage, who slots quite easily into any team with boosting volleys. Mimicry Squimage is much less explored, because your opponent can easily control what traits Squimage is able to copy, and then the Mimicry user has to figure out how to turn them into a tactical advantage despite Squimage’s oddball statline.

But Mimicry is unquestionably the correct choice for *this* team, which features no Protean-friendly boost volleys at all, in favor of Rally, Set and Feint! And instead of covering Squimage’s lacking defenses with redirection, **byrd** pairs it with Diggum, often overlooked as an offensive support due to its minimal disruptive tools... but here it allows Squimage to Mimic Grit for a whopping 144 BP attack after a single Exert. The rest of the team’s movesets are carefully arranged to give Squimage as many ridiculous Spirit attacks as possible, while still hitting hard themselves under Rally and Jazzed after Squimage inevitably melts.

...But is anything in life truly inevitable except an end? That is the goal of **Termax’s** Sweaty Dread stall/control team. Field spam is a strong strategy in the current patch as it’s harder for most faster offense teams to simply out-boost the passive damage before it adds up, particularly with two Dread setters to combat Set and Quick Set. While this team doesn’t lack offensive investment between Lunaptra and Mudslee to hurry foes’ demise along and clean up weakened teams off serve in the late game, you can see his focus on winning wars of attrition first: the team has plentiful healing, 3 Angry sources and Drum to block opposing

disruption, Slice to keep command of opponents’ defense turns, and even the threat of infinite-healing double Moist, double Vampire or the hugely disruptive double Annoying thanks to Adaptation Gremlur. Against most offense teams, this type of gameplan combined with these all-rounder defenses would be a tough nut to crack.

<https://beastieball.info/team/viewer/TB56XJX7VS>

<p>Chillon<sup>44</sup> Lvl 50 (Noizard)</p> <p>POW DEF</p> <p>+0 45 85 +30</p> <p>+0 68 105 +0</p> <p>+10 88 110 +20</p> <p>Annoying Attacks make the target <b>ANGRY</b></p> <p>Rattle Provoke Drum</p>	<p>Cametera<sup>47</sup> Lvl 50 (Scauldra)</p> <p>POW DEF</p> <p>+0 25 120 +20</p> <p>+10 100 125 +0</p> <p>+0 70 100 +30</p> <p>Sauna Other <b>SWEATY</b> Beasties lose +10 STAMINA</p> <p>Bring the Heat Dreadful Mist Heat Up</p>
<p>Lunaptra<sup>70</sup> Lvl 50</p> <p>POW DEF</p> <p>+30 140 115 +0</p> <p>+0 50 85 +5</p> <p>+0 50 85 +25</p> <p>Vampire Restores STAMINA equal to 1/4 of damage dealt</p> <p>Muscle Memory Dreadful Mist Torch Pass</p>	<p>Charcas<sup>48</sup> Lvl 50 (Mudslee)</p> <p>POW DEF</p> <p>+0 40 102 +17</p> <p>+0 70 113 +0</p> <p>+13 101 97 +30</p> <p>Moist When <b>SWEATY</b>, restores 10 STAMINA each turn instead</p> <p>Nerve Strike Calming Aura Heat Wave</p>
<p>Alfador<sup>80</sup> Lvl 50 (Gremlur)</p> <p>POW DEF</p> <p>+0 60 95 +20</p> <p>+0 55 95 +10</p> <p>+0 95 80 +30</p> <p>Adaptation Copies their ally's Trait when they TAG IN</p> <p>Slice Provoke Nettle</p>	

**Termax’s** Heat Wave #5 Team

Yet the strength of **Termax’s** Beasties’ traits turned out to be his undoing, thanks to **ena** the sopping wet squid. By sheer luck of the draw,

**Termax’s** intended Moist Heat Wave lead turned out to be the perfect matchup for this particular squid, who was already built to exploit the heck out of Sweaty Grit! Instead of flaming out in a scant couple of turns like she would have done in most matchups, copying Mudslee’s Moist caused **ena** to take no Sweaty chip damage and instead heal off more

damage than most Squimages could dream of tanking. **Termax** and the stream commentators alike were blindsided by this niche interaction, and



**Termax** only managed to force her off the field in game 1 after she had accumulated a ridiculous 12 stacks of Sweaty. By then, his bench had been weakened, and **byrd** clinched victory after a squid-wettingly long battle.



The grossest, wettest Squimage any spectator had ever seen quickly won the hearts of stream chat going into game 2, earning some beautiful fanart by **busterball**. At the start of the second game, **Termax** swiftly adapted to this strange matchup by scrambling his lead Beasties to deny **byrd** another Mimicry Moist right out of the gate. Squimage ended up with Noizard’s Annoying trait instead, which while highly disruptive to **Termax**’s many support plays, does nothing to improve Squimage’s durability.

But at a crucial moment, when Mudslee was back on the field, Squimage tagged back in to become Moist all over again, this time attaining 14 Sweaty stacks before she could be forced out! And so **ena** the sopping wet squid won the round for **byrd**, and passed into legend.

We also have to shout out **Reverie**, who took a leaf out of their Kichik Crew era and went 1-3 with their wholesome Collarva family team that first debuted in the Halloween Bash. Yes, you read that correctly, Collarva – a true showcase for the ridiculous combos that can be pulled off with the Stirring trait, turning their little baby bug a

oppressively undisruptable attacker if you’re unable to out-muscle their redirection.

<https://beastieball.info/team/viewer/RELX4A0DYH>

<b>FaceDogs</b> <small>Lvl 50 (Collarva)</small>  <b>POW</b> DEF +0 15 25 +0 +0 50 75 +30 +30 100 55 +0 Stirring FEELINGS from any opponent reflect back onto the opponent team Splinter Perfect Shot Shield	<b>Toriko</b> <small>Lvl 50 (Mascurry)</small>  <b>POW</b> DEF +0 103 102 +0 +0 59 123 +30 +0 35 89 +30 Rumpus Restores 6 STAMINA to ally each turn Dispel Drum Whistle
<b>DoUNotNeedEm</b> <small>Lvl 50 (Plumask)</small>  <b>POW</b> DEF +0 25 35 +0 +0 110 125 +30 +30 130 80 +0 Stirring FEELINGS from any opponent reflect back onto the opponent team Ego Blast Echo Strike Perfect Shot	<b>AP 1</b> <small>Lvl 50 (Tortanchor)</small>  <b>POW</b> DEF +0 75 120 +20 +0 35 130 +10 +0 85 90 +30 Shanty When they land a BODY attack, sets RHYTHM on ally field Boom Chant Call Out
<b>WiggleWiggle</b> <small>Lvl 50 (Wormask)</small>  <b>POW</b> DEF +0 10 115 +25 +0 50 60 +10 +25 100 65 +0 Stirring FEELINGS from any opponent reflect back onto the opponent team Splinter Hunker Chant	

**Reverie’s Heat Wave #5 Team**

They’ve hinted that their next wholesome family teambuild might be a Petula Party, coming soon to a Bash near you. That sounds even harder to work with, given that Petula, unlike Kichik or Collarva,

has literally no trait and therefore no unique strength to build around. I’m excited to see what stall-breaking monstrosity they come up with!

### SIGN-OFF

Heat Wave is always an exciting time! This was our longest event recap yet, but there was a lot to cover... Hopefully this gives you a taste of what went down, and maybe you’ll join us next

time? For EVEN MORE Heat Wave coverage, we’re proud to present an interview with tournament winner **Dino of the Wayward Pirates**, conducted by **kim!** ☺





# THE KIMTERVIEW

by kim (she/her)

The name "Dino" hardly needs introduction. The coach of the Wayward Pirates is an unstoppable force, seeing success in Bigmoon Bashes, the Beastieball Draft League, and just about every tournament. Most recently, he added yet another win to his belt with a thrilling run through Heat Wave 5 this month, where he defeated **Cavalo**—who had yet to drop a single set—in finals. This may come as no surprise from the player currently ranked #1 in Challenge's Beastieball ELO rankings, but any match involving **Dino** is unmistakably exciting: even with skill aside, his teams are so unique that they've been called "completely alien" by the developers. Let's hear it from the champion himself!



Art by kim for Beastober 2025

**Q:** Congrats again on winning Heat Wave! **Could you tell us about the team you decided to bring?**

**A:** I have been testing Platypulse since the last update. I haven't played it in Bashes much, but Draft helped me think about it. I did have other teams or consider bringing different members, but the decision came down to how strong Drum Rumpus Hopra is. The combo with Platypulse specifically shuts down Mind really hard. The MVP title goes to Hopra, but that's a bit unfair since I have two guys doing the heavy lifting by Torch Passing to the most relevant damaged teammate.

**Q:** Interesting that Draft League influenced your process here. Did it affect any of your other building decisions?

**A:** I did think of some alternative ways to build the team thanks to Draft League, but I didn't go for them. It did certainly make me less worried about playing Shloom with only Sneak Attack for an attack, however.

**Q:** What Beasties didn't make the cut, and why?

**A:** The biggest considerations were Crawlurk, Tortanchor, Grazada, Vultoxin, and Diabloceras. The reason for not using them was that I wouldn't get all the plays I want in the team without removing Hopra. Or I could have 1 less Torch Pass, which I really didn't want, either.

**Q:** Spoken like a true Torch Pass fan. There are some interesting Beasties in that mix! The community eagerly awaits to see what you can do with Grazada and Crawlurk, I'm sure. That aside, **how did you prepare for this tournament?** Was there any Beastie or strategy you prepped for in particular?

**A:** I think I just prepared very generally against everything, although there were some concerns with serving Sneak Attack against Platypulse. I guess I just solved it by not starting with Shloom. As for the event, I try to be in the best condition I can without being excessive about it... Usually that involves just getting some good sleep whenever I can.

**Q:** What were the biggest obstacles you faced during your tournament run?

**I like to be able to shut down my opponent instead of trying to produce the biggest, scariest thing I can imagine.**

**A:** Hm, I think—as my matchup with **skarme** showed—a mostly Body-focused team is fairly concerning. I do have enough Body in my team to take Body attacks, but if it's for the entire game, I am not getting as much value from Yamyth or Platypulse. I can still win regardless, but when I fought **skarme**, it was hard to get any momentum or disrupt their momentum.

For one, Cyclone is very good against Sneak Attack as it denies the benefits of the front lane. Also, their Daredillo could perform a support role in the back with Confident Pass and Provoke instead of just being an easy target for being attacked in the front. It was to the point that I think my best plan might have been to leave their Mascurry completely alone to use Dispel Cheer all game and just try to wear them down from the front, but I don't think I need to say why that's a problem. This match really did make me think I should have just brought my Lunaptra with full Body defense investment.

**Q:** That does sound like a scary matchup. Still, your run ended in huge success; you played in an intense finals against **Cavalo**. **Tell us about your thought process during that set.** What did you determine to be your win condition?

**A:** Seeing his team, I already knew that all I had to do was not let Hopra get touched by Heat Wave so I could keep Drums up all game. Mystic is a pretty strong Beastie, but it's just a -1 guy with the Dispel/Hex/Heat Wave set.

When I saw the Opposur getting Tough [via Exert], It felt like a detriment to just throw my strongest attack at Tortanchor instead of clicking double Lay Trap Free Ball. Clicking Lay Trap twice instead of attacking was a nice nostalgic experience... I also definitely think it was funny how people didn't notice that my

Shloom Provoking his Provoke meant I got to Torch Pass uninterrupted.

**Q:** Could you elaborate a bit on what you mean by calling Mystic a "-1 guy"?

**A:** Mystic brings no contribution to offense or defense while it's on the field, other than stamina or blocking Body attacks. I suppose he could use it to Heat Wave himself for Grit, but that's about it.

**Q:** Ooh, got it. It's impressive that you're able to assess your opponents on the fly like that; it seems central to your playstyle. Speaking of which, many players consider you one of the most creative, unpredictable teambuilders! What's your general philosophy on innovation? **Is there anything else you'd say defines your identity as a player?**

**A:** I'd say I brought a fairly "obvious" team this time. Other than Shloom, at least. I suppose people aren't too used to Yamyth, but

defending against a second type alongside Mind does go a long way... **Cavalo** had Mystic and Platypulse to block Body and Mind attacks instead, which is a funny comparison.

I guess I could say I like to be able to shut down my opponent instead of trying to produce the biggest, scariest thing I can imagine. Since it's a bit hard to do so by just playing defensively post-Doze nerf, getting the momentum on your side has become more important, whatever your playstyle is.

But if you really want to ask what my identity as a team-builder is: when you look at a team and see that it has 0 Torch Pass, you will know I didn't make it.

**Q:** I hadn't noticed that parallel between your team and **Cavalo's**! Fascinating that

**One of the beautiful things about Beastieball is that people can play very differently and still do similarly well. I don't think it feels very rewarding to win if you have to play in a way that isn't fun for you.**

Platypulse is the constant there. That brings us to our next question, actually. We've been on this patch for a while, but the meta is constantly changing; **are there any recent meta shifts you've found especially worth noting?** For example, there were quite a few Garood in the tournament...

**A:** Funny that you mention Garood, because I think Block into Nettle Nettle is a terrifying thing we have in the game now. It can't be stopped by attacking into the Garood; it's only held back by Garood's...eh...questionable Spirit defense, which is the best attacking type in the game right now because there's a big difference between what Yamyth does and what Platypulse or Mystic do.

I suppose I am excited for Sadness being added to the game (why would I be excited about Sadness, this doesn't even make sense...) because that kinda fixes one of the worries I have had for a long time about Beastieball becoming boost-focused after multiple nerfs to the fun but slightly (or more than slightly) broken strategies. And yes, I also mean Platypulse, which is a bit over-hated right now—even if I do agree that Easy Receive + Set is a bit too much Mind-hate in the game.

I think Grazada and Diabloceras are severely underplayed compared to their actual strength, simply because it's hard to teambuild for them. And Cherrily might be an overrated piece of paper because you can replace them with Mascurry if you sacrifice 10 damage...and

I am not saying this so I hear less Cherrily laughs.

(Thanks **skarme** for proving this point. 🐉 )

By the way, can we get attacker-support (or support-attacker) recognized as a role that a Beastie can have in a team? I feel like most of my team is doing that lately. I definitely think that we might move to a place where you open with at most 1 attacker and 1 supporter, and then everyone else is attacker-support to fill for the missing role.

**Q:** It's safe to say that the vast majority of the PvP scene greatly respects the Wayward Pirates. **Do you have any advice for aspiring top players?**

**A:** Instead of giving actual technical advice, I'd say that you should just pick and play what you like. And if you don't know what you like yet, just test things out until you do; many people are willing to share team codes of the most varied playstyles, and one of the beautiful things about Beastieball is that people can play very differently and still do similarly well. I don't think it feels very rewarding to win if you have to play in a way that isn't fun for you.

**Q:** Very beautifully said. Thank you so much for your time! That's all from us today. **Anything else you'd like to add?**

**A:** Waglash is the best. The end. 🐉





# HOT HIGHLIGHTS

by Ket (any/all)

## SAMPLES FROM THE LAB: CASE 002 | EXPERIMENTAL 001: SAD

First introduced on the 10<sup>th</sup> of this November, **SAD** was shown off to players as a suggested 13<sup>th</sup> feeling, and the 10<sup>th</sup> negative feeling that could be added to Beastieball. Arriving on the court with 2 new defensive plays in tow and an updated Numbsnot, twenty-one different Beasties were given access to this powerful new tool. As of publishing, the experimental patch for **SAD** has closed; The only ones who know what will happen next, if it will be nerfed, buffed, or in the game at all, are the developers. So, while we wait for December's patch, we here at the Turogue Times would like to summarize the community's brief testing session. What does **SAD** do? How were the sickos feeling about this change? And which Beasties were most affected by **SAD**? Well, let's take a look at our newest sample from the lab, **SAD**.



Art by *Chloe* ([ccezra.bsky.social](https://www.bsky.social/ccezra.bsky.social)), Professional Artist for Beastieball!

## WHAT DOES SAD DO?

**SAD** is a negative feeling with three different effects; **SAD** Beasties do not receive benefits from positive boost, are unable to restore stamina, and at 4 or more stacks they instantly lose 100 stamina. **SAD** ticks up by one once applied, akin to **SWEATY**. Also akin to **SWEATY**, it is prevented by Drums and activates Grit. However, unlike **sweaty**, it cannot have its stacks increased by reapplying it. **SAD** also does not active Heliath's Determination trait. Finally, it has the unique effect of both canceling out and being cleared by **JAZZED**.

Additional notes/fun facts about **SAD**:

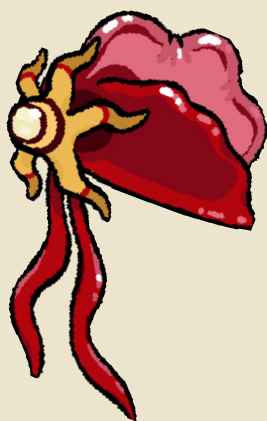
- ⊗ **SAD** Beasties can still *gain* boost! This means that, once cleared, a **SAD** Beastie can keep going at full force.
- ⊗ **SAD** prevents forger from healing, as well as Shake off!
- ⊗ Due to how it works, Superorganism gets around **SAD**!



## HOW..AND WHO, APPLIES SAD?

### OLD DOG, NEW TRICKS. HERE COMES NUMBSHOT

- ⊗ **What is Numbshot?** Numbshot is a 65-damage mind move that applies 1 SAD when it hits.
- ⊗ **Who learns it?** As a change to an old move, Numbshot stands as the most common way to apply SAD. With sickos experimenting with...almost, every Numbshot Beastie to great success. (Deepest apologies to Crawlurk and Surgus...)
- ⊗ **Discourse and issues?** Some coaches have come forth and expressed their enjoyment of the old Numbshot, with concerns of the new Numbshot having no value into Drum boost teams and little value into Chant offense. Some coaches have also expressed that being able to remove Boost without your defensive plays is important to them. Additional concerns have been raised about giving high utility Beasties such as Annoying Noizard and Bongus high value plays; however, if SAD were to be added to the game, it seems most players would welcome the new Numbshot as a fresh option to the game.



### BRINGING THE DOOM, HERE COMES GLOOM!

- ⊗ **What is Gloom?** Gloom is a defensive play that applies 1 SAD to the target.
- ⊗ **Who learns it?** Gloom, as of the writing of this newsletter, is learnt by 7 different Beasties; Plumask, Mystic, Wottle, Oreglla, Squimage, and Diabloceras. As it stands, coaches have taken to experiment with Mystic, Oreglla and Diabloceras as their main Gloom users.
- ⊗ **Discourse and issues?** When it was first released, Gloom applied 2 SAD to a target. Due to how SAD ticks up, that would force the target to swap out on imminent defensive turn less face an 8 wiped. This led to instant backlash from coaches, and several suggestions and ideas for a nerf. After the nerf from 2 SAD to 1 SAD, coaches have begun to ease up on Gloom as a move. As of writing, most critiques of SAD causing moves have arrived from the third, and final move added to this experimental patch.

### TO BE OR NOT TO BE? LISTEN HERE, TO MY SOLILOQUY

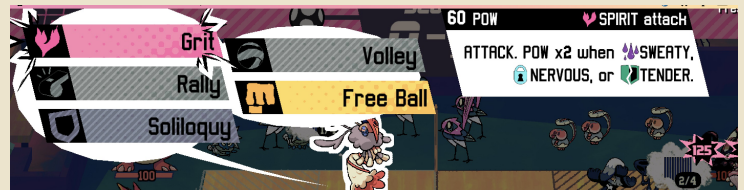
- ⊗ **What is Soliloquy?** Soliloquy is a defensive play that applies 1 SAD to all fielded Beasties.
- ⊗ **Who Learns it?** Soliloquy is the rarest SAD causing move by far, as it is learnt by only three lines! (Hopra, Plumask, and Conjarr.) However; all three put the move to good use, as coaches have been able to figure out impactful sets for each of them.



⊗ **Discourse and issues?** Soliloquy has been under hot water as we reach the end of this experimental patch for two main reasons. The first reason stemming from its ability to force the other side of the court to swap out

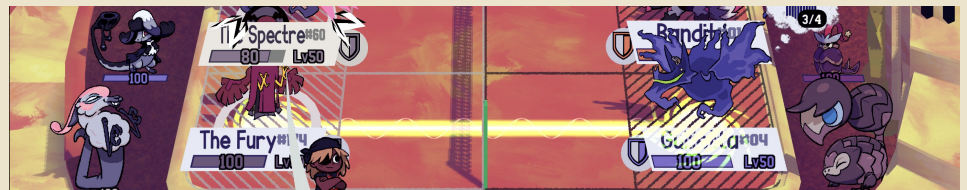


their entire fielded team or take an 8 wipe. Second, its ability to allow Plumask to fire off devastating rally boosted Grits off counter serve, and into the following serve as well. While Soliloquy's ability to force swaps has brought up suggestions such as removing it off Hopra or increasing the timer to 5 rather than 4, it is Plumask's devastating Grit that has brought the most attention to coaches' eyes. Many have suggested that SAD should not proc Grit, where others have stated that Grit or Rally could simply need a nerf as is. Another common viewpoint is that most of the blame for this crazy counterserve lies on the watchtower Beasties who enable it.



## SO. COMMUNITY FEEDBACK; HOW DOES SAD FEEL?

When SAD first dropped, the servers dropped alongside it; however, coaches were still quick to send in their feedback. Coaches instantly raised complaints about the wiping mechanic. At first the main concern was SAD alongside Albrax and its near inescapable tractor beam. An issue made worse by Gloom applying 2 SAD on release.



The wiped mechanic also scared players in general, with one coach stating:

*“it feels like just a painful loop opportunity? Especially with the ‘tag out or die’ aspect that makes teams like mine (boost-focused body power, keeping things simple) kinda... dead.”*

Once the servers went back up and players were free to test SAD, players' feelings towards it tended to calm down; however, SAD was not out of the hot water yet. Players attested that they did not find playing around it enjoyable:

*“Yeah, the wipe isn't fun to play with. Especially if you ran like A trap heavy team I think”*

*“few more matches under my belt. really doesn't feel that fun to play around the wipe at all and it's not fun to click yourself unless you're running something broken”*

Another concern that was put forward by coaches was how SAD would affect weaker, more off-meta Beasties. Mainly Magpike, Squimage, and Beelb as offensive threats that may rely on boost more than more meta offensive Beasties such as Kasaleet, Riplash, or Vultoxin. This belief was furthered by a disdain for stronger styles of Hyper-offense teams that run either Rally or Chant already, allowing them to take a lesser hit from SAD than other team styles. To top it off, additional issues have been raised about SAD shutting down slower healing focused teams, and how Gloom feels too close to Cyclone and Patience.



This is not to say all coaches agreed with these ideas. A few coaches have pointed out that most off meta Beasties that seem negatively affected by SAD have the ability to deal with it themselves or are due for a new buff or rework either way. Coaches have also pointed out that SAD's ability to force a Chant in the first place works to slow down the main style of Hyper-offense many players hoped SAD would help curb, while also expressing that SAD should not work as a silver bullet or work to fully shut down any given team style.

SAD's mechanics and game feel were not all coaches had to point out. Several coaches have stated their distaste and discomfort around the theming of SAD. Messages such as these highlight some issues coaches have around the theming:

*“Ok coming at this from a diff angle because this occurred to me; I am really not. a huge fan of the Vibe of sadness being so debilitating that you can't play anymore!! Sadness can be a beautiful feeling, and this just feels like. The beastie is succumbing to depression; this is not the purpose of a soliloquy. Soliloquys are beautiful and moving, not depressing”*

*“It's not a matter of how few get access to it, but the fact that at any given time I could have to deal with that status in a match unexpectedly. Trying to play a favorite and otherwise upbeat game only to find my beasties so overcome with sadness that they wipe themselves out is not something I can comfortably be around at all. It's about the emotional and mental impact of it, not trying to get around the mechanics. Everybody deals with that stuff differently, but I know I can't handle that and be ok afterwards.”*

Overall, SAD has been a controversial addition to Beastieball. As of the time of writing, we have no clue if the feeling will be added to the main branch in its current form; however, here at the Turogue Times, we only hope that this article has helped example and compile this latest experimental branch.

## WINNERS AND LOSERS

### A VIEW THROUGH BLUE TINTED LENS

★ The Luckiest, Pluckiest Beastie around:

**Goofsder!**



By leveraging its ability to shrug off any given feelings with Plucky, Goofsder has found itself a winner in the recent experimental patch. Not only has Soliloquy given Goofsder yet another powerful opening combo,

but teams that rely on this fancy new tool give Goofsder more team styles it does well into.

☆ An Energized warrior now down in the dumps: **Beelb**

While its base stats aren't horrible, Beelb is a Beastie centered around boost. With most successful sets running hunker or confident pass and Beelb's one ability being charge, SAD has given teams looking to run Beelb another mountain to climb; one debatably harsher and taller than the last. For these reasons, Beelb has undoubtedly found itself a loser this recent patch.

(A small side note for Charge Pladion, a slightly smaller yet still a loser of the most recent patch.)



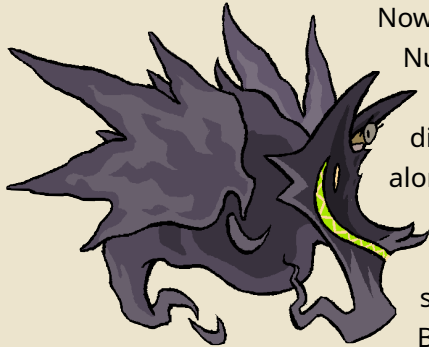
★ Eerily quiet, yet always impactful / The Day one Powerhouse: **Illugus**



While (almost) every Beastie with Numbshot this patch could be considered a winner, Illugus stood out as a Beastie that lacked the ability to put pressure on the other team outside of decent damage. Its newfound

ability to cut down healing while forcing swaps, alongside its trait Trapper, makes Illugus one of the biggest winners of the Numbshot changes.

★ Disruption as impressive as its Displays / The master of Illusions: **Mistic**



Now welding Gloom and Numbshot, Mistic can sling out amazing disruptive pressure alongside its signature move Hex. Mistic can force out swaps like no other Beastie, only rivaled

by Beasties with forced swap moves like Tornadoball and Cyclone. Mistic has easily floated itself into the winner's circle.

★ Heavily Laden with the Burden of low Viability: **Magpike**



Magpike as a Beastie has struggled since release, mainly due to its damage not raising high above its pears alongside its middling defensive utility. The addition of SAD has made Magpike's

goal of high damage even harder. And while Magpike can slot Chant to defend itself, body Pike has issues fitting it into its moveset; mind Pike is forced to give up Shield or Tactical Pass. While it can be argued that Magpike got off easier than the others in its collective, it remains one of the losers in this recent patch in our eyes.

★ Master of the Reefs, flowing with the Tides: **Psylusc**

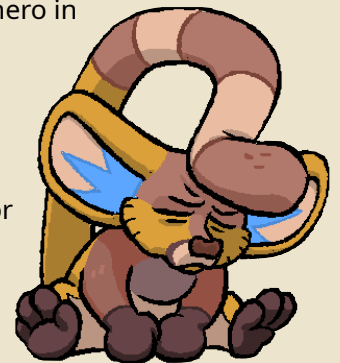
SAD lowers the base damage of its double boost (Meditate Telekinesis /Attack) set by an extreme amount. SAD also weakens its perfect shot by  $\frac{3}{4}$  while also preventing it from getting benefits off its boost. The final urchin to its reef?



Psylusc's classic team set up doesn't run it alongside a Chant teammate, nor Drums. Psylusc may not seem like it, due to its high mind POW and defenses alongside anticipation, Psylusc is a shocking loser of this new patch.

★ The Hero we need, a hero in need: **Supilero**

Supilero thrives on two basic play styles based on its two traits; high healing on tagging out off Forger, or high bulk and damage off Confident. SAD not only cuts into Confident's bulk and damage, but it also prevents Forager from healing. Anyone able to get meaningful damage onto a SAD sup is able to cut into its value in a way unseen before. Glide high Supilero, loser you may be, you will always be a winner in our hearts.



(A side note to Hydrolm and Crowing Garood as Beasties that love to heal, who at least get a new tool in Numbshot.)

★ The Villain has won | The Mastermind of the hour: **Albrax**

Albrax's ability to lock in a SAD Beastie and get a wipe is another way for it to leverage the strength of Tractor beam. On top of that, SAD removes a target's ability to out-heal its onslaught. It also makes it harder for the other team to wipe Albrax as its teammate prevents them from ramping up and chunking it. 🌀





## TEAM CODES

While SAD's experiment has closed, here are some teams that coaches used to push it to its limits!

**the sadness madness!**

#NHTXE3YH8U

Team by **byrd** of the 🐦 Soggy Dreamers 🐦

**Path in the Woods**

#JPFXD8027R

Team by **Ket** of the 💞 Lonesome Lovers 💞

**Roar of Sad**

#3Z0GUYYTJ7

Team by **skarme** of the 🐦 Metal Birds 🐦

**Hunter Trap**

#T2JCIKRJSA

Team by **Igor** of the 🖌️ Rutile Artists 🖌️

**OP!?** 10:35

The new Feeling in Beastieball is OVERPOWERED!?

e-lena

1.5M views • 2 days ago

TheKnightWhoSaysYis



# MECHANICS DEEP DIVE

by Pummy (she/her)

Ho-ho-holy moly that was a lot of SADNESS! Let's not forget that the festive season of HEALING is upon us! So let's CLEAR FIELD and take this time to sleigh Ya myths about RUSHED RECOVERY and let me SERVE you a Snack of STAMINA recovering plays and tricks that'll have your roster of Beasties jingling all the way! Take a DEEP BREATH as I am WELCOMING you into a real TREAT! So ho-ho-hold your breath no more as we merrily make our way into today's Mechanics Deep Dive!

## THE RESTORATION REVELRY



Restoration in Beastieball refers to any Play, Feeling, or Trait interaction that ultimately results in your Beastie recovering its STAMINA. There are of course other means of restoring STAMINA in the game, such as visiting a Railhouse or feeding your Beastie a Snack, but since we are a competitive focused newsletter we will only be covering the means available to you during a match.

For starters: Every Beastie, no matter its level, has a maximum of 100 Stamina. When a Beastie's STAMINA is lowered to 0 it feels ~~WIPED~~ and will generally be unable to receive the ball or perform any kind of play, including Basic Plays except for Free Ball.

When a Beastie's STAMINA is depleted to 0 by an opponent's ATTACK then it will IMMEDIATELY drop the ball and your opponent will score a point, making STAMINA one of the most important resources to look out for!

There are some forms of STAMINA restoration that are a little less straight forward and more dynamic, so I'll begin by covering the straight forward options at first and I'll be providing them to you in a table that'll show you just how much healing you can generally get out of a single use or activation of each one.

## RESTORATION ACTIONS OVERVIEW

Name	Heal	Description	Signature Beastie
Torch Pass	100	-100 STAMINA. -10 Max STAMINA. Restores benched ally's STAMINA and FEELINGS. TAG OUT.	
Superorganism	100	Restores instantly from 0 STAMINA and just feels 2  SHOOK	Flowish, Orgella
Drum /  Shanty +  Stomp	72*	Ally field fills with RHYTHM for 6 turns (Restores 6 STAMINA to your active team each turn)	Tortanchor
Crowing	50	Restores 50 STAMINA when an Opponent is  WIPED	Rooke, Garood
Forager	50	Restores 50 STAMINA when TAGGED OUT	Supilero
Clear Field	50*	Clears all FIELD EFFECTS. HEALS entire team +10	
Crafty +  Relaxed Hit	40	ATTACK. HEALS self +20 x2 due to  Crafty: Additional effects from this Beastie's attacks trigger twice	Magpike, Punkchirp
Welcoming	35	Restores 35 STAMINA to an ally that TAGS IN for them	Bongus
Deep Breath	30	HEALS self +30	
Quick Breath	30	HEALS self +30	
Calming Aura	30*	HEALS active team +15	
Scavenger	25	Restores 25 STAMINA when TAGGED OUT	Sprecko, Shooga, Supassum, Jellibat
Treat	20	Restores 20 STAMINA to ally when TAGGED IN	Froofulks
Crafty +  Power Sap	20	ATTACK. HEALS self +10 x2 due to  Crafty: Additional effects from this Beastie's attacks trigger twice	Magpike, Punkchirp
Relaxed Hit	20	ATTACK. HEALS self +20	
Smooth	15	When they MOVE or SHIFT, restores 15 STAMINA	Broslidon
Dig	15	VOLLEY. HEALS self +15	
Refresh	15	VOLLEY. HEALS ally +15	
Power Sap	10	ATTACK. HEALS self +10	
Hardy	10	Restores 10 STAMINA after taking any damage	Opposur
Moist	10	When  SWEATY, Restores 10 STAMINA each turn instead	Mudslee
Rumpus	6	Restores 6 STAMINA to ally each turn	Hopra, Mascurry

As you can see from that list, the strongest direct restoration options are generally found on Traits (), but they also generally come with special activation conditions or downsides.

We will be covering the Top Spots ( Torch Pass, Superorganism and Crowing) further below, due to their technicalities, so let's focus on the other big ones first.

### BRINGING THE MUSIC

The first two(/three) big outliers here are Drum (or Shanty) and Clear Field, which I think are sometimes underappreciated by coaches due to their deceptively low STAMINA recovery listed in their in-game description.

However a single activation of Drum can net you so much potential total recovery from the Rhythm Field Effect, that it turns into one of the best Restoration options in the game! It also makes you immune to being inflicted with the Feelings STRESSED, TIRED, NERVOUS and above all SWEATY by your opponent. And this is on top of special Plays and Traits it enables with Stomp, Groove and Flow.

The longer a game runs on and the more defensive your Beasties are, the more you'll get out of setting up drums. It is not difficult to see, that teams centered around Drums can be a popular choice and have become a competitive mainstay.

Shout outs at this point to **Pix of the Galaxy Drums** who has been a household name in the PvP community when it comes to piloting drum teams and who has taken them all the way up to the very finals of the pilot season of the Prepared Attack Draft League!

Mascurry and Hopra are especially powerful 🥁 Drum users, because they can aid the healing efforts via their 🥁 Rumpus Trait, which provides an additional 6 STAMINA recovery to their ally with every turn. This combination is generally referred to by the PvP community as **Drumpus**.

If you ever see one (or especially multiple) of Bongus, Mascurry, Crabaret, Tortanchor and/or Hopra on a team. The chances are high that you are facing a 🥁 Drum Team!!

So, if you are facing a 🥁 Drum team, do not underestimate their healing potential! It is a good idea to prevent a drum team from ever setting up drums in the first place or to at least have some form of field removal effects ready to stop them in their tracks, before they can rake in the benefits over several turns.

Right now your main options to remove a field effect are the 🧱 Demolish Attack Play, a TAG OUT from one of the two 🧹 Cleanup Beasties (Trat and Sprecko), or the way more usable and likely option...

### CLEARING THE FIELD

🧹 Clear Field, which also provides a deceptive 10 STAMINA heal, but by delivering it across your entire team it is technically up to 50 STAMINA restored per use! If used in a later stage of a game it can really turn the tides and allow your benched Beasties to be able to tag in again to take another crucial hit or survive a serve. Similar to 🥁 Drum, this healing effect is delivered on top of its intended use case of clearing field effects. Making this not just a Drum counter, but it also puts your team into a more advantageous position as well!

### TAGGING ALONG

The final two big outliers on this list are related to the TAG OUT action. 🧹 Forager Supilero heals for an incredible 50 STAMINA whenever it leaves the field (or its baby version, 🧹 Scavenger for 25).

It doesn't matter if it's via the basic TAG OUT action or via 🧹 Quick Tag Plays or even getting 🧹 Tornadoball'd or 🧹 Cyclone'd by your opponent, the 🧹 Forager will restore its 50 STAMINA. 🧹 Forager has been added in the June 2025 Milestone update of Beastieball and it has quickly established itself as an incredible trait for Supilero. Especially when you couple a defensively invested Supilero with 🧹 Quick Tag then every turn becomes a bit of a Whac-A-Mole (Whac-A-Possum?) game for your opponent! If they guess wrong, Supilero takes the hit and quickly tags itself out again to restore its STAMINA, effectively resetting your opponents progress.

*Can I petition to refer to this maneuver as the Supiloop from here on out please? <3*

The same applies to the second outlier, the always 🧹 Welcoming Bongus, who will restore 35 STAMINA to whichever Beastie gets TAGGED IN for them! Notably, this has turned Bongus into a bit of a sacrificial Beastie at times, because 🧹 Welcoming will generate you value even if the Bongus got ~~WIPE~~! Whoever tags in for the ~~WIPE~~ Bongus will be healed. So, if you have the points to spare, you could tag the ~~WIPE~~ Bongus right back in to take another hit to then be able to heal yet another Beastie for 35.

The last big tagger is always ready for a Trick & 🧹 Treat. Froofulks heals its Ally for 20 when tagging in, and can make repeated use of this due to its access to 🧹 Quick Tag.

### CAN YOU DIG IT?




🔍 Dig and 🔄 Refresh are great for your action economy due to being volleys, 🔍 Dig used to be an offensive move giving you Jazzed, but got turned into a defensive healing one and spread across a lot more Beasties in the 2nd Milestone Update in September 2025. It has since seen a lot of use among the bulkier and offensive Beasties.




### MOISTURIZE ME!





Lastly I wanna highlight 🧴 Moist Mudslee in this section, which sits almost at the very end of this
























list. As soon as this Beastie gets  **SWEATY** you can basically imagine this Trait to instead read “Restore 10 STAMINA at the end of your turn”. This effect will pretty much apply throughout the rest of the match, while making you fully immune to the stacking adverse affects of  **SWEATY**. An extremely powerful effect as it can nearly completely counter some team archetypes, as well as enabling Mudslee to be arguably the best  **Heatwave** user among all Beasties!



Especially when its partner is any one of  Plucky Goofsder,  Hardy Oposur or 





Unflappable Duggout who are all able to either shrug off the adverse effects of  **SWEATY** or are able to rake in extra Benefits by enabling the often feared 120 Power  **Grit** Play. Considering its usefulness, it is not hard to see, why Mudslee lost the ability to use  **Trait Dance** in the same September Milestone patch that it gained access to the Restoring effect of its  **Moist Trait**.


Next up we have the less straight forward restoration effects, so let's start off with another handy table:

### DYNAMIC RESTORATION ACTIONS OVERVIEW

Name	Heal	Description	Signature Beastie
 <b>WIPED</b>	100*	FEELING. Naturally decreases by 1 on the bench at the start of each turn. When the Feeling is removed naturally the Beastie recovers to full STAMINA and feels 1  <b>SWEATY</b>	
 <b>Chant</b>	1-100	Clears negative FEELINGS (except  <b>ANGRY</b> ) from target. Triggers a RUSHED RECOVERY when removing stacks of  <b>WIPED</b> and feels 1  <b>SWEATY</b> , details further below	
 <b>Vampire</b>	1-100	Restores STAMINA equal to 1/4 of damage dealt	Lunaptra
 <b>Restoration</b>	x2	Receives 2x Healing	HydroIm, Proteos
 <b>Dreadful Mist</b> +  <b>Hardy</b>	2	Shifts the user to the front row and fills the entire field with DREAD for 6 turns (No good feelings). DREAD Field Effect causes 8 STAMINA loss, while Hardy Restores 10 STAMINA resulting in a net gain of 2 each turn	Oposur
 <b>Hex</b>	*	Target feels 6  <b>TIRED</b> (only basic actions). Feel 4  <b>WIPED</b>	Gastic, Mistic, Wisper
 <b>Exhaust</b>	*	Clears FEELINGS (except  <b>ANGRY</b> ) from self. Feel 4  <b>WIPED</b>	
— Honorary mentions —			
 <b>Adaptation</b>	*	Copies their ally's Trait when they TAG IN	Gremlur
 <b>Mimicry</b>	*	Copies nearest opponent's trait when TAGGED IN	Squimage
 <b>Trait Dance</b>	*	Swaps Trait with target	

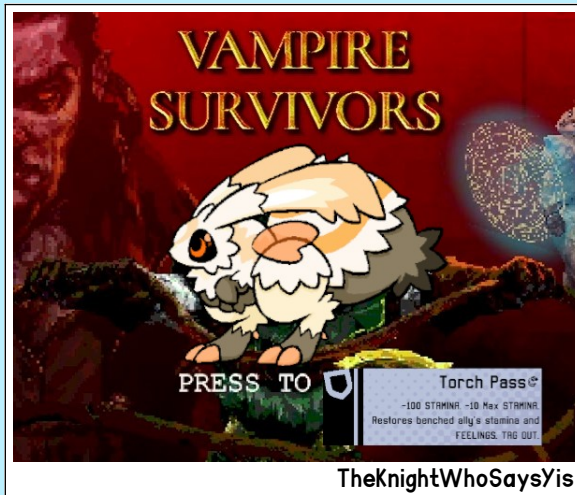
First off: Recovering from  **WIPED** is THE main source of STAMINA restoration available to ANY Beastie in the game regardless of its Plays and Traits. As long as a Beastie is on the bench, the  **WIPED** FEELING will tick down and eventually restore it to full.

Whenever a Beastie gets wiped by an attack it initially feels 4  **WIPED**. HOWEVER, should a Beasties STAMINA be depleted to 0 by other means, such as  **SWEATY**, DREAD, QUAKE or  **Nettle** damage, then it will instead feel 8  **WIPED**.

This is THE main reason to be running a “**Control**” team, which is generally what we refer to as teams that focus on dealing indirect damage to inflict the extended  **WIPED** timer on Beasties. This has time and time again proven to be a dominant strategy in the competitive scene, especially when piloted by the **Wacky Worms** who have most notably won the Conquest Clash 2 and Heat Wave #2 Tournament with it, as well as countless other Top Placements in recurring community fan tournaments!

They have also helped popularize 🦅Crowing Garood from the previous list, because whenever an opponent wipes it enjoys a hefty 50 STAMINA recovery, which turns this otherwise frail Beastie into a deceptively long-lived one.

Before we delve deeper into the concept of ✂️ WIPED and the means of RUSHED RECOVERY let us briefly discuss some of the other options.



TheKnightWhoSaysYis

🦇Vampire Lunaptra deserves a shoutout for being able to turn any attack into a potentially big heal. The harder it hits the more STAMINA it restores! This is especially powerful when combined with 🦵Muscle Memory, because after scoring a point it could immediately serve again for a good amount of damage AND restoring itself to immediately be ready for its next opponent. That's what we call - STAYING POWER!!!

🦋Restoration Hydrolm has got to be the biggest winner though. While 🦋Crafty Magpikes can double up on some healing attack plays, Hydrolm simply does it for EVERYTHING. This includes healing received by allies and field effects, making it nigh immortal next to a Drumpus user.



It is most commonly seen running 🦋Deep Breath which restores a whopping 60 STAMINA to itself with each use.

Couple that with any of its powerful defensive capabilities such as 🛡️

Patience, 🛡️Cyclone and 🌀Numbshot and this Beastie truly deserves carrying the name torch for the entirety of this mechanic!

If unprovoked, this Beastie will simply shrug off anything that doesn't wipe it and it is often known to "reset its opponents progress" if targeted. If you cannot stop it from healing it is often really unwise to be targeting a 🦋Restoration Hydrolm. It is the TRUE Crown-Champion of RESTORATION.

### TRAIT SHENANIGANS

Next up I wanna quickly cover the "Honorary Mentions" of the table, which includes all the Beasties that can copy another Beastie's Trait!

Especially 🦋Adaptation Gremlur, which lets you double up on any powerful Restoration (no pun intended) Trait. Put this next to a 🦋Moist Mudslee and feel free to turn the playing field into the Sahara by unleashing 🛡️Heat Waves every turn without worry!

And let's not forget 🦋Mimicry Squimage, who is rarely seen, but recently left its mark in the competitive Beastieball History in the form of **byrd's** (formerly of the Garbage Guardians, now befittingly of the Soggy Dreamers) **ena**, the sweatiest Squimage you will ever see!



You've probably already read all about it in the highlighted match from Heat Wave #5 in this very issue! But let me quickly refresh your memory:

Thanks to 🦋Mimicry it copied an opponent's Mudslee's 🦋Moist Trait and then proceeded to serve with Exert to make itself 💧SWEATY and thanks to 🦋Mimic it copied an ally's 💖Grit Play to turn into the most specific and powerful counter imaginable!

## FEELING A BIT FLAT

Lastly, before we FINALLY delve into the often mentioned topic of “RUSHED RECOVERY”, let me take this moment to highlight the 🌀 Exhaust play.

🌀 Exhaust clears a Beastie’s Feelings, but most notably 🛡️ NERVOUS and it instead feels 4 🗑️ WIPED. This allows this Beastie to TAG OUT when it previously might not have been able to. This includes not just a previous 🛡️ NERVOUS application, but ALSO having been caught in a 🌀 Tractor Beam, because due to being 🗑️ WIPED it will seek out a new target at the start of the next turn. I have personally not witnessed this interaction mattering during a competitive match yet, but I sure hope people will catch onto this!

However, the main use of 🌀 Exhaust surely is to be able to heal a Beastie to full STAMINA in ideally 4 turns after a TAG OUT. It is important to mention again, that this will not work for a Beastie that is stuck on the field, as the 🗑️ WIPED Counter will not decreased by 1 if it remains on the field.

Something that is often missed though, especially by newer players, is that a 🗑️ WIPED Beastie that has STAMINA remaining CAN technically remain on the Field without immediately losing you a point! It can still receive the Ball and it still loses STAMINA as normal when being hit by Attacks, but it will not drop the Ball and lose a point as long as it stays above 0 STAMINA.

## THE SUPERIOR EXHAUST



This works especially well for Mystic, because it has access to 🌀 Hex which is a largely superior version of 🌀 Exhaust, because while wiping itself for the same amount it also delivers an incredible 6 🤪 TIRED to an opponent of

your choosing. Potentially putting them out of commission for an even longer time than your own

Mistic. This is at its strongest when Mystic is allied with a 🌀 Tractor Beam Albrax allowing you to trap the 🤪 TIRED Beastie on the field and taking full advantage of this really strong control Play.

This infamous Combo is simply referred to as TractorHex by the community and it is one of the strongest and longest running tactics in the game and has seen play by many competitive teams and seen many



top successes. It is a main component of the the signature team by **Score of the Jamming Ballers** reaching back further than even the first Heat Wave tournament, but it probably gained most of its notoriety when our long reigning champion **Dino of the Wayward Pirates** won the Heat Wave #3 tournament piloting this infamous combo.

A post-🌀 Hex Mystic is even able to stay on the field to provide it's 🤪 Body Play blocking immunity, because Traits stay active even while 🗑️ WIPED.

## THERE ARE OPTIONS!

Due to 🗑️ WIPED it is however unable to perform ANY action besides Free Ball, but that doesn't mean that your turn has to be wasted! You are obviously free to use any MOVE actions or Support Plays on your other Beastie, but more interestingly are the potential means of a counter attack!

The most notable one is 🌀 Telekinesis, which lets your other Beastie retrieve and Volley the ball to itself to be able to attack. More silly options involve Mystic & Orgella using 🌀 Dispel and then 🌀 Teleport or if you wanna be really silly, a Varkabond using 🌀 Teleport and then 🌀 Juggle. But an all time classic would be a 2x 🌀 Nettle + Free Ball play for a 41 Damage (or even 70 Damage if your 🗑️ WIPED Beastie happens to be a 🌀 Vicious Pladion!).

Your 🗑️ WIPED Beastie might even have access to the 🖤 Relentless Play, which remains usable while



❌WIPEd, but you still require the Ball to be Volley'd first, which means you either got an Easy Receive to begin with or you have access to 🧙Dispel to make this Play possible.

Should they target your non-❌WIPEd Beastie instead, then options such as 🏃Agile, 🎱Juggle, 🏴Thief, 🧙Steal or an Attack Play that can hit without volleying (💥Devastating Force, 🏏Bump, 🏏High Slam or 🏏Ricochet) can all still save your attack turn as well! My point being is, that a ❌WIPEd Beastie on the field is not always an unrecoverable catastrophe!

Sooo, the time has come! You finally made it past all the teasing and mentions of the “Rushed Recovery” mechanic being explained further below. So here goes, welcome to the...

## RUSHED RECOVERY REVEAL!

Rushed Recovery is the term used for any type of early unnatural removal of the ❌WIPEd Feeling. Since it is **just** a Feeling you should be able to 🧙Chant it off and immediately keep going, right!? Well, once upon a time that truly used to be the case and the devs put an early end to that in February 2025! Ever since the ❌WIPEd Feeling is truly relevant and early removal comes with a downside!

When ❌WIPEd is removed, the Beastie recovers up to its maximum STAMINA. For each stack of ❌WIPEd past the first, it recovers 10 less STAMINA. If a Beastie would recover 0 or less, it recovers 1 instead. However, this gets a little more complicated once you add 🛡Torch Pass to the mix!

### PASSING THE BATON

🛡Torch Pass is the only other current means to rush a ❌WIPEd Beastie back on its paws (or whatever other appendages!?). It does so at a cost though! The Beastie passing the torch loses 10 maximum STAMINA whenever it uses 🛡Torch Pass to prevent infinite TP loops! When a Beastie has less max STAMINA then subsequent RUSHED Recoveries will accommodate for that fact.

To visualize this I have created a hopefully handy cheat sheet for you!

### REMEMBER DOZE?

🧙Exhaust used to be a much scarier play called 🧙Doze, but I have already covered this in Issue 1 of the Turogue Times, so for the sake of exposure and especially if you haven't read it yet, you should go back and do so!

In my opinion 🧙Exhaust has not yet been explored enough, but maybe this and the coming section will inspire some of you dear readers to give it a shot and potentially make it the next big menace of the PvP community!

### RUSHED RECOVERY CHEAT SHEET

❌WIPEd removed	Recovery at max STAMINA:					
	100	90	80	70	...	10
1	100	90	80	70	...	10
2	90	80	70	60	...	1
3	80	70	60	50	...	1
4	70	60	50	40	...	1
5	60	50	40	30	...	1
6	50	40	30	20	...	1
7	40	30	20	10	...	1
8	30	20	10	1	...	1

As you can see from the chart, rushing the recovery of a Beastie with only 4 Stacks of ❌WIPEd is really not that bad, because 70 STAMINA is a lot to work with! I believe after seeing this chart a lot more people may look at experimenting with 🧙Exhaust and 🧙Chant to expedite dealing with ❌WIPEd Beasties on your field and/or bench!

Important note however, that ANY Beastie recovering from ❌WIPEd will still feel 1 💧SWEATY. So if you aren't careful, it is possible to end up Torch Passing a Beastie back onto the field only for it to collapse immediately to a 💧SWEATY damage tick at the end of its turn!

Rushing a recovery at 8 Stacks is a lot less manageable, but not impossible, if you combine it with any of the other Restoration Options that we've covered up until now. Especially noteworthy

as a Torch Passer is 🧹 Welcoming Bongus, who can 🛡️ Torch Pass even Beasties at 8 Stacks of ~~WIPED~~ back to 65 STAMINA or ones with 4 Stacks of ~~WIPED~~ back to FULL thanks to its additional 35 STAMINA recovery!

### BONGUS & SPRECKO

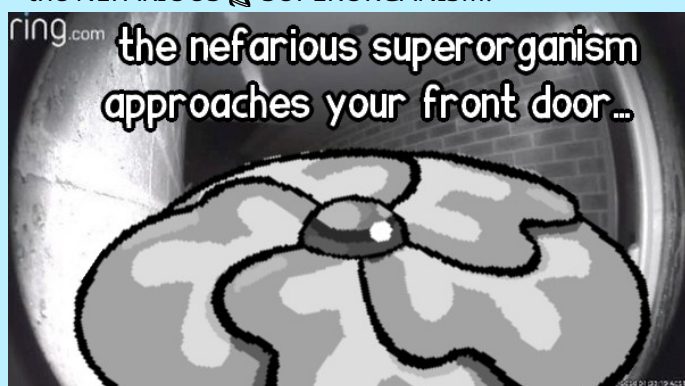
A more unusual but unique Torch Passer can be found in everyone's first little fun guy – Sprecko!

Sprecko offers a unique combination of 🧹 Cleanup and 🛡️ Torch Pass which allows it to create a pretty safe opportunity to safely pass the torch even when facing a strong Rally or boosted opponent by clearing both of those potential threats!

Can you imagine at this point that we used to have 🧹 Team Chant instead of 🧹 Chant in the game?! It was able to clear ~~WIPED~~ off of your whole team INCLUDING the entire bench! It was with us until the first milestone update in June and as with many other crazy balance shifts, it is mind boggling to look back at it now!

We are slowly nearing the end of this issue's mechanics deep dive, but the observant among you may have noticed that I have yet to mention one of THE top restoration Beasties from the very first table!

BUT FRET NOT for I have not forgotten about the NEFARIOUS 🧹 SUPERORGANISM!



Art by Robin

Quick shout outs to pryn of the Shining Jewels and Robin & The Nightmares by the way for coining this iconic term in the early days of Beastieball and making it as popular as it is these days!



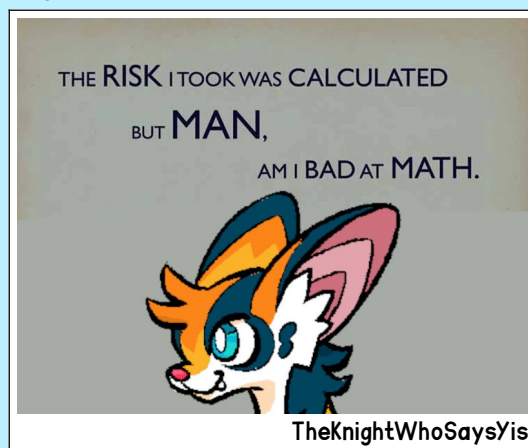
All this talk about preventing ~~WIPED~~ and recovering from it and then there's the 🧹 Superorganisms Flowish and Orgella, who simply can't and won't ever wipe unless they lose their Trait!

This thing is beyond notorious and feared by many. Whenever a 🧹 Superorganism is reduced to 0 STAMINA it heals back to FULL and only feels 2 🌀 SHOOK instead, which is not even much of a downside, because this thing learns 💖 Relentless allowing it to keep the offense going despite everything! There is just NO stopping this thing from attacking!



Besides its SUPER recovery, it does however rarely run or receive any form of healing, because it enjoys a much more treacherous style of play! When we introduced the idea of self-wiping via 🧹 Exhaust or 🧹 Hex we skipped over the other alternative – simply damaging yourself!





The 🧹 Superorganism excels at using Plays that damage themselves to reduce itself to 0 STAMINA to then immediately recover back to full. The most scary option to do so is 🧹 Blaze which boosts its 💖 Spirit POW two times at the cost of -34 STAMINA! This makes Orgella one of the scariest Beasties to target, because whenever it reaches a sweet spot at 34 STAMINA or even 68 STAMINA it can boost itself while also restoring its STAMINA back to full!

This gets even more complicated and treacherous under the effects of 🧹 Dreadful Mist (-8 STAMINA per turn), 💧 SWEATY and access to the defensive Play 🛡️ Sting for yet another -20 STAMINA. Be prepared to do a LOT of math when facing this Beastie or you will constantly fall for its recovery schemes.




## SINS OF THE PAST

But if we look into the past, then we will find an even bigger crime involving the nefarious  Superorganism and that is... Superhex! A menace from the past that literally broke the game so hard, that the developers had to release a mini-update this May to put an end to it.  Superorganism used to activate when a Beastie was ~~WIPE~~D.

This means if you  Trait Dance'd it onto a Mystic and it used  Hex, it would make the opponent  TIRED as normal, but then the self-wipe would immediately be cleared and restore the Mimic back to FULL, ready to immediately use another  Hex!! Once it was set up it was basically a checkmate situation with not much hope of escaping it. It was never truly trivial to set up, as it required a chain of trait swaps, but it was still way


























too oppressive to keep existing and many people had called for it to be removed prior.

## TOWELING OFF

But even outside of the  Superorganism, self-wiping should be a very useful strategic option in any Coaches arsenal of restoration options! After all, a ~~WIPE~~D Beastie on the bench is in most circumstances much better than a low STAMINA Beastie on the bench. The ~~WIPE~~D Beastie will eventually recover to full and be ready for action again, while the low STAMINA Beastie might never be able to enter the field safely again!

Sooo, now that I've opened the can of worms that is the concept of self-wipes, let me provide you another fancy table full of Actions that can help you in these nefarious endeavours!

## SELF DAMAGING ACTIONS OVERVIEW

Name	Heal	Description	Signature Beastie
 Torch Pass	-100	-10 Max STAMINA. Restores benched ally's STAMINA and FEELINGS. TAG OUT.	
 SWEATY	-10-100*	Loses 10 STAMINA at the end of your turn per  SWEATY	
 Updraft	-40	VOLLEY. +1 ACTIONS.	
 Blaze	-34	 POW  to self.	
 Build	-34	Only used from back row. Build a WALL in front of self.	
 Tough Front	-25	Feel 2  TOUGH (¼ damage).	
 Eruption / QUAKE	-25*	Opponent field gets 3 QUAKE (Volleys deal 25 damage). Ally field gets 2 QUAKE.	
 Sting	-20	Target feels 2  TIRED (only basic actions).	
 Exert	-20*	Feel 2  TOUGH (¼ damage). Feel +2  SWEATY.	
 Whoosh	-15	Only used from back row. SHIFTS self to front row. +1 ACTIONS.	
 Tangled	-10	When they MOVE or SHIFT, loses 10 STAMINA	Leobro
 Ancient	-10	Loses 10 STAMINA each turn	Shloom
 Hawkeye	-10	Target feels +1  BLOCKED (POW x2/3).	
 Overwork	-10	Attacks do 1.2x damage, but cost 10 STAMINA	Kichik, Ostrisigh, Kasaleet, Duggout
 Wall	-10	Only used from net. Target feels +2  BLOCKED (POW x2/3).	
 Dreadful Mist	-8	Shifts the user to the front row and fills the entire field with DREAD for 6 turns (No good feelings). DREAD Field Effect causes 8 STAMINA loss each turn.	

And with that, we have reached the last section of this Mechanics Deep Dive!

I welcome thee again to the...



## (UN)INTUITIVE INTERACTIONS: THE SECTION

This is where I will go over special cases that might leave you wondering WHAT HAPPENS!? I have confirmed and tested all of these as of the time of writing (November 2025). *Number 18 will SHOOK you!*

### (UN)INTUITIVE INTERACTIONS: THE TABLE

#	Situation	Action	Outcome
1	🔥 SWEATY 🐸 Moist Mudslee	Mudslee attacks and scores a point	🔥 SWEATY does not trigger when scoring a point, so Mudslee will also not Heal for 10
2	🐸 Vampire Lunaptra	Lunaptra attacks and scores	🐸 Vampire activates and heals
3	🐸 Shanty Tortanchor	Tortanchor 🐸 attacks and scores	🐸 Shanty activates and sets up Rhythm (Drums)
4	Rhythm is active	🐸 Stomp attack scores	🐸 POW 📈 is reset before serve (but can get a new POW 📈 after serving if Rhythm is still active on the field)
5	Rhythm is active	🐸 Stomp hits a 🏠 TOUGH opponent	🐸 POW 📈 still applies
6	🐸 Vampire Lunaptra	Lunaptra attacks a 🏠 TOUGH opponent	NO HEAL
7	🐸 Shanty Tortanchor	Tortanchor 🐸 attacks a 🏠 TOUGH opponent	NO RHYTHM (DRUMS) ACTIVATION
8	🐸 Relaxed Hit	🐸 Relaxed Hit hits a 🏠 TOUGH opponent	Still heals for 20
9	🐸 Power Sap	🐸 Power Sap Hit hits a 🏠 TOUGH opponent	Still heals for 10
10	🐸 Forager Supilero had its Trait changed	Supilero TAGs OUT	NO HEAL, Trait resets to 🐸 Forager on the bench
11	🐸 Adapation Gremlur had its Trait changed to 🐸 Forager	Gremlur TAGs OUT	Heals for 50, Trait resets to 🐸 Adapation on the bench
12	🐸 Restoration Hydrolm had its Trait changed to 🐸 Forager	Hydrolm TAGs OUT	Heals for 50 (not 100), Trait resets to 🐸 Restoration on the bench
13	🐸 Welcoming Bongus had its Trait changed	Bongus TAGs OUT	NO HEAL FOR ALLY, Trait resets to 🐸 Welcoming on the bench
14	🐸 Adapation Gremlur had its Trait changed to 🐸 Welcoming	Gremlur TAGs OUT	Incoming Beastie heals for 35, Trait resets to 🐸 Adapation on the bench
15	🐸 Welcoming Bongus	Bongus TAGs OUT into a 🐸 Restoration Hydrolm	Heals Hydrolm for 70
16	🐸 Superorganism Trait danced onto a Trat	Trat Trait dances with a 0 STAMINA <del>WIPE</del> Beastie	<del>WIPE</del> Beastie recovers to FULL and only feels 2 SHOOK
17	🐸 Superorganism Trait danced onto a 🛡 Torch Passer	🛡 Torch Pass is used on a <del>WIPE</del> Beastie on the bench	Benched ally recovers and the 🛡 Torch Pass user TAGs Out and recovers to FULL and only feels 2 SHOOK on the bench
18	A 0 STAMINA <del>WIPE</del> 🐸 Adapation	Gremlur TAGs IN next to a 🐸 Superorganism Orgella	Gremlur recovers to FULL SHOOK

Sooo... You've finally made it to the actual end of the deep dive!



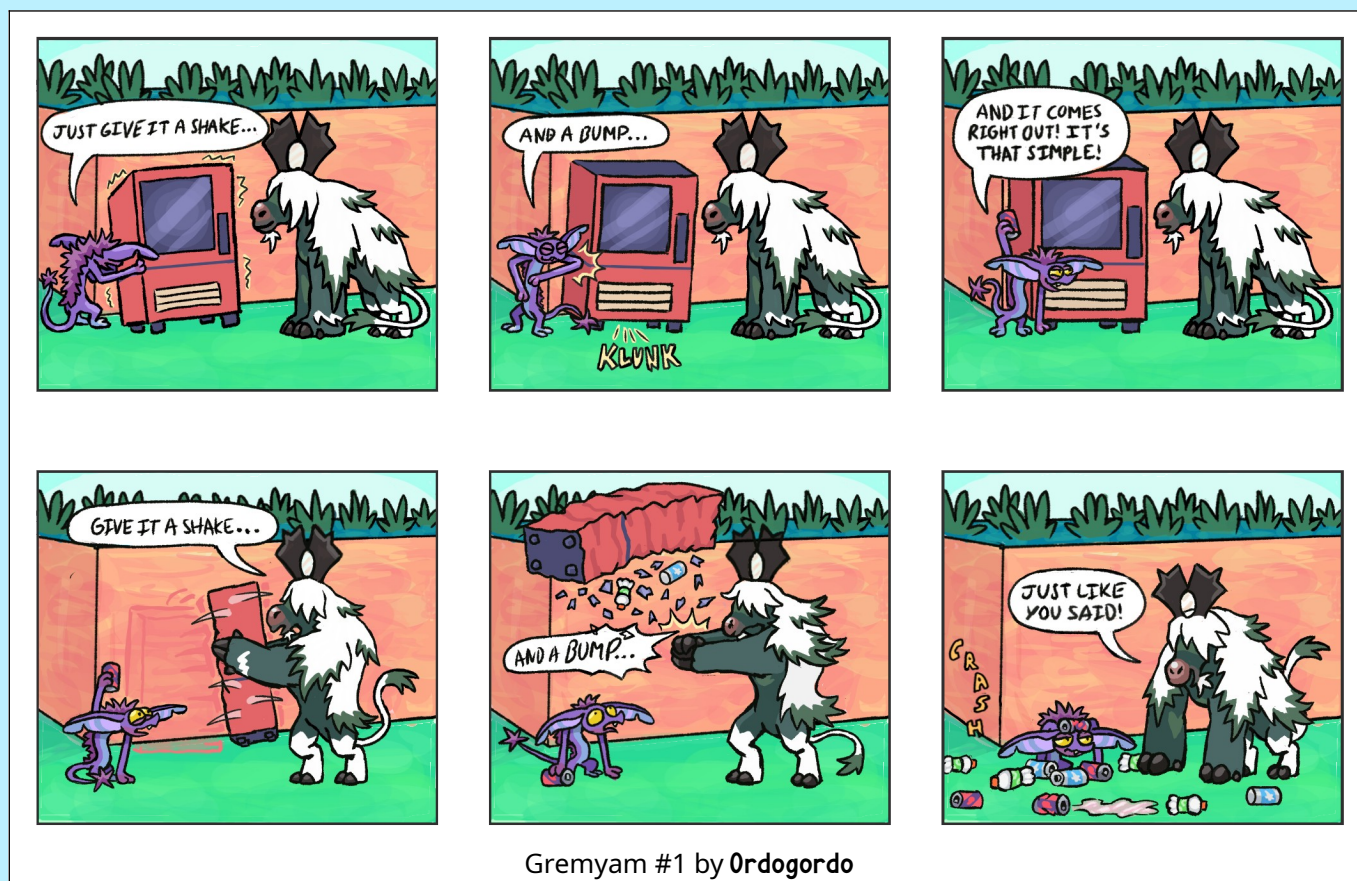
As usual, there is so much more to be said here.

A restoration focused team is dear to my heart, because it is what originally carried me through my initial Story Playthrough. A Shanty Tortanchor with Relaxed Hit and Refresh next to a Restoration Hydrolm with Deep Breath and both of them being capable of bringing Patience surely didn't leave my Story opponents much of a chance to break through their sheer hyper-stalling prowess!

But as of this draft I have officially surpassed 28,000 characters (yikes!), so if you have made it this far... I'M SORRY! But also... THANK YOU FOR READING MY YAPPING!

Mad Lab Scientist **Pummy** signing out. I hope it was educational as well as somewhat entertaining, and maybe I'll see you next Times! 🌀

## GREMYAM



Thank you to **Ordogordo** (she/her), coach of the 100 Spoons for submitting this wonderful comic to kick off the community section of our second issue! Due to the delayed publication we were able to squeeze it in.

# FLEET BEAT

by byrd (they/them) and you!

Moving onto our community corner, welcome to the Fleet Beat! We have a very special treat in store today, as one of the wonderful Beastieball community members **Nero** has submitted an article of their own, analysing their favourite body Beastie: Kasaleet! It's extremely well put together and is well worth the read, so we implore you to have a look at **Nero's** Analysis of Body Competition (or ABC). We've also got some submissions from our **SpookyLooks** we asked of you in the last issue, as well as **Satoros** with another puzzle for you to decode!

## ABC – GUEST COLUMN BY MEGA-NERO

### THE BELOVED BODY BEASTIE OF THE HOUR

Every Bash, every update, every tournament, people come away with conclusions. Shockingly few of these come towards my beloved Body brethren. If no one else will do it, I will! This is the Analysis of Body Competition, but you can call it the ABC for short!

### THE GOOD NEWS

I wanted to start with my absolute favorite Beastie of the bunch and my personal Ace for my best teams, Kasaleet of the Rutile Area in Ballstralia! Of all the Body aces in the game, Kasaleet lands solidly in the middle of popular discussion, and for good reason. It has notable, devastating strengths, and weaknesses that feel impossible to overcome for certain teams. Before you go placing Kasaleet on a team looking to crush teams and win games, however, you should really understand what you're putting on your team to know if you can actually fit one. Thusly, a brief descriptor of Kasaleet's strengths, followed by a brief list of its big bad flaws:

### OVERWHELMING STRENGTH

Looking at its individual stats, we can see this demonstrated clearly: 115 Body POW lands it the



Profile "art" by *skarme*. *Nero* requested this specifically ok

respected spot of the second strongest *thing* in the game, only behind everyone's nightmare Psylusc! Even the monster Surgus only has 110 Spirit POW. With this nightmarish POW stat comes a respectable bulk, with 230 Base DEF compared to Psylusc's 200 flat and Surgus' 195. The only thing that comes close to that DEF with that sort of power in the top spots are Heliath, Debugly, and Shloom. Boasting 110 Spirit POW and 225 Base DEF, Heliath falls flat as a premiere attacker due to being so high risk to begin with. Debugly has the unfortunate downside of not being able to aim its best

attack, and while Shloom has 110 POW in everything and a ruthless 270 Base DEF, it also has Ancient, and cannot fit on the majority of teams. With everything listed here in mind, Kasaleet seems to be the game's all-rounder type with a focus on devastating damage.

### SERVING STRAIGHT FROM THEIR NIGHTMARES

Kasaleet has what I consider to be the single best Serve in the game, hands down; Launch. Beyond being an ultra-consistent form of damage on serve, it also moves Kasaleet up to the front with absolutely zero methods of stopping it- no



amount of Cyclone or Nervous, so long as Kasaleet is clean from the start of the serve, can actually stop it from moving up. Beyond this, Overwork makes its serves do more damage than anything else can hope for, and if Power Up is active it gets even worse, having a permanent +1 Boost from that point on until such a time comes that it goes back above 34 Stamina! Even beyond *that*, there are a few niche serves to get you going. Stomp will prevent Spitball from blocking any Support plays, Demolish will clear Field Effects off-rip, and if you absolutely need it, Breaker will reduce the Body DEF of whatever it hits. Alongside its ridiculous damage output everywhere else, this makes Kasaleet a menace.

### THE EVERY-BIRD

Despite the weaknesses listed later on, Kasaleet still manages to be shockingly consistent. Even teams with Mystic can't quite shut it down without a concentrated effort, and since Kasaleet has such ridiculous damage ceilings even things like Boldlur go down without too much trouble if your opponent is caught without removing Kasaleet properly. Versus Mind teams, versus other Body teams, versus Mixed Type teams, to Stall, Control, Bulky and Rapid Offense, Trap and Dread and Rally and Drums, Kasaleet is a serious threat unless your opponents have plans to deal with big Body Offense. With all the discussion around Mind and Spirit threats lately, now might be your chance to sneak a big Body bird in yourself!

### SELFISH PLAYBOOK

Kasaleet have a naturally intense training routine during their entire lives. If they can't complete it, they're out of shape for the rest of the day. It only makes sense, then, that the Kasaleet couldn't care less about its team, serving only itself instead. Worse, it requires the team to consider itself more than it considers them- without a single supporting move to help anyone on the attacking

turn, and only two Plays total to do anything for anyone else (Hawkeye, Smack), your team is in trouble if you need your Ace to do anything other than hit the ball back. It simply cannot keep up with the supportive potential of Beasties like Lunaptra, Beelb, Hopra, Vultoxin, even Duggout can do more than this Beastie can!

### SPIRIT WEAKNESS

It isn't as pronounced as Psylusc or Surgus, to be fair! In fact, it's exactly as pronounced as Heliath's big weakness - Kasaleet boasts a strong 45 Spirit DEF as its lowest stat. These two birds eat each other alive, and the fact is that if you're already Spirit weak, Kasaleet can be an incredible detriment to your team. Alongside this, you can kiss your chances goodbye if you're running a Rally team. This isn't a detriment to most people, but for some, it's blocking an otherwise perfect teammate. Beasties like Plumask can tank Spirit like a pro and dish it back twice as hard, Zefyre has relatively better bulk for handling Spirit (and has ridiculous disruptive potential), even Fetcham would slot in on these teams better. Needless to say, put Kasaleet on the bench if you need an answer to some Spirit problems.



### NEGATIVE STATUS (FT. STAT REMOVAL)

More than most, Kasaleet has a miserable time functioning when conditioned with a negative status. From Nervous keeping it from Launching on serve, Shook preventing attacks at all, Angry locking down Flex or Shield, and SWEATy dealing too much damage for Power Up or Overwork to stay relevant, you cannot put Kasaleet on a team without either enough damage output to snowball more status focused teams into oblivion or without some way to remove/prevent these effects from ever going up. Otherwise, your Kasaleet is going to be stuck doing very few things at all in those specific games. Paired in this section; stat removal of any kind hurts some Kasaleet pretty badly- things like Cyclone, Patience, Tornadoball. It

doesn't apply to all of them, so it doesn't have its own huge subsection, but keep this in mind when you're thinking about your own Kasaleet!

Now that we've gotten through the things you need to look out for, we know what teammates we need and which ones we can scrap. Even better, we can go over the things you can push into oblivion! Here's how you too can put Kasaleet on your team! There are three things I often keep in mind when building a team around a certain Beastie. They have yet to fail me and in the worst of cases they let me down easy, so we'll go over them now.

### KASALEET'S BEST STRATEGIES

With the fact in mind that there are teams you shouldn't put Kasaleet on, it comes to reason that there are teams you should most definitely be bringing Kasaleet to! The big players in this section are Drum teams, Ramping teams, and Bulky Offense in general (with some exceptions). The most obvious one is Drum teams, as it does a lot of good for Kasaleet. Along with solving one of Kasaleet's biggest downsides in Negative Statuses, it also serves Kasaleet uniquely well thanks to the ability to sustain everything on the board. Kasaleet gets to stay on the field longer, and so do its tankier teammates who would really rather soak up the damage themselves anyway. Paired with Kasaleet's access to Stomp and to Overwork, Drum teams are perhaps the single most optimal choice to pair your Kasaleet with. Ramping teams, then, play into Kasaleet's big Body status: Ramping teams (which is played by yours truly) focus on Boosts and high POW plays to run down an opponent over time. With Kasaleet, you get an incredible bonus on these teams- you don't need time to Boost up at all. With its impressive POW and incredible Playbook for attacking you're already doing criminal levels of damage on your first or second turn, every other Boost just puts your opponent in a worse spot over and over again. Some of you may be thinking; if staying on the field and doing high damage right out of the gate is Kasaleet's specialty, then why Ramp at all?



This is why Kasaleet gets slotted onto Bulky Offense teams! With this team composition, the focus is on survival and damage- you survive better and deal more damage than the opponents in the best of circumstances, it seems pretty alright to me! The only issue I have with this composition being used with Kasaleet at all is that Kasaleet itself offers very little to the team, being THE heavy hitter and shockingly little else!

### KASALEET'S BEST TEAMMATES

Kasaleet has a deep and powerful appreciation for any Beastie who can fit a support role that doesn't especially enjoy hitting the ball back, especially considering that hitting the ball is the single thing Kasaleet excels at. These would be Beasties that would rather fill their slots with Defense plays meant for the team and Support/Volley plays that help someone else. As good examples for these, look towards Mascurry, Bongus, Beetlback and Goofsder. Mascurry and Bongus are part of what I call "The Drummers," with Beetlback and Goofsder being volley merchants with their own unique tricks. Beyond this, Kasaleet has a love and respect for backup Attackers on the team that can serve the team in some way while still putting out respectable numbers; Beasties like Yamyth, Hopra, Vultoxin, and Beetlback (again) do really well when paired with Kasaleet. The last kinds of teammates that Kasaleet prefers when building a team are Beasties that can serve as a pivot. Offensive ones, Defensive ones, Supportive ones, any and all pivots are welcome when Kasaleet is on board! The specific pivots I'd recommend for each role listed above, Offense, Defense, and Support, are the following in respective order: Lunaptra, Scauldra, and Supilero. You'll notice that every pick here manages to be bulky, standing with 240 Base DEF at the worst! It's even more of a shocker when you realize that's the Offensive Pivot, Lunaptra. If you'd like to read more on Kasaleet's best teammates, there's a Director's Cut of this I'll be linking elsewhere!

## YOUR FIRST KASALEET TEAM

If you don't know where to start from here, I've put together what I believe to be a beginner friendly Kasaleet team for anyone to get their feet wet piloting and thinking about Kasaleet and its Companions.

<https://beastieball.info/team/viewer/9WGPMUQLK>

<b>Staff Lead</b> #142 Lvl 50 (Kasaleet)  POW DEF +30 150 110 +0 +0 65 80 +30 +0 40 85 +0 Power Up Attacks do +50% damage when STAMINA is below 34 Thump Launch Shield	<b>Editor</b> #217 Lvl 50 (Beetlback)  POW DEF +0 73 117 +0 +0 33 97 +30 +0 65 139 +30 Captain When they use "Volley": SHIFTS ally to the net Breaker Confident Pass Clear Field
<b>Columnist</b> #128 Lvl 50 (Scauldra)  POW DEF +0 25 130 +30 +0 90 125 +0 +0 70 100 +30 Foggy Ignores opponent's BOOSTs Steamer Whistle Heat Up	<b>Snack Runner</b> #58 Lvl 50 (Bongus)  POW DEF +0 80 115 +0 +0 65 125 +30 +0 45 100 +30 Flow While on field with RHYTHM, allies can't be BLOCKED Bounce Refresh Drum
<b>Head Writer</b> #48 Lvl 50 (Hydrolm)  POW DEF +0 90 65 +0 +0 30 115 +30 +30 130 105 +0 Restoration Receives 2x healing Rainbow Telekinesis Cyclone	

Your First Kasaleet Team

If you've been paying attention, you know the gameplan here already, but as a refresher:

- ⊗ Keep the damage coming down with Kasaleet and Company!
- ⊗ Beetlback serves as Ramp for Kasaleet and anti-Fields/healing for everyone else!
- ⊗ Scauldra applies Sweat and pulls you out of sticky situations by Whistling!
- ⊗ Bongus sets up Drums and keeps Flow active to keep your damage lethal!
- ⊗ Hydrolm loves the music and deals an additional damage type on this team!

## THE BAD NEWS

Before you go to run down every team in your wake with everyone's favorite bird, there are a few specific things you should look out for- the counters to Kasaleet. Similar yet different to Kasaleet's weaknesses, there are certain strategies

and Plays that simply shut it down. Even if you aren't running Kasaleet, it can be useful to know how to play against it! These counters are, in no particular order:

## DREAD (AND MAYBE SWEAT TOO)

Kasaleet needs to stay alive for either of its Traits to see full effect. Because of this, any chip damage is devastating, but even worse than Sweat is shutting off any defense that a coach could use to stop the assault. Dread is perhaps the biggest thing on my mind when building a Kasaleet team, and not just because of the Beasties that play it - no, just the presence of Dread alone makes it incredibly hard to field Kasaleet. Turning off Noises, Shields, *everything* good on your side is a nightmare scenario to deal with. Eight turns of chip with nothing in your corner to make it easier. If you're struggling against Dread, throwing in a Deluja, Duggout, or Opposur can help your odds against this archetype of team!

## SHOOK/NERVOUS

We already mentioned negative statuses as a whole earlier, but these are worth mentioning on their own; you need to have answers for if either of these come up. Serving Nervous on Kasaleet feels so draining since you lose your best serve, paired with Shook keeping you from attacking it can feel like your bird is absolutely useless. Backup attackers are, for this reason, highly recommended. You may want to consider running Chant on your team in some capacity, Drums can deal with Nervous but there is no other way in the game to handle Shook. Outside of this, if you're forced to deal with Shook, anyone with Relentless or who simply doesn't want to attack can take Reach Shot for Kasaleet, and if you're worried about Stinky, you can simply switch in your backup!

## MISTIC, THE EVIL BUG OF EVIL

We *cannot* forget Mistic. The single biggest threat





to Body, the only thing keeping us down, nothing will ever do more to stop us than Mistic. Trait Dance or multiple types on the team are highly recommended if not *mandatory*, since Mistic enables several lead pairings that will literally shut off your ability to do damage: Mistic/Gremlur, Mistic/Trat. Thankfully, in this regard, Mistic is very one note; it doesn't do anything meaner than this to Body that it can't do to everything else, so all the prep you usually do for Mistic outside of this will be enough. That being said, it is *miserable* to fight. Keep this Beastie in mind when you are teambuilding or you will lose to it, plain and simple.

Thank you, kind reader, for sticking with me to the end! Now you know how to pilot the notorious

'leet, and you too can wreak havoc on those less fortunate. Watch out for the next publication of this series, where we will go over another beloved Body Beastie for your reading pleasure!

Take care, and remember to tell **Greg** to give Kasaleet Spike! 🌀



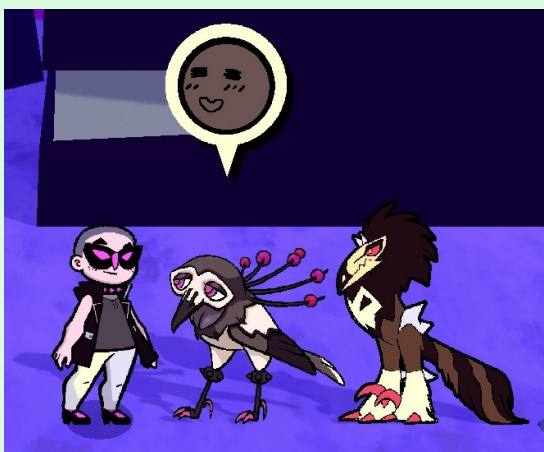
Thank you very much **Nero** for submitting such a deep article, and remember if you have anything you'd like to submit and have featured in the Turogue Times to please send it our way!

## SPOOKY LOOKS

Now, speaking of community submissions, we asked in our last issue for your best Halloween costumes, aptly named '**SpookyLooks**'. Looking through your coach designs and fun spooky themed teams has been a blast, so please take a look at the designs our creative readers have cooked up!



**Hisuian Snow:**  
FossilDig CEO from  
'Fossil Fighters:  
Champions'



**Pummy:** Magpiké cosplay and Prodigy  
themed team – "Since my bash team was  
Magpiké and Punk themed I of course had  
to match the look of my star player "Pitch"!"



**Coolbz:** Sunsoo Beastieball



*ence: Homestuck fantroll (and lusus)*



*Dino: on the run from the Sports Lawyers...?  
"the law is too hard, take me home"*



*Pix: Siffrin (from 'In Stars and Time') cosplay*



*Hamapirasu: Garnet from 'Steven Universe'*



*kim: Dino cosplay  
"it was the scariest halloween costume i could think of"*



*GFZA: "●"*



*Bolimar: the time traveling coach of the Crimson Aliens – after being forced to play on a year old save*





I knew those Spa Salts were a mistake...  
TheKnightWhoSaysYis

PUZZLE CORNER

by Satoros (he/they)

Rules: Your team is on offense, find the guaranteed win regardless of the opponent's moves.  
Puzzle solution: after outro

FIND THE GUARANTEED WIN

Relaxed Hit

Tactical Pass

Trait Dance

22

15

34

23

Soulcrusher

Numbshot

Shield

OFFENSE

SCORE

1-1

22

23

YOUR TEAM

Marantor#94

Garood#06

Vultoxin#56

Platypulse#13

POW DEF

98 189

26 139

92 136

Roaring: Feels 1 NOISY when they attack

POW DEF

52 92

94 111

198 84

Absorption: Has 1.5x MIND defense

POW DEF

93 127

25 112

137 142

Mischief: Can use SUPPORT plays with the ball and during Defense

POW DEF

31 88

63 136

106 187

Neural Net: attacks always target this Beastie and give an EASY RECEIVE

Spitball

Provoke

Nettle

30 20

33 22

Cornershot

Tracker

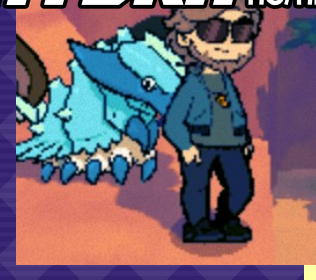
Lay Trap



# TUROGUE TIMES STAFF

## HYDRA

he/him

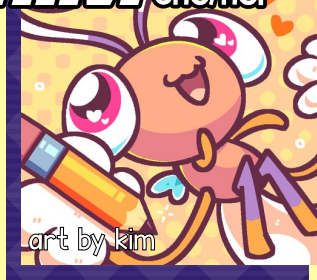


Proofreader

Coach of the Wrong Waves  
Flavor: Elder Frog

## KIM

she/her



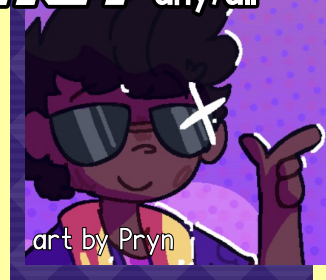
art by kim

Logo, Hype, Interviewer

lover of orange and player of  
rally ^\_^  
Flavor: Sunset

## KET

any/all



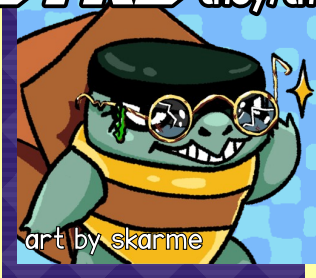
art by Pryn

Writer

Number three rally connoisseur  
Flavor: Cupcake

## BYRD

they/them



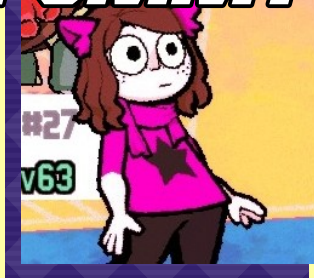
art by skarme

Writer

thank my unhealthy  
obsession with  
Turogue for this  
Flavor: Goldflower

## PUMMY

she/her

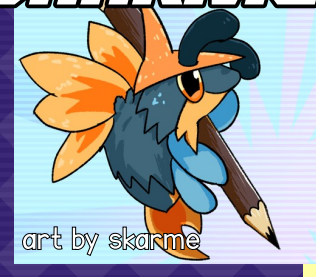


Writer

Coach of the Tiny  
Tacos. Making Tank  
Trat Real 😊  
Flavor: Aurora

## SKARME

they/it



art by skarme

Writer, Web Dev,  
And Cheerleader

I'm in your walls.  
Flavor: Spring

## SATOROS

he/they



Puzzle Master

Coach of the Diamond  
Ducks  
Flavor: Spring

## KNIGHT

he/him



Memelord

That's Sir Memelord  
of Yis, Esquire to you  
Flavor: Aurora

## LASY

she/they



Layout & Design

I started playing  
Beastieball, It's super  
awesome!  
Flavor: Caffeine  
Lasy 🍷 Pummy  
P.S. send sleep again

# OUTRO

by byrd (they/them)

Aaaand that about wraps up this issue! We really hope you enjoyed reading through all of what we had to say, as well as some of our community submitted features which we wholeheartedly welcome! It is really something to have seen the immensely positive reception of our first issue, and we are so glad to be able to do this with your support! It is also so great that we've had so many different PvP events happening this month - it's a lot to write about but also a lot to enjoy and discuss! There's also some interesting things to look forward to in December, such as the Giftbox Ball 'n' Brawl tournament and a Milestone Update that's bound to have cool features and new balance changes to dissect.

After asking you in our Turogue Times thread what you wanted to see come with experimental changes, it seemed pretty clear that many readers wanted Platypulse nerfed to the dirt, so hopefully we will see a similar story reflected? If there is anything you would like to suggest for us to include in our next issue or feedback you have on the debut issue, PLEASE feel free to email us! We would love to read through what you have to say.

[turoguetimes@gmail.com](mailto:turoguetimes@gmail.com)

*A few words from Lasy: I'd like to apologize for the delay in getting this issue out the door. That's mostly on me, but we are still figuring out how best to go about all of this. The encouragement, support, and patience you have all shown my team and myself has been wonderful. Thank you for the opportunity to make something like this for your lovely community. <3*

—Lasy (~~WIPED~~)

With all that, thank you for reading through this month's issue and we look forward to writing December's issue, which I predict will focus a lot on the balance changes and new features. As our stamina goes under 50 once more, we say goodbye and see you later!

## FLEE ACTIVATED!


### Puzzle Solution:

Nettle Vultoxin twice to get it down to 1 stamina and then Free Ball Vultoxin. Tough does not stop wiping when at 1 stamina and Free Ball does 1 damage.

### Detailed Explanation:

You have to win this turn as it's impossible to stop a score next turn if they target Garood. The Platypulse has too much stamina to wipe so the target has to be Vultoxin. To wipe Vultoxin with an attack from 41 stamina you would have to use Provoke to stop Shield, but to avoid Spitball from being redirected you would also need to use Trait Dance which you don't have enough actions to do (Provoke > Tactical Pass > Trait Dance > Spitball would be 4 actions).

### Other Acknowledgements

The masthead logo was drawn by kim, and Lasy drew the  icon used for traits. The fonts used are: Noto Sans, Noto Serif, **Pirata One**, **Go Banana**, **HAUSER**, **SF SPORTS NIGHT**, and **Sports Jersey**. Some Unicode uses DejaVu Sans (★☆) and Noto Emoji (☺).