



# The Turogue Times



## ISSUE #3

*FINALLY!*

Ho ho hello! Welcome to our December / January issue of the Turogue Times. Due to December bringing about lots of events outside of Beastieball such as family trips, Christmas holidays and the like, this issue will be a bit shorter than most. We've still aimed to cover some parts of Beastieball goings on for December, but we have made the decision to discuss the balance patch (arguably the largest thing in December) in our next issue! The December and January Bashes have really shown how the patch changed things, so please look forward to our coverage of that in February! In this issue, we will cover the November Bash as well as some developments in the Beastieball sphere. Let's dive right in! ☺ —byrd

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(I'm clickable!)

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\*Now only 18 pages - more digestible for short attention spans!

### ISSUE #3 - DECEMBER 2025 / JANUARY 2026

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# A YEAR OF BASHING

by byrd (they/them) & skarme (they/it)

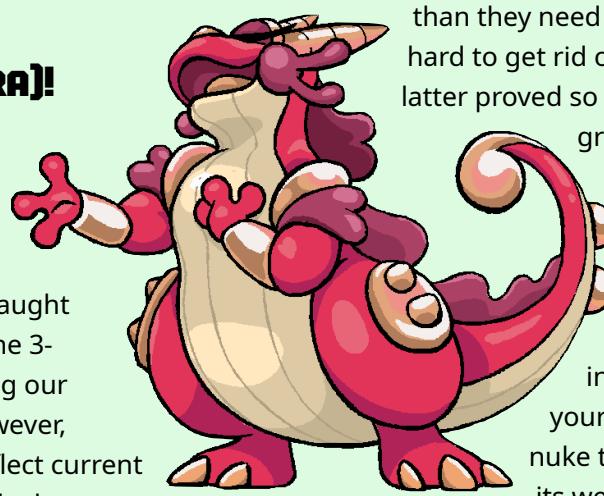
## ANNIVERSARY BASH RETROSPECTIVE

The end of November/beginning of December brought about the Anniversary Bash, a special open bash to celebrate a year of Beastieballing! As a culmination of the year, ballers put their hearts and souls into bringing some awesome teams around! Over at the Turogue Times Printing Press, we have an observation deck channel where we send various cool things that we want to comment on in future issues, but there were so many interesting strategies in this Bash that we couldn't count! Huge congratulations to everyone who participated, both those on and off the leaderboard - Beastieball has such an amazing community and it is awesome to see both names we recognise and fresh faces on the scene.

### FA RA RA RA RA: HOPRA THE TOP(RA)!

We're experimenting with shaking up the ways we cover Bash statistics going forward, just so we aren't always caught on the back foot due to the 3-week Bash cycle outpacing our release cycle by a bit! However, because Open Bashes reflect current meta trends more strongly than themed Bashes, it's still worth discussing the top-used Beastie in this Bash, Hopra.

Hopra has been consistently considered an amazing glue Beastie for most teams due to the absurd variety of tools in its kit both for offense and for support. This feisty frog boasts a superb SPOW of 100, as well as pretty well-rounded defensive stats, save for a poorer 55 MDEF. It also possesses two great traits, either boosting its offense when its stamina is low in the case of High Spirits, or providing useful healing to allies each turn with Rumpus. This is where Hopra's flexibility or 'glue' aspect comes into play! Offensive Hopra has tools to help fuel its attacks, mainly Battle Cry or Excited Pass to make its 100 BP Supercommits hit even harder



than they need to, with a JAZZED bonus being very hard to get rid of on the opponent's side. (The latter proved so punishing combined with Hopra's great stats that it was overshadowing all other Excited Pass users, and the move was removed from Hopra in the very next balance patch, which we'll cover in detail next issue!) Throw in an ally with Rally, and suddenly your opponent has to deal with a Spirit nuke that doesn't mind taking attacks on its weakest offense as much!

Run as a supportive Beastie, however, Hopra's utility shines just as bright! The fabled Drumpus strategy (Drum + Rumpus) is a huge boon that Hopra possesses, allowing it to heal up its ally very quickly and give your side of a field a positive condition, making things like SWEATY less of an

### FOUR SCORE AND SEVEN BASHES AGO...

Bash scores themselves would make for interesting analysis in their own right at another time – we know that they were trending lower throughout the September balance patch period according to Greg, with the median dipping below the 2000 “initial score” players start off with upon finishing the story campaign, which suggests that the top end of players just keep getting better at the game. The Anniversary Bash leaderboard score cutoff was “only” 2468, which was MUCH closer to the median score in the first few Bashes where Bash score didn’t lock in at 5 stars. It’s hard to divine leaderboard estimates from other people’s publicly posted numbers any more when the cutoffs fluctuate this much. Always remember that your skill and contribution to this community is much, much more than a measly number!

issue. Additionally, Hopra has Chant at its disposal meaning that even if negative Feelings afflict your ally, you can simply Chant and get rid of them! Not to mention, Hopra can also boost its ally's offense thanks to an array of plays such as Cheer, Forward Pass, the aforementioned Battle Cry or even Faith in the case of a Spirit ally. It's hard to find a game where Hopra isn't influential, and it's certainly no surprise that Hopra managed to snag the top spot of usage!

## GHOSTS OF BASHMAS PAST

The September milestone period was a fruitful one featuring several interesting Bash formats, novel developments and fan events. To give it a fitting send-off, we decided to get a little more retrospective with this one and look back on the 4 Bashes that took place between the September and December milestones. Thanks to **Greg** for always releasing a selection of Bash usage stats into a public spreadsheet after every event, which allowed us to aggregate our own and see if we could spot any trends!

You can find our spreadsheet here:

<https://docs.google.com/spreadsheets/d/18IC17s94rMYjot-8Cdnfq3Q1XDjTog4Xn9MndaotKs/view>

Our method for aggregating these scores was a bit naive – if you're a stats head with more sophisticated ideas we could try to collate data trends throughout the next balance patch, do write into the Fleet Beat to educate us! We simply totalled up the usage rates of the top 50% of Bash scores as documented in **Greg's** public spreadsheets, manually excluded each theme Beastie in their respective themed Bash as outliers, then divided by the number of Bashes each Beastie was in as a non-mandatory pick to get an average usage rate among that top 50% of Bash scores.

It would be understandable to challenge our focus on the top 50% of Bash scores here, as there's always something of a randomness element to Bash matchmaking. We want to be clear that Bash score isn't a perfect metric of skill; it does not account for disconnects or server-side score-resetting weirdness which have both occurred in several Bashes, and especially outside of NA timezones, there's always a risk of repeatedly

matching into the one person who perfectly demolishes your team, tanking your score. We're using top 50% scoring as a proxy for "successful players" here to see what seems to be successful on average, but these things aren't exactly the same!

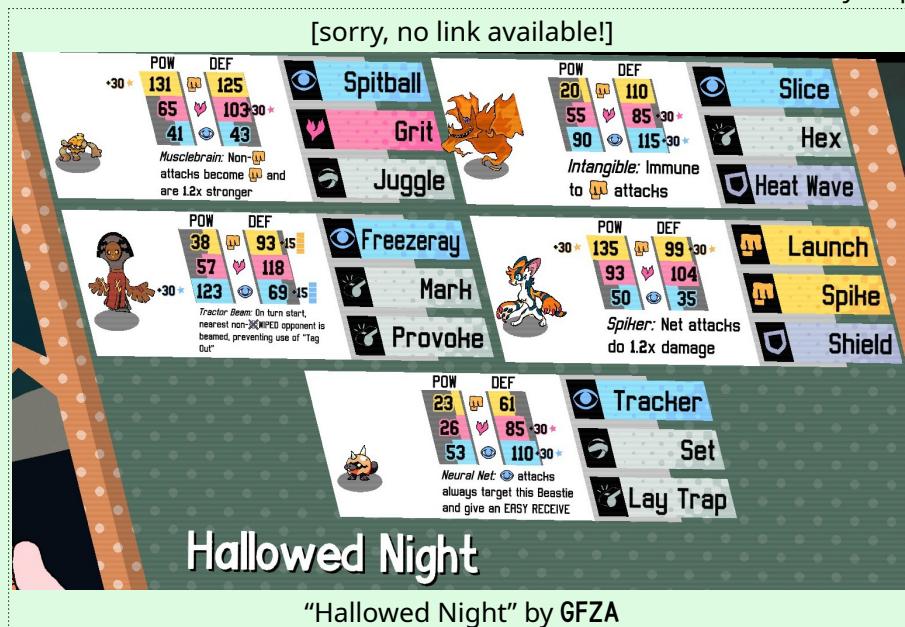
But enough of methodology, what jumped out about the stats? Right off the bat, we see that the highest average usage across these four bashes, excluding theme Beasties, belongs to **Bandicraft**. The volley-loving starter has always been high on the popularity rankings thanks to starter bias, fellow mammal bias and **Twarda**'s lovable design... but starter popularity tends to lower overall win rates due to less experienced players also running these Beasties, so it's notable that Bandicraft remains popular in the top 50% of successful Bashers! While the September milestone patch nerfed its iconic Captain trait to only affect its basic Volley instead of VOLLEY-type plays like Set and Tactical Pass, players previously using Bandi as a top-tier offensive support quickly pivoted to sub-attacker Full Focus builds, taking advantage of how its signature play Demanding Set already has the SHIFT built in and so was unaffected by the nerf.

[sorry, no link available!]

<b>Shadow</b> #80 Lvl 50 (Squimage)	POW	DEF		<b>Rosalina</b> #83 Lvl 50 (Bandicraft)	POW	DEF	
+0	94	70	+0	+0	62	95	+20
+0	96	81	+30	+0	30	100	+10
+30	125	74	+0	+30	120	123	+0
Mimicry Copies nearest opponent's trait when TAGGED IN				Full Focus Attacks do +50% damage when STAMINA is below 34			
 Mimic	 Spitball	 Shield		 Roll Shot	 Zigzag	 Demanding Set	
<b>Frank</b> #85 Lvl 50 (Wottle)	POW	DEF		<b>Purple Blur</b> #97 Lvl 50 (Daredillo)	POW	DEF	
+0	35	90	+30	+0	100	100	+0
+0	80	125	+30	+30	140	65	+30
+0	65	117	+0	+0	30	70	+0
Shy DEF bonus at the net and POW bonus at the back row				Acrobat DEF x1.5 just after moving or tagging in			
 Tornadoball	 Quick Set	 Deep Breath		 Counter	 Provok	 Shield	
<b>Kindness</b> #31 Lvl 50 (Bongus)	POW	DEF					
+30	110	115	+0				
+0	65	105	+10				
+0	45	90	+20				
Welcoming Restores 35 STAMINA to an ally that TAGS IN for them				Bounce Forward Pass Clear Field			

Prepared Attack Draft League GB/MR Finals by **Igor1908**

How about the other end of the usage stats? At a glance, it's overrun by toddlers! NFE baby Beasties' usage rates tend to fluctuate the most wildly in this score bracket as the vast majority of players who bring them are doing so as a deliberate gimmick, whether it's just for fun or to make a good-natured point about current balancing. An example of the latter is GFZA's nefarious egg (Platenna), which debuted in the Halloween Bash.



When we exclude babies from the rankings, the adult Beastie least used by the top 50% scorers over these four Bashes is...

**Xiphosaur!** Poor Xiphosaur, a personal fave of both the writers on this article... While its defensive statline outshines all other supports, it's a little too stiff and set in its old-fashioned ways to compete with other supports on multiple fronts. It only has Forward Pass for a boosting VOLLEY, so most offense teams currently find it too passive in a sideways-pressure utility role compared to the likes of Wottle or Mascurry/Cherrily; it lacks Dispel or a SUPPORT-enhancing trait, so its Lay Trap and Nettle are less reliable than options such as Mischief Garood/Trat and support Orgella; the very defenses that make it stand out

also rendered its Bunker trait largely useless since almost nothing in Beastieball deals 100+ raw damage to Xipho without already winning the game and chip damage is so prevalent; and while its bulk easily enables it to pivot into heavy hits and Torch Pass, it has no offensive presence, leading Torch Pass fans to prefer more versatile picks like Lunaptra, Duggout and Shlloom. In the December balance patch, it receives a couple of new toys to remedy its plight, notably swapping its Bunker trait

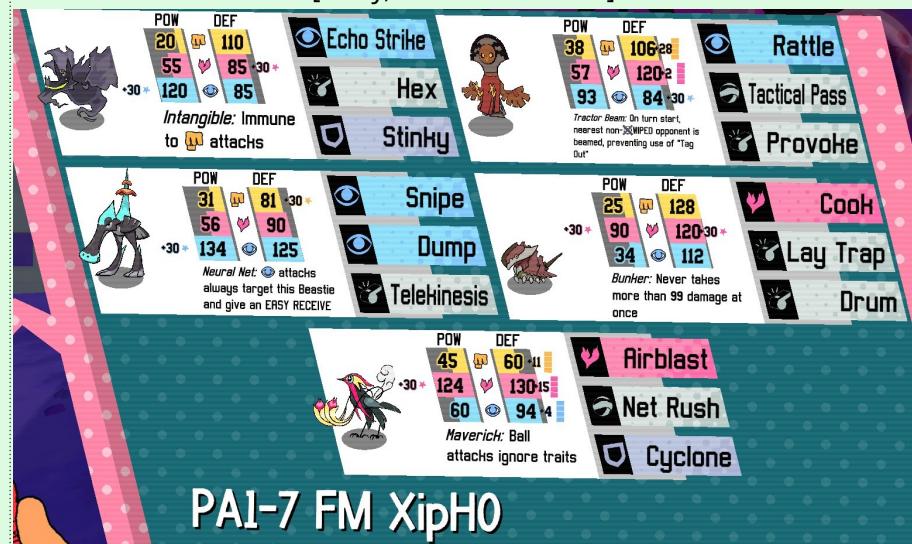
for the Armored trait formerly belonging to Boldlur (still easily denied by any source of chip damage, but considerably more likely to see use), and some out-sized benefit from Rally switching to a flat +15 damage bonus because its base damage is so low. It remains to be seen how these changes will help it in the coming months! Will 2026 finally be the year of XipHO?

We're hoping to do a bit more of this broader-view analysis going forward, because we think our monthly release cycle might be well suited to this kind of meta documentation. If you have any

thoughts on the idea so far, or further observations from this block of stats, our submissions line is always open! Who knows what trends the next balance patch might hold? ☺



[sorry, no link available!]



Draft League Neural Net Division Week 7 by skarme

# GIFTS OF BALLIDAYS PAST

by skarme (they/it)

## GIFTBOX BALL 'N' BRAWL RETROSPECTIVE



### THE GIFT OF BOX

The first full calendar year of Early Access Beastieball drew to a close this month. While the season is busy for many across the Anglo-sphere, and so a large-scale competitive tournament to round out the year such as another Heat Wave seemed inadvisable, we fan event organisers were keen to mark the occasion with a Ball 'n' Brawl just a little higher effort than the usual. (Ball 'n' Brawl is the tagline invented by **TaxiCAB** for non-competitive, alternate-format "just for fun" events like Random Battles and skribbl.io.) That little pinch of higher effort rapidly spiraled into something much bigger, but that's how Giftbox Ball 'n' Brawl was born.

This one was a bit of a passion project for me, so it feels strange to be writing about it! The basic concept of Giftbox was a "team code sharing tourney," using Beastieball's easy-to-use team upload feature to run a casual tourney where players had a chance to pilot a bunch of other players' teams and see how they did. The idea had been floated around the PvP Laboratory several times in the past, and we thought it was a good fit for a winter holiday theme.

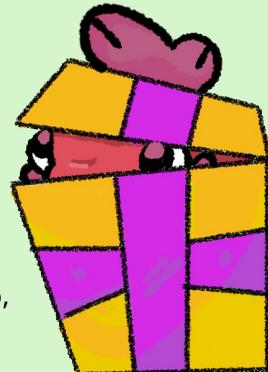
The simplest way to run this would have been to mandate submitting a team when you signed up to play in the tournament, thus ensuring that the number of teams and participants would be equal. Our scope creep came from one particular thought I had when we were sketching out the format: "It would be a shame to exclude non-American timezones from a big 'end of year party' type event,

Official VoD from **Coolbz**:

<https://www.youtube.com/watch?v=ZsCOyUTvcNI>

art by skarme

and some of our players prefer actually playing to building teams, so why not make half of the event asynchronous?" And so, I convinced the rest of the event organiser team to organise team submissions via a ridiculously complicated spreadsheet ahead of time instead... Huge props to **Satoros** and **TaxiCAB** for coding the back-end for this entire event, I still only half understand how a **VLOOKUP()** works!



Complicating the format for this was not without its downsides. For a start, it basically guaranteed that we would get more team code submissions than available players. Once again we rejected a simple method of resolving this mismatch, that being just randomising team assignments from the entire submission pool and making it random how many times a given team code would be played in the Swiss stage. We wanted the team standings to feel as fair as possible so that non-attendees could still feel like their submitted codes were fully part of the event, we didn't want situations where someone felt their team missed out in the standings simply because RNG only rolled it into the active team pool once or twice instead of three times. Instead, we made the difficult decision to cut the team code pool down to match the attendee list from the start of the event. The random rolls unfortunately excluded some very cool submissions from veteran players like **Pix**, **GFZA** and **TheJazMaster**, and trimming the team code pool turned out to be annoying to actually do due to the way the spreadsheet was set up, causing some delays between rounds as we scrambled to make it work under time pressure. The rules and instructions also ended up running a

bit long, with some bits and pieces of the instructions getting lost in the chaos for some players. There were a lot of teething problems we're already considering for whenever we run a format like this again.

But through a series of holiday miracles, the event slowly came together!

## TEETHSTIEBALL

The format of the event was based on our Heat Wave mid-range tournaments, one of which you may have read about just last issue! The initial stage consisted of 3 rounds of Swiss, ensuring that every participant got to play at least 3 matches. Teams were randomised for each round, so ideally each player also got to try their hand at piloting 3 different teams, though some manual reassignment had to be done on the fly to iron that out. After the initial stage, the top 8 players and the top 8 best performing team codes proceeded to a single-elimination Top Cut bracket to crown both the player standings and team code standings at once.

The initial pitch was to simply do 4 rounds of Swiss, but the other event organisers thought it seemed like a waste to put this much effort into the back-end without the hype of a top bracket that everyone could watch. As a result, the event may not have come across as particularly casual! At least it made up for it with excitement.

Tying the whole thing together was **Coolbz**, who hosted and commentated this event stream for a marathon 7 hours. The VoD is an excellent watch, it's insanely cool to hear the sports narrativisation of each player AND team develop in real time, especially in the top bracket. His chill vibes and boundless energy were delightful to listen to, as were his whole slate of guest co-commentators, between **UrBestie**'s expert filibustering through technical issues and delays, **Satoros**' calm analysis and **Nero**'s high-octane hype-stoking for the Top Cut.

Make no mistake, they had some truly top-end Beastieball to guide us through. Though Giftbox was initially pitched as a casual event in the Ball 'n' Brawl tradition, due to the multiple added layers of RNG team assignment making the format

uncompetitive, it quickly became clear that the players were here to give their gifted teams the best possible chances of victory! The manoeuvring and mindgames on display were as tight as in any conventional tourney; a particular highlight of the VoDs is seeing these players gradually getting to grips with each team code throughout the set and start making bolder plays to match them. But perhaps it makes sense... the top players in this community are all terrifyingly skilled at adapting to scrambled lategame board states in order to clinch out games, what's a couple more random factors to adapt to?

Not that this stopped the players getting into the seasonal spirit of things at the same time, with several players swapping their ingame team names and even coach outfits to match the teams they received, like **GFZA** piloting **cypress**' Mega Beasts cosplay team! And while the extra layers of randomness handed out some unfortunately swingy matchups, it also gave us some delightful twists of fate, such as **Termax** getting to coach **byrd**'s "Squit" Squimage Grit team for one round after playing against it on stream during Heat Wave 5.

## DARK SOULS FINAL BOSS ANY%

The most successful teams that made it into the top bracket even without their usual coach were largely offense focused, though almost all of them had their own distinct takes on the archetype:

- ⊗ Rally offense from **Phoenix**
- ⊗ Body offense from **Nero** and **Boolerex**
- ⊗ a Quick Set team from **Choc** heavily inspired by his draft league teambuilding, which you'll hear more about next issue
- ⊗ a revision of the creative all-in Quick Tagger team **wavewhyse** brought to Heat Wave 5
- ⊗ Mind offense from **Dino** featuring his beloved double Torch Passes
- ⊗ a "don't touch me" team from **KingOfCharge** stacked with Counters, on-hit traits and the notorious Squimage + Kaleidarn "Squigzag"
- ⊗ and even **Bolimar**'s classic tritype "triple starter" offense.

<https://beastieball.info/team/viewer/81NZG123SF>

<p><b>Footdive</b> #436 Lvl 50 (Kasaleet)</p> <p>POW DEF +30 150 110 +0 +0 65 80 +30 +0 40 85 +0</p> <p>Power Up Attacks do +50% damage when STAMINA is below 34</p> <p><b>M</b> Thump <b>Launch</b> <b>Shield</b></p>	<p><b>Super Armor</b> #148 Lvl 50 (Mascurry)</p> <p>POW DEF +0 103 102 +0 +0 59 123 +30 +0 35 89 +30</p> <p>Rumpus Restores 6 STAMINA to ally each turn</p> <p><b>M</b> Reach Shot <b>Dispel</b> <b>Drum</b></p>
<p><b>Kara Cancel</b> #412 Lvl 50 (Tortanchor)</p> <p>POW DEF +0 75 130 +30 +0 35 120 +0 +0 85 90 +30</p> <p>Captain When they use "Volley": SHIFTS ally to the net</p> <p><b>M</b> Boom <b>Provok</b> <b>Menace</b></p>	<p><b>Power Geyser</b> #410 Lvl 50 (Beelb)</p> <p>POW DEF +30 126 95 +10 +0 34 129 +20 +0 38 97 +0</p> <p>Charge POW at the end of each turn</p> <p><b>M</b> Overpower <b>Confident Pass</b> <b>Shield</b></p>
<p><b>High/Low</b> #61 Lvl 50 (Trat)</p> <p>POW DEF +0 86 54 +0 +0 28 128 +30 +0 69 119 +30</p> <p>Mischief Can use SUPPORT plays with the ball and during Defense</p> <p><b>M</b> Grinder <b>Quick Tag</b> <b>Trait Dance</b></p>	

**"Kasaleet and Co." by Nero**

[sorry, no link available!]	
<p><b>2-Bit Donny</b> #40 Lvl 50 (Bandicraft)</p> <p>POW DEF +0 62 105 +30 +0 30 120 +30 +0 90 123 +0</p> <p>Captain When they use "Volley": SHIFTS ally to the net</p> <p><b>Eye</b> Mindfield <b>Hand</b> Demanding Set <b>Hand</b> Lay Trap</p>	<p><b>Sir Hugsalot</b> #22 Lvl 50 (Goofsdter)</p> <p>POW DEF +0 85 90 +30 +0 35 105 +0 +30 130 90 +0</p> <p>Plucky Can't be given FEELINGS</p> <p><b>Hand</b> Stinky <b>Eye</b> Zigzag <b>Eye</b> Perfect Shot</p>
<p><b>Nightbloom</b> #123 Lvl 50 (Lunaptra)</p> <p>POW DEF +30 140 115 +0 +0 50 100 +20 +0 50 70 +10</p> <p>Survivor DEF x1.3 while any ally is WIPE</p> <p><b>Hand</b> Dreadful Mist <b>Hand</b> Muscle Memory <b>Hand</b> Torch Pass</p>	<p><b>Terrorspore</b> #23 Lvl 50 (Shloom)</p> <p>POW DEF +0 115 115 +20 +30 145 105 +10 +0 115 95 +0</p> <p>Ancient Loses 10 STAMINA each turn</p> <p><b>Hand</b> Provok <b>Hand</b> Torch Pass <b>Hand</b> Contest</p>
<p><b>Ouroboros</b> #88 Lvl 50 (Orgella)</p> <p>POW DEF +0 21 105 +10 +29 115 106 +0 +0 54 105 +21</p> <p>Superorganism Restores instantly from 0 STAMINA and just feels 2 SHOOK</p> <p><b>Hand</b> Blaze <b>Hand</b> Relentless <b>Hand</b> Sting</p>	

**"GHOOfy morning!" by Dino**

## "FATE IS BECHONING, BUT REVERIE DOESN'T ANSWER!"

On the coaching side of the Top Cut, perennial top player **Dino** of the Wayward Pirates was a favourite going into the final 8, one of only two players to finish 3-0 in the Swiss rounds... although he happened to be playing on an Ironman save file with a different team name, causing a funny moment on stream where he accidentally started a match in 2-point format but was unable to forfeit and fix it. The other player undefeated in Swiss was **Reverie** of the Nervous Folks, best known for the charming yet competitive NFE teams they often bring to Bashes, such as a Collarva/Wormask/Plumask Perfect Shot centric team in November's Halloween Bash.

<https://beastieball.info/team/viewer/KJG2CMPYBG>



Supercommit, Tornadoball, Shield



Thump, Launch, Shield



Demanding Set, Tool, Eye, Dump

"The Crimson Angels" by **Bolimar** piloted by **Dino**

Both players' broad familiarity with the lesser-explored nooks and crannies of Beastieball (despite **Reverie** professing an allergy to Spirit type) seemed to serve them well in this event, with both clawing past the stiff competition to reach the finals. Simultaneously, two of these heavily offense-focused top teams pulled ahead of the

rest. A flip of a virtual coin gave **Dino** command of **Bolimar**'s triple starter team for the finals, an iconic ultra-optimised team for an iconic pilot that led Twitch viewers to describe the combo as a "Beastieball equivalent of a Dark Souls final boss." **Bolimar** originated the popular Precise Sneak Attack Dump Illugus lead, which denies a vast range of nonsense counterserves and near-guarantees that you get into an ideal diagonal formation from turn 1. From there, the usual gameplan is to win damage races with Illugus except in the few matchups where it struggles, at which point the other starter Beasties can pivot in, exploit their starter traits thanks to their well-rounded bulk, and clean up whatever is left. The metal as heck Beastie nicknames certainly don't hurt the intimidation factor either.

<https://beastieball.info/team/viewer/DAWZH6C5KR>



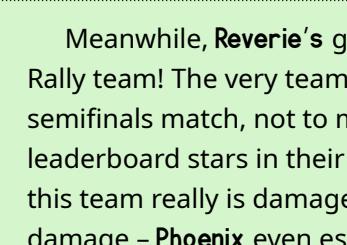
Challenge, Raw Fury, Steal



Slice, Provok, Frazzle



Scream, Faith, Battle Cry



Comeback, Faith, Rally



Supercommit, Raw Fury, Torch Pass

"The Flaming Birds" by **Phoenix** piloted by **Reverie**

Meanwhile, **Reverie**'s gift was **Phoenix**'s all-out Rally team! The very team that won **Dino** his semifinals match, not to mention previous Bash leaderboard stars in their own right. The goal of this team really is damage, damage and more damage – **Phoenix** even eschews the common Unflappable Duggout in favour of raw power from



Overwork, because it's just going to self-Wipe from Torch Pass or Overwork recoil anyway and deny opponents the point. The team is flexible with its leads depending on whether you want the total reliability of Opposur/Clamor Noizard against opponents who lack anti-redirection and/or anti-boost, or just want to punish all possible targeting options by leading with Froofulks/Heliath. (That said, **Bolimar's** team does feature the most iconic anti-redirection tool in the game...) Giftbox took place at the tail end of the September milestone balance patch, so Froofulks' SPOW was 133 during the event; just looking at this almost fully offensively-invested team, you can get a sense of why the devs chose to take it down a small notch in December and soften the extremes of Rally damage in general.

Yet the star of the show in the end wasn't the raw numbers, which both teams could pump out to ridiculous extents, but the two Raw Fury slots on **Phoenix's** team. **Bolimar's** style of team prefers the passive control constantly exerted by 3 instances of Shield and 3 pivot-friendly starter traits over more direct disruptive tools like Provoke to maintain maximum flexibility, but Shield's ability to enforce that control is heavily restricted when two very scary attackers can ignore **TOUGH** at will. In such a Shield-unfriendly matchup, this team has to fall back on its pivots and careful targeting or movement to maintain momentum. **Dino** certainly knew this well enough to put up a fight, even

winning the second game – but the team clashed just a little too much with his measured sensibilities. Raining triple digit pink numbers across the screen, **Reverie** outpaced him and, in a thrilling upset, took the Giftbox Ball 'n' Brawl finals.

It just goes to show how much of Beastieball is in the piloting, and how much nuance there is to deploying these offense teams to full effectiveness! Congratulations to tournament champion **Reverie**, teambuilder champion **Phoenix**... and when both standings were aggregated at the end of the night, overall champion **Dino**, since his own team submission was also in the Top 8 of team performance. Hallmark happy endings for everyone!

## GIFTBOX WRAP-UP

Watching those finals on stream and seeing everyone's sports hype in chat seriously felt magical to me, after months of prep work and sheer hope that this janky, experimental new format designed by someone with little PvP game experience would somehow work out to be fun.

Big thanks to everyone who submitted teams and came out to the event for making it a success. In addition to everyone mentioned above, **kim** and **Bolimar** did massive amounts of work throughout the event to keep everything running smoothly despite the hiccups. We hope everyone enjoyed their gifts, I know I did, and we hope to present you with more Beastieball presents in the months to come! Happy holidays! ☺

**coolkatter: WHAT**

**louie1997s: OUCHIES**

**technoria: HOLY SHIT**

**scolipass: HOLY SHIT!**

**maybemofu: i am sitting up**

**sakamory: REV OUR GOAT**

**clawcakes: GO REV GO!!!**

**flammable\_material: Rev got this!**

**clawcakes: GO REV GO!!!!!!**

from **Coolbz**'s Twitch chat taken by **kim**  
"ALL THE QUEER PEOPLE ARE  
CHEERING FOR YOU REV" –**cypress**

## WHO WOTTLES THE WOTTLERS?

As all of this was going on, the Prepared Attack draft league (organised by **Hallow**) also came to a close, having been running all this time since mid September. In a draft format, players are constrained to teambuilding with a limited pool of Beasties as they play weekly matches against similarly constrained opponents. Being able to publicly view opponents' drafted rosters ahead of time adds some unique mindgamey layers to each match, each player doing their best to counterbuild against their scheduled opponent while trying to keep their own builds from feeling too predictable.

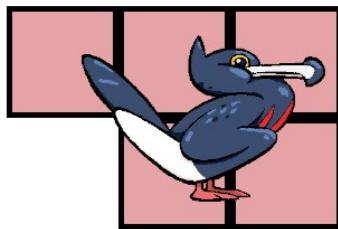
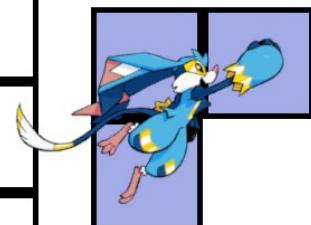
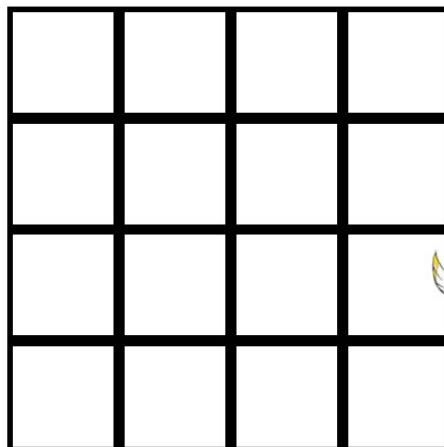
The “sweaty division” grand finals were streamed on December 20, **Choc** from the Galaxy Brain division vs. **Igor1908** from the

Mind Read division. Both finalists brought their own innovative spin on a balanced Quick Set offense core, facing off Wottle-to-Wottle in what turned out to be a lengthy, bitingly close best of 5 set.

We plan to bring you a fuller retrospective on Prepared Attack Season 1 in the new year, to drum up attention before Season 2 begins! It was a long and ultra high effort event full of ups and downs, and we’re super excited to see how the draft format develops when the league returns! We’re expecting a shorter season to alleviate teambuilding burnout, and probably a total shakeup of the method used to draft Beasties in the first place. In the meantime, you can check out the live-commentated finals VoD on **Hallow**’s YouTube:

<https://www.youtube.com/watch?v=oIKtzhQvAso>

## BUILD THE PERFECT TEAM!



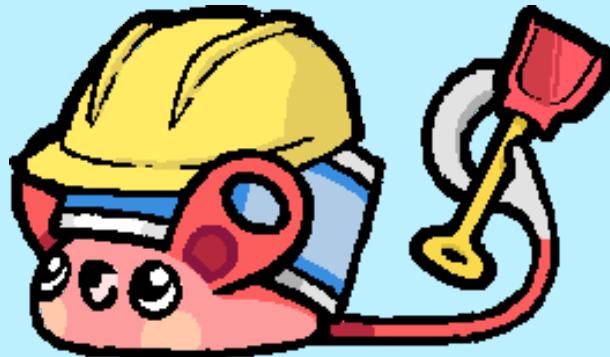
TheKnightWhoSaysYis

# MECHANICS DEEP DIVE

by Pummy (she/her)

Are you interested in creative tactics? Did playing with Lego™ and Minecraft™ bring you joy? Does the name "Bob" ring any bells for you? If so, put on your construction hats, reserve your Demolipedes and ask yourselves - Can we  Build it? Yes we can! Welcome to...

## THE BUILD BONANZA



 Build is an interesting tactical play that has not seen a lot of competitive use in recent times, but it is a fun one that is personally dear to me, so I've been wanting to highlight it for a while! It was briefly mentioned in the recent balance patch due to a wording change so this might be the best time to talk about it!

### So, WHAT DOES IT DO!?

 Build is a support Play that can only be used from the back row, which creates a BARRIER field effect in front of the user at the net position. This BARRIER will reduce the damage of any incoming Attack to 0 and then crumble, if the ball passes through said BARRIER.

It has a hefty 34 Stamina cost to use, but considering it can turn even a 500 POW Trusting Magpie Attack into a 0 Damage hit, it can certainly be worthwhile!



However it is not the most straightforward play, as it comes with several restrictions and quirks to its usage, which not many coaches might be aware of.

### So, WHAT DOESN'T IT DO!?

At the back row, it will ONLY protect you from normal vertical attacks, but not from any sideways attacks.

At the front row, it will ONLY protect you from sideways attacks coming from the side where the BARRIER is located.

It will also NOT protect you from any additional effects a Play has, such as a defense reduction from  Breaker or  Wallbreaker or a forced Tag Out from  Tornadoball.

Lastly it will also prevent you from moving to the position of the BARRIER, this includes movement Plays such as  Net Rush,  Role

Reverse, ⚡ Whoosh, ⚡ Quick Set and even Skulkapi's ⚡ Stealthy Trait.



So make sure to not leave yourself exposed to Sideways Net Plays!

The main use of ⚡ Build is damage prevention, allowing a Beastie to stay on the field longer or allow a low Stamina Beastie on the bench to Tag In safely.

You pay a fixed Stamina cost and restrict your positioning options in exchange for enduring a potentially much larger hit of damage.

This becomes a lot more interesting when combined with any form of Redirection and/or Restoration options, making it a perfect follow-up to our previous Mechanics Deep Dives!

If we directly compare this to the ⚡ TOUGH feeling, then ⚡ Build's BARRIER stands out for its fixed cost AND permanence between turns. A BARRIER, once built, will stay on the field until it fulfilled its effect of preventing damage or having been removed via three very specific actions. Now that's what we call staying power!

The three ways of removing a BARRIER are:

- ⚡ Clear Field
- ⚡ Cleanup (Trat's Signature Trait)
- ⚡ Demolish

These are not selective and will destroy ANY BARRIERS on the field (your opponents AND your own). So watch out for potential anti-synergy on your team if you run any of these Plays!



## So, WHO DOES IT!?

There are literally only a handful of Beasties capable of learning ⚡ Build, if we ignore their Metamorph lines, so I will briefly talk about all of them and point out how they uniquely excel at using ⚡ Build!

### BANDICRAFT

First on our list and the most commonly encountered ⚡ Build user in the history of Beastieball.



It is also the only Beastie stated to actually be constructing buildings canonically in its Beastiepedia entry! Bandicraft makes great use of ⚡ Build by largely preferring a back row position to begin with when running a supportive set including any of its great ⚡ Volley Plays such as ⚡ Demanding Set, ⚡ Set, ⚡ Tactical Pass or ⚡ Lay Trap or even simply by making use of its ⚡ Captain Trait.

There is also an interesting use case of using ⚡ Build for safely self-activating its own ⚡ Full Focus MPOW boosting trait and combining it with a ⚡ Quick Set / ⚡ Forward Pass / ⚡ Tactical Pass / ⚡ Captain Ally or its own ⚡ Net Rush / ⚡ Excited Pass and ⚡ Zigzag Plays for an explosive burst of damage.

### DIGGUM

Second on our list, but possibly one of the least noteworthy users of ⚡ Build.

Diggum, due to its friendly nature is generally built more defensively, so it will probably not be taking huge hits from attacks at the back row to begin with. It does deter you from hitting its ally thanks to its ⚡ Friendship Trait, but that doesn't leave Diggum with many great options for Volley Plays. It does however provide one of the safest ⚡ Torch Pass opportunities in the game when sitting behind a BARRIER.

It does however come equipped with good Restoration options, allowing it to nearly fully reimburse the Stamina cost of ⚡ Build in no time.

**DUGGOUT**

Third (really 2.5th) on our list, but possibly even less noteworthy user of  Build. Duggout prefers being at the net, where it is more capable of murder (Just stating the Beastiepedia facts!). It is technically more frail than Diggum, but it generally prefers being at the Net to pack a bigger punch or to  Quick Set its ally.



It is important to note, that its Signature Trait  Unflappable sadly does NOT reduce the cost of  Build by 20, which would have otherwise maybe granted it a unique niche.

**MUDSLEE**

Fourth on our list, Mudslee kind of looks like a muddy BARRIER to begin with! It has the  Chill benefit of having access to an unprovokable use of  Build. Combined with Defensive Plays such as  Mighty Yell and  Smack this little fellow definitely has a lot of mud castle building potential! Alternatively  Moist,  Dig or  Calming Aura may allow it to restore any Stamina spent for setting up its BARRIERS.

**SUPILERO**

Fifth on our list and the one with the largest potential that I have not yet seen appear on anybody's competitive team sheets! Supilero has an incredible list of Plays, but thanks to its access to  Forager (coupled with  Quick Tag or  Juggle) I strongly believe, that this Beastie is the true sleeper among all  Build users.



On Tag Out a  Forager Supilero restores 50 Stamina, which is more than enough to fully reimburse the Stamina cost of  Build and it can even do so in the same turn thanks to access to  Quick Tag.

Has the Supiloop term from the previous issue caught on yet?  If not, well this might just be peak Supiloop! Combine it with Redirection Traits

such as  Watchtower or  Clamor and good luck trying to get damage in on this team!

**TRAT**

Last, but not least, the in my opinion best and most flexible user of  Build in all of Beastieball. I almost consider it a crime, that it is the only Beastie at the time on this list to not learn  Build from level up, but exclusively via friendship!



Thanks to  Mischief Trat is the only Beastie capable of using Build reactively. Do you see scary numbers in your opponents damage preview? Press  Build on defense and rest assured you will most likely only lose 34 Stamina! It is a tool most coaches don't expect to see currently and they may get baited into targeting the Trat. And should they not target the Trat, well then it can force them to target it via reactive  Whistle Plays on defense as well!

Meanwhile it also has access to a similar pool of tricks like Supilero thanks to  Quick Tag and  Juggle, but it is much more flexible about using these thanks to  Mischief.

Another incredibly fun use case is access to  Reposition, reactively putting an ally behind the BARRIER.

The missing piece to the ultimate  Build Trat and the rise of my beloved

Tank Trat has been the rework of  Dig a while back, allowing a Trat to become a nigh impenetrable Team Fortress™ by putting it on a Drumpus team from the last issue it can fully restore its Stamina in true worker fashion by DIG-ing, WHISTLE-ing and BUILD-ing a new BARRIER every turn while its ally dishes out attacks!

Lastly, kudos to Trat for being the only responsible Beastie that refuses to litter and is able to clean up its own mess via access to all –  Cleanup,  Clear Field AND  Demolish.

There was even a brief period in time where Trat was uniquely able to  Build a Barrier and tear it down itself via  Demolish when it still gave a multiplier to its damage bonus. I miss you my mischievous little Build Juggernaut 

That about wraps up my notes on each individual Build user, so before I end this (shallow) Deep Dive with a clarification on certain interactions, let me briefly point out a few more interesting bullet points.

- ⦿ EVERY Build user learns Forward Pass, which is a very solid pairing!
- ⦿ Build absolutely shines when you can Tag In any form of redirection, above all Clamor, Watchtower and Neural Net, but also Dramatic Exit into a Kaleidarn may be back on the menu!
- ⦿ It pairs really well with the recent rise of Ricochet Teleport and Reposition Users!
- ⦿ It is a potentially funny counter to getting hit by Scream or Lock Target, by making use of the redirection inflicted by your opponent!

So with all of that said (or written), be wary of trapping yourself behind a BARRIER. An opponent might choose to never target the Barrier, thus leaving you potentially unable to get to the net at a critical moment and unable to make real use of Net Only Plays, Quick Set or Double Blocks!

And with that we have arrived at the...

## (UN)INTUITIVE INTERACTIONS: THE SECTION

This is where I will go over special cases that might leave you wondering WHAT HAPPENS! All of these have been confirmed and tested by me as of the time of writing (January 2026). Number 7 will SHOOK you!

### (UN)INTUITIVE INTERACTIONS: THE TABLE

#	Situation	Action	Outcome
1	 Slippery Beastie behind a BARRIER with an adjacent Ally	Attack on  Slippery Beastie	BARRIER stays intact and Ally receives the ball and takes damage
2	Beastie behind a BARRIER with an adjacent  Slippery Ally	Attack on adjacent  Slippery Ally	BARRIER breaks, non-Slippery Beastie receives the ball, 0 damage taken
3	 Watchtower Beastie behind a BARRIER	Attack on Adjacent Ally	BARRIER breaks, Watchtower receives the ball, 0 damage taken
4	Beastie behind a BARRIER	Attack on Adjacent  Watchtower Ally	BARRIER stays intact and  Watchtower Ally takes damage
5	 Unflappable Beastie	Uses  Build	Build still Costs 34 Stamina, the -20 does not apply
5	 Hardy Beastie (Trait Danced)	Uses  Build	Loses 34 Stamina then heals for 10, basically a 10 health discount!
6	Beastie behind a BARRIER	 Demolish Attack used against Beastie	BARRIERS visually break before impact, but Beastie is still protected and takes 0 damage
7	Beastie behind a BARRIER	 Vicious Attack on Beastie	BARRIER breaks, Beastie takes 0 damage
8	Beastie behind a BARRIER	 Raw Fury Attack on Beastie	BARRIER breaks, Beastie takes full damage!
9	Beastie behind a BARRIER	 Free Ball Attack on Beastie	BARRIER breaks, Beastie takes 0 damage
10	Beastie behind a BARRIER	 In The Clouds Attack on Beastie	BARRIER breaks, Beastie takes 0 damage
11	 Wiped 0 Stamina Beastie behind a BARRIER	Attack on Beastie	BARRIER breaks, Beastie takes 0 damage, but cannot receive the ball and the opponent still scores a point! (complete with a silly animation!)

Sooo... you've made it to the end of the Build Bonanza.

As usual, there is much to be said here. A  Build focused redirection team and especially my Tiny Taco the Tank Trat have been my obsession in recent months, so I just had to get this one out into the wild! Keen eyed viewers might even catch a glimpse of it in the upcoming tournaments. We'll see if I can carve out a competitive niche or if I am over-committing to my silly bit again!

I couldn't find all that much exploration of the build archetype in my research, but I'd like to highlight our very own **Ket** for having dreamt up the potential of a  Whistle  Build Trat way back



in November 2024 according to the Wishes Unlimited Discord! Even spitballing the idea of Trait Dancing Restoration onto it 

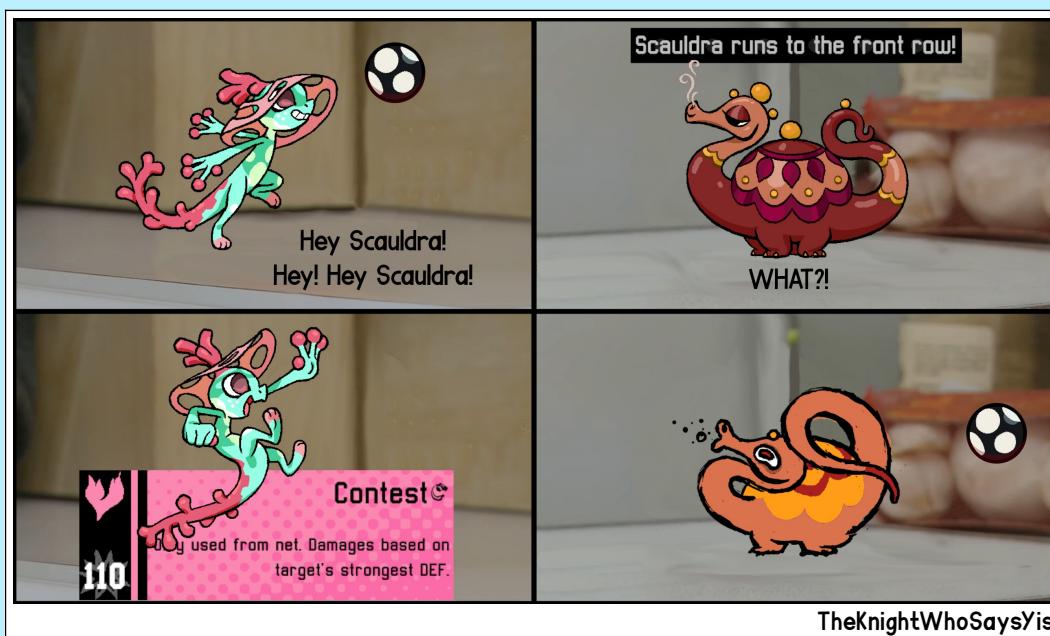
Also, shoutouts to **Score** of the Jamming Ballers for repping  Build teams! As well as these other coaches running Build Bandicraft, Diggum AND EVEN a Duggout in the very first Bring the Heat tournament! So shout outs to these early sickos! In order: **Moshrune** (aka LanceTheWyvern), **Clueless** of the Jamming Jewels and **Jo-Java** of the Mecha All-Stars!

OH YEAH, the recent balance patch note that mentioned  Build was purely for renaming the field effect it creates from WALL to BARRIER. To finally resolve and avoid the confusion with the same-named Defensive Play  Wall! Almost missed that part!

In any case, I hope you still enjoyed this somewhat shallower deep dive!

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

(This was not originally planned to be a part of this issue, but since we ended up having some extra time and space I am happy to have been able to contribute another (shallower!?) deep dive for aspiring coaches, PVP labbers and Sickos to sink their teeth into!)



# **FLEET BEAT**

by Various Staff and you!

In response to last month's Puzzle Corner, **Pix** sent in a comic depicting their instant sleeper agent reaction to seeing any board state with an opponent's Beastie at 41 Stamina or less while a Garood is on the field. Did you catch it as well? Is there another play in the game that sends you into a button-smashing fuque state? Let us know!

## SATOROS' PUZZLE CORNER



By Pix (they/drae)

# FIND THE GUARANTEED WIN

Stay tuned for more puzzle shenanigans in the next issue 

# TUROGUE TIMES STAFF

## HYDRA he/him



### Proofreader

Coach of the Wrong Waves  
Flavor: Elder Frog

## KIM she/her



### Logo, Hype, Interviewer

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

## KET any/all



### Writer

Number three rally connoisseur  
Flavor: Cupcake

## BYRD they/them



### Writer

thank my unhealthy  
obsession with  
Turogue for this  
Flavor: Goldflower

## PUMMY she/her



### Writer

Coach of the Tiny  
Tacos. Hoping nobody  
noticed I forgot Shake  
Off in issue 2   
Flavor: Aurora

## SHARME they/it



### Writer, Web Dev, And Cheerleader

I'm in your walls.  
Flavor: Spring

## SATOROS he/they



### Puzzle Master

Coach of the Diamond  
Ducks  
Flavor: Spring

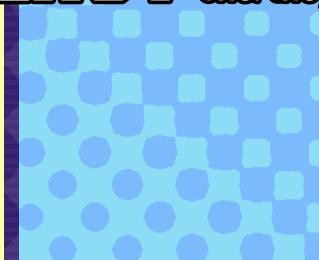
## HNIGHT he/him



### Memelord

Your local generic  
villain team grunt  
Flavor: Aurora

## LASY she/they



### Layout & Design

I'm not dead. I'm  
not dead! I'm not.  
I'm getting better.  
Flavor: Electrolytes!  
Lasy  Pummy  
[Geometry Dash ♪♪]

# OUTRO

by byrd (they/them)

And that about wraps up our December January issue! We apologise for it being a bit shorter than most, it has certainly been a very busy holiday for us all over at the Printing Press! For our next issue, we are hoping to do a deep dive into the balance patch, as it is quite a big one that shakes up the meta a fair bit, including adding a new Feeling and reworking Rally.

As always, if there is anything you would like to suggest for us to include in our next issue or feedback you have on this one, please feel free to email us! We would love to see what you have to say.

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

**I** promise, I don't want to make apologizing for delays a tradition! Things are looking up. Thank you all for your patience and support, especially to Pummy who has been with me the whole way. 

—Lasy (zzz TIRED)

We hope you have had a good year overall and have enjoyed playing Beastieball as much as we have! There has been a LOT of changes to the game and it has been amazing exploring them all with a great community. Here's to 2026! 

## FLEE ACTIVATED!

## PUZZLE CORNER SOLUTION

Staredown the Bandicraft, which guarantees you can wipe a Beastie on the next offense turn, and then score again on serve.

## DETAILED EXPLANATION:

For Turn 1 (defense), Crawlurk can't use Pump Up as it would wipe to Demanding Set > Supercommit. Staredown makes Bandicraft **NERVOUS** so they can't switch out or move.

For Turn 2 (offense), it branches. If Supercommit was used you have a wipe on Bandicraft regardless of who was targeted, and Hopra can't stack due to **NERVOUS**. If there is a Free Ball instead, you still target the Bandicraft (or the open lane if they pre-stacked) but it allows you to double Nettle or double Feint the Hopra to wipe them if they move. After wiping either Bandicraft or Hopra, target the **WIPED** Beasties as Kasaleet can't survive a serve from Crawlurk due to the Pow boost from the Ambush trait.

## Other Acknowledgments

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 (☺).