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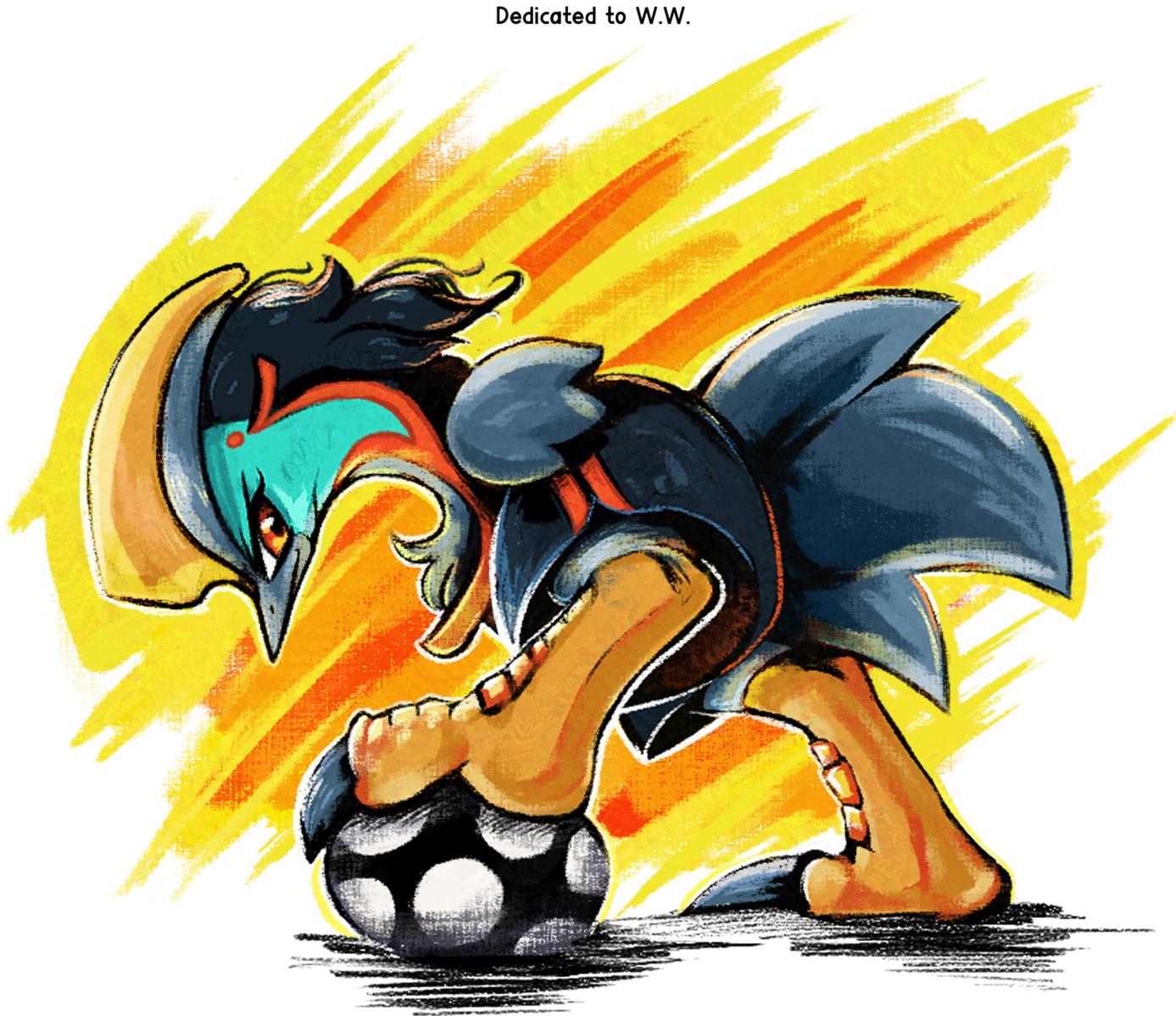
P.S. Since we are writing about the PvP scene, there may be spoiler Beasties below. Proceed at your own peril!



The Turogue Times

ISSUE #4

Dedicated to W.W.



Kasaleet by Stardust (they/them)

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Hello to all balls and ballers! Skarme here this month on behalf of the whole damp and clammy Turogue Times office! We apologise again for the delays and postponements that have happened over the winter period. Writing the Turogue Times takes a lot of stamina to both keep on top of developments in the scene and write them up in what we hope is an entertaining, educational way; sometimes real life conspires to Drain a bunch of us all at once, like an aggressive Heat Wave Mudslee... But we're still in the game! We are on the lookout for more monthly and bimonthly staff writers to take some of the Pressure (110 BP) off of our current writing staff, so please read on if that sparks your interest!

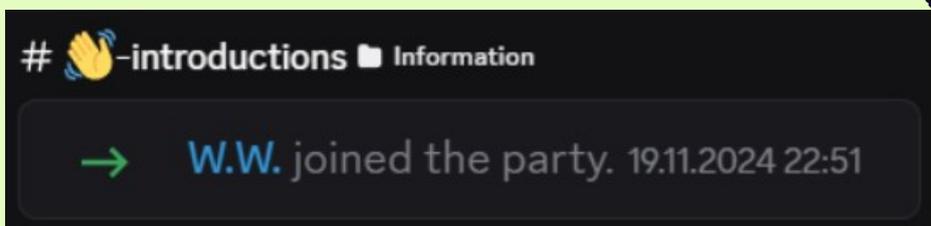
In the meantime, this issue is hopefully still a solid read! The topics in this issue consolidate a couple months' worth of writing plans, as well as some coverage of the yearly tourney Bring the Heat 2, most likely Beastieball's biggest fan event until the release of 1.0. Please enjoy! 🌀 —skarme

DEDICATION

We are dedicating this issue to to **W.W.** aka **Wacky** aka **Kyyg**, best known in this community by his team name **The Wacky Worms**. On March 9, 2026, the Beastieball community on the Wishes Unlimited Discord server received grave news, that one of our strongest champions, W.W., had sadly passed away.

The news completely took everyone by surprise and sent ripples through our community. Given that, we are so glad to have seen everyone come together and provide support and comforting words to those who needed them. We had already wrapped up the writing for this issue at the time, but we certainly can not stay silent and want to join those who have been reminiscing about all the great moments that we've shared and witnessed of Wacky in action.

The Wacky Worms and their coach certainly need no introduction, despite being known for having been *THE* Sweaty Stall player, typically a slower game strategy, they practically speedran the tournament scene with it.



art by pryn (she/it)

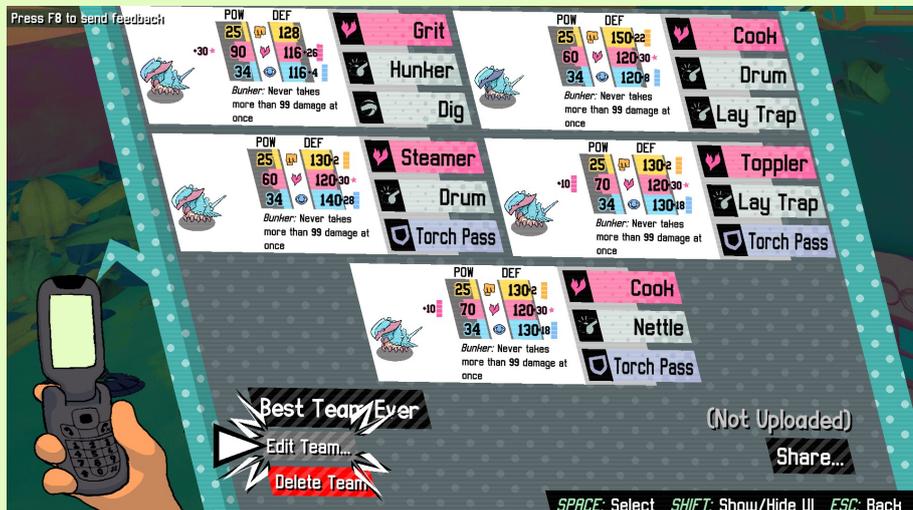
Ever since Wacky joined the Beastieball Discord he basically made the PvP side of it his home and was always ready to ball and looking for his next match in the PvP Search channels. That kind of coaching experience quickly lead to placing in the Top 15 out of a 100+ players in the very first Beastieball Bring The Heat Tournament on December 24th, 2024 and followed shortly by his first tournament WIN in the very first Weekly NA Heat Up Tournament a month later. Five more big wins would follow in Wacky's Beastieball coaching career, most notably Heat Wave #2 and Conquest Clash 2, a special streamed tournament format featuring some of our most coveted champions at the time and Wacky went undefeated during the top cut in most!! His final record stands at 11 Top 3 placements out of 20 tournaments he took part in and that will be a hard to beat benchmark by anybody going forward.

With that kind of tournament presence AND success it is easy to see why W.W. had become such a well respected player that left a mark on the scene, but also in our hearts.

He achieved all of this with a Wacky playstyle, that was not very popular or explored at the time, focusing mostly on defensive investments on the majority of his Beasties as well as the application of the Sweaty Feeling, Dread and Quake Field effects and other forms of indirect damage and disruption on top of big restoration stalling options such as heavy use of Torch Passers.

We will never forget the fearless use of Heat Up Plays on Defense that Wacky showcased over and over against all odds and despite giving up points or Stamina for yet another application of Sweaty. Notably Wacky always favored running Heat Up over Heat Wave, which was more commonly found on other coaches' teams.

One big constant on Wacky's teams was certainly Xiphosaur. In fact, Wacky was probably the biggest Xiphosaur enjoyer we've ever seen. Known for being a complete menace with Ranked Defense and Away teams featuring nothing but XiphOsaurS - surely the Best Team Ever!



Being nicknamed "Tardigrade" his main Xiphosaur was certainly an outlier on Wacky's team though, as nearly every other team member was named after various types of worms often related to their species, like "Armillifer" the Scaldra, "Tetragon" for Deluja or "Trichinella" the Duggout.

The other big outlier has got to be the Garood simply named "Fork" from the infamously Wacky "Garood might not die" team that

really popularized the use of Crowing Garoods, which beforehand had not really been considered competitively.

Crowing Garood basically never ran out of Stamina, but the same can be said for W.W.!

We've witnessed feature film length matches many times over and most coaches will falter eventually under the pressure, but it seems like Wacky never did. He's always been such a joy to watch and listen to and the passion in his voice during interviews really seeped through (I really recommend the Conquest Clash 2 VOD on Satoros' YouTube Channel or "This one's wacky" on Hallow's YouTube channel



featuring a Draft League match).

Whenever we see a Xiphosaur, Crowing Garood or the classic Scaldra + Deluja Dreadpairing in the future we will certainly be thinking of Wacky and the mark he left as the undisputed King of Sweaty Stall in these early days of Beastieball history.

His enthusiasm, insight and unique playstyle and Beasties will surely be missed. But if he has taught us one thing, then it surely is to keep having fun and above all, to stay wacky. 🌀



by pryn (she/it)

THEY BROUGHT THE 'LEET

by byrd (they/them), The Knight Who Says Yis (he/him), skarme (they/it)

BRING THE HEAT 2



Official VoD playlist by the Net Rush team

<https://www.youtube.com/playlist?list=PLgXcoFdo9CYXsuaMBhWaMpdTuxCmqXNgR>

Let's kick off this issue with some exciting discussion around Bring The Heat 2, the yearly Beastieball tournament where coaches and Beasties from all over gather to show off their cool, unique, powerful team compositions for a chance to be crowned the winner! As with the previous Bring The Heat, the event was split into Day 1 and Day 2, with Day 1 containing (mostly - we will get to that!) Pools fights, whilst Day 2 showed the top cut fights. 46 Coaches balled n' brawled on Day 1, a huge number considering the community's size! It was genuinely so cool to see so many different strategies and Beasties on display - so let's have a look at what we saw on stream for Day 1!

GROUPS STAGE (DAY 1)

Day 1 kicked off with a wide variety in team styles, setting the stage for the diverse event to come!

GAME 1: malbyte [0] v percarus [2]

Opening the event was **malbyte** living up to their **Iconic Colors** team title with a beautifully green team. Their matchup wasn't easy, as their bulky pivot-heavy team faced off against **percarus'** mono Body Rhythm offense, rendering their offense focused Platypulse a bit of a liability. Even so, they fought like a pro with their many disruption tools. Body-heavy teams featuring multiple Confident Passes would become a key theme of the tournament over the course of this weekend, so this turned out to be quite a prescient choice of stream.

GAME 2: Hamapirasu [2] v Mabel [0]

Game 2 was a clash between two players well established in the community for their enthusiasm in exploring every corner of the game, well trodden or no.

Hamapirasu is fond of the Mind type and likes to build around underappreciated Beasties such as the Hunter Crawlurk on the mono Mind offense slate he brought this time, illuminating the strengths of their design. His team this time was chock full of boosts, not just the common Telekinesis and Tactical Pass but even choosing to run Meditate on his Albrax, a usually middling attacker despite its high control potential. By coupling these boosts multiplicatively with Platypulse's Assess and Crawlurk's Intimidate, this team has the firepower to punch through Mind walls such as opposing Platypulse even without a dedicated counter (though he is also a noted fan of

Magpike, he didn't bring it to this event), provided its own relative frailty to Mind isn't capitalized on too much.

Mabel is a slightly newer player who nevertheless rapidly cemented her bona fides back in Heat Wave 5, a passionate writer who often digs deep into the theory of competitive Beastieball drawing on her experience with other strategy games like chess and Magic the Gathering. She has piloted all kinds of teams in her efforts to figure out what makes Beastieball tick, but for this tournament chose to stick to her balance offense roots with a sustain-heavy, double Drumpus tritype team, plus a little Introduce + Clamor Noizard combo splashed in for insurance.

Hamapirasu's decision to slack on M.DEF investment and plug the hole with his Tactical Pass / Assess Platypulse proved valuable from the opening turns of this match. Although **Mabel's** Hopra and Mascurry were no offensive slouches, the deboosts from Assess and **HP's** Splinter Crawlurk made it costly for them to hang around on the field for long, and his Platypulse was able to handily tank her Mind-oriented Hydrolm, Armantis and Stinger Noizard for some time. In the VoD you can watch **Mabel** adapting to this in real time, including one nailbiting turn where her Clamorizard lives a tag-in at exactly 1 Stamina! Her bold play - and no small amount of focus fire on Albrax, keeping that looming checkmate creator off the field - brought the games down to the wire, but **HP's** redirection and the sheer lategame damage of Hunter Crawlurk brought it home.

It's no small feat for **Hamapirasu** to clutch this one out despite the schedule of this event working out to be regrettably inconvenient for players in Japan like himself. Other Asia- and Oceania-based players like **GFZA** had to recuse themselves from Day 2 of the event due to it falling on a Monday for them. It's a testament to the passion of this playerbase that the entire Groups stage was packed with established players who had made time to participate in this once-a-year event despite these timezone struggles. Group A may have been one of the most stacked of all, however... Even **Dino**, a juggernaut of the PvP scene, came within a Waglash tail's width of dropping out

of Top Cut after going 1-2 against **Mabel** not long after this set!

GAME 3: Arcwell [1] v Phoenix [2]

In spite of going to game 3, this entire set only ran for 20 minutes - quite the blitz! Then again, **Phoenix's** mainstay high octane Spirit offense team is built to create fast paced games like this, refined over the course of many months and titled "Guess This" for its emphasis on hard reads and quick snowballing. While most of the Spirit staples on **Phoenix's** team are quite weak to **Arcwell's** bulky Drumpus-backed Boldlur and Lunaptra on paper, with no B.Def stat over Duggout's 95, they were able to boost up fast and overwhelm those Body attackers with 3 instances of Faith, a Battle Cry, even a source of deboost in Cook, and a redirecting Clamor Noizard to keep the momentum rolling. Instead, **Arcwell** clinched game 1 by weakening **Phoenix's** bench, then seizing on Duggout's self-Nervous from Supercommit with a commanding Demanding Set into their own Hopra. **Phoenix** learned from this quickly and upped the tempo even further in the next two games, outpacing even **Arcwell's** impressive sustain and taking the set.

GAME 4: byrd [0] vs Zonk [2]

A heavily attritional game 1, featuring a bunch of "free" turns powered by Dread math and many Feelings running hot, turned into a surprisingly fast game 2 where both players pivoted into smashing their big hit buttons - **byrd** with a creative and idiosyncratic Mind offense core centered around a rare offense-oriented Mimic Diabloceras, **Zonk** with the latest variant on the Dread team they have mained throughout the game's lifespan that focuses on big hits to run opponents out of steam just before they do. A fascinating matchup to be sure, and both games were FAR closer than the 2-0 final count suggests, **byrd** fighting to the final point each time and even taking a decisive lead early in game 2 as they decided to lean harder on their fearsome Mind attackers. **Zonk's** Torch Pass and some savvy bench management bought them the momentum to turn

it around, scoring back to back with attacker Deluja to drive it home.

GAME 5: Pix [2] VS Reverie [0]

This game featured two long-standing coaches with very different journeys through the game. There were some interesting, idiosyncratic teambuilding choices on both sides!

Pix has been running Drums since the dawn of Early Access, to the point of naming draer team the **Galaxy Drums** after them, and that dedication has rewarded draem with new toy after new toy, from Hydrolm's recent movepool glowup to Super Armor Boldlur. Despite the healing focus, Pix remains a great proponent of Flow Bongus over the less field reliant Welcoming, making every attacker on draer team un-Blockable, and drae prefer Groove Mascurry's extra damage over Rumpus' sizeable healing, leaning all in to the "offense" part of Drum Offense. Their Hydrolm set is especially notable, making the uncommon choice of investing both offenses over bulk so that it can bypass Body walls with Stinger rather than the common Body serve True Strike, and relying on its Restoration-buffed healing to pick up the defensive slack.

TOP CUT (DAY 2, MOSTLY)

Day 2 was initially planned to contain the full Top Cut double-elimination bracket, featuring 2 players from each Group who had battled their way through the round robin matches to come out on top. As the groups were fairly small, some fan favorite players with ample Heat Wave experience like **Mabel**, **Phoenix** and **wavewhyse** barely lost out of Top Cut on tiebreakers. The competition was truly fierce!

But another surprise came toward the end of the Groups Stage. Since almost all of the games had rocketed by much faster than the TO team anticipated, and a double-elimination bracket of 16 requires a whopping 7-8 rounds even when you run as many games simultaneously as possible, main TO **skarme** and stream host **Hallow** decided ad hoc to shuffle the first two rounds of Top Cut into the Day 1 schedule, thus evening out the stream duration across both days. This had a mixed reception and might have been better to work into

Reverie's team was similarly bulky and also featured Drum, in their case from a Drumpus Hopra; quite a turnaround from when they professed being "allergic to Spirit" before winning the Giftbox Ball 'n' Brawl tourney with a borrowed Spirit team a month before! But their focus was on Mind offense supported by a Tactical Pass core. Their Skiffrig sported a highly unusual vertical attack choice in Floater - often maligned as a "story campaign" attack for its low BP and mostly mild disruptive effect compared to many other utility attacks in the Mind repertoire, it could be seen as a meta call pick against the recent popularity of net hogs like Kasaleet. The Role Reverse Varkabond, one of **Rev's** favorite Beasties that they chose as a mascot in Prepared Attack Draft League season 1, is also a fascinating choice for a Mind attacker that is already a bit lower profile than titans like Debugly, giving the team some "movement tech" flavor between Varkabond's Unpredictable trait and Skiffrig's Power Forward.

In the end **Pix's** bulky offense team had greater firepower, but not before **Rev** made a solid case for Floater!

the schedule from the get go, but we live and learn...! Thankfully, all of the Top Cut players were understanding and geared up for their matches after a short break!

The 16 teams that made it to Top Cut were a diverse bunch, running the gamut from **Score's** hard disruption focused Mind control team through to **KingOfCharge's** all-in Body Squimage offense, but some funny resonances managed to emerge.

For a start, as the stream immediately decided to spotlight - although there was only one **Bolimar** in the tournament, Top Cut featured 3 of their teams! Noted tool creator and stats cruncher **Barcode** had brought a team heavily based on a Quick Set offense comp focused around Heat Wave Mudslee, which **Bolimar** had created earlier this patch in the belief that people were sleeping on the potentially over-centralising power of the latest Heat Wave rework. Meanwhile, **Boolerex** had built

his own spin on Bolimar's iconic Crimson Angels:

<p>We Thump =88 Lvl 50 (Kasaleet)</p> <p>POW DEF</p> <p>+30 150 113 +3</p> <p>+0 65 66 +16</p> <p>+0 40 96 +11</p> <p>Power Up</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Launch Thump Shield</p>	<p>CreamThief =88 Lvl 50 (Cherrily)</p> <p>POW DEF</p> <p>+0 70 110 +30</p> <p>+0 60 97 +4</p> <p>+0 45 88 +26</p> <p>Cheerleader</p> <p>Ally attacks do +10 damage</p> <p>Dispel Cheer Chant</p>
<p>The dumper =185 Lvl 50 (Illugus)</p> <p>POW DEF</p> <p>+0 70 97 +17</p> <p>+0 45 79 +14</p> <p>+29 124 115 +0</p> <p>Precise</p> <p>This Beastie's non-SIDEWAYS attacks always go where they are targeted</p> <p>Sneak Attack Dump Torch Pass</p>	<p>Set is Deman =182 Lvl 50 (Bandicraft)</p> <p>POW DEF</p> <p>+0 62 103 +28</p> <p>+0 30 92 +2</p> <p>+30 120 123 +0</p> <p>Full Focus</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Tool Dump Demanding Set</p>
<p>Random Hopra =25 Lvl 50 (Hopra)</p> <p>POW DEF</p> <p>+0 69 92 +2</p> <p>+30 135 123 +8</p> <p>+0 31 80 +20</p> <p>High Spirits</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Supercommit Tornadoball Shield</p>	

"The Angelic Crimson" by Boolerex

tweaking the stat spreads to his liking, swapping one of the Shields for a Torch Pass to trade that damage control for some sustain, and switching the classic Illugus Cherrily lead for a Kasaleet Cherrily opener echoing the mono Body offense teams he played to great success in events last year. The Bolimar vs Boolerex match opened the Top Cut stream with a bang, an extraordinary showcase

of how two top players played their near mirror match to the hilt, full of canny Shield reads and merciless Stamina management.

Another theme that quickly became apparent to viewers was the success of Body offense. Out of the 6 Kasaleets entered into the tournament, 5 of them made it to Top Cut. All three of the non Crimson Angels Kasaleet teams in Top Cut were mono Body offense, taking advantage of the newly added True Strike to ensure perfect coverage. What's more, 4 of these Kasaleets were running identical Power Up / Launch / Thump / Shield sets, and the 5th - belonging to KingOfCharge - only differed by replacing Launch with the more pivot friendly Net Rush. Getting Kasaleet to the net quickly for maximum damage and keeping it there to Block stray hits that might activate its starter trait isn't the most complex of gameplans in isolation, but its 150% max B.POW certainly makes it a tried and tested one!

The starters in general had an impressive showing thanks to their great statlines and pivot potential from their starter traits, with 4 Hopras and 4 Bandicrafts showing up in the Top 16, though perhaps the two separate instances of the "triple starter" Crimson Angels helped those two. The only other Beastie who equalled them in Top Cut frequency was the ever popular all-rounder Lunaptra, anticipating the Body-fest to come...

BOLIMAR **SCORE**

BRING THE HEAT 2
Commentators: Coolbz, UrBestie

Bolimar writing a detailed analysis of High Spirits Hopra's damage potential via the ingame feedback form on stream during their Winner's Finals match vs Score

DEV CAMEOS

While the Wishes Unlimited dev team was too busy actually making the game to directly organise any of this event - compared to Bring the Heat 1 back when fan tournaments were much less established, where they pitched in behind the scenes and hosted it on the official Discord server - two of them were gracious enough to lend their time as guest sportscasters! They joined a truly stacked commentator couch that kept up the hype through the whole event, featuring both returning commentators like **Coolbz**, **UrBestie** and **Ultra-Nero** and newer faces like **ence**.

On Day 1, battle design/balance dev **Damian Sommer** (they/he) popped onto the stream partway through the Groups stage. Groups matches rolled by so fast in most groups that TO **skarme** was concerned about leaving enough matches for him to commentate on, but thankfully the midrange, sustain oriented segment of the playerbase pulled through for us! Sharing the virtual couch with **Robin Nightmares** (who they had co-commentated with back in Bring the Heat 1) and **WebBrowser** (longtime fan of **Damian's** previous game,

<https://beastieball.info/team/viewer/GAMEQW7REE>

<p>nene^{#102} Lvl 50 (Wottle)</p> <p>POW DEF</p> <p>+0 35 90 +30</p> <p>+0 80 125 +30</p> <p>+0 65 117 +0</p> <p>Shy</p> <p>DEF bonus at the net and POW bonus at the back row</p> <p>Raw Fury Quick Set Quick Tag</p>	<p>Zna^{#14} Lvl 50 (Diabloceras)</p> <p>POW DEF</p> <p>+0 71 120 +7</p> <p>+0 71 103 +15</p> <p>+30 101 81 +8</p> <p>Overwrite</p> <p>Attacks change the target's trait to Overwrite</p> <p>Spitball Mimic Cyclone</p>
<p>rui^{#124} Lvl 50 (Pladion)</p> <p>POW DEF</p> <p>+0 45 99 +13</p> <p>+0 55 92 +17</p> <p>+30 113 113 +0</p> <p>Charge</p> <p>POW at the end of each turn</p> <p>Stinger Dump Tactical Pass</p>	<p>toya^{#148} Lvl 50 (Debugly)</p> <p>POW DEF</p> <p>+0 50 92 +8</p> <p>+0 25 92 +22</p> <p>+30 145 104 +0</p> <p>Study</p> <p>After receiving any attack, BOOSTs the corresponding DEF</p> <p>Tool Telekinesis Lay Trap</p>
<p>akito^{#83} Lvl 50 (Crawlurk)</p> <p>POW DEF</p> <p>+0 85 95 +0</p> <p>+0 35 100 +15</p> <p>+30 125 80 +15</p> <p>Hunter</p> <p>Does 1.5x damage when the target has just TAGGED IN</p> <p>Splinter Provoke Nettie</p>	

"The Gamers" by byrd (they/them)

<https://beastieball.info/team/viewer/NT82XBN8X2>

<p>Tetsucabra^{#41} Lvl 50 (Hopra)</p> <p>POW DEF</p> <p>+0 69 90 +0</p> <p>+30 135 115 +0</p> <p>+0 31 90 +30</p> <p>Rumpus</p> <p>Restores 6 STAMINA to ally each turn</p> <p>Supercommit Drum Cheer</p>	<p>Pita^{#2} Lvl 50 (Bouldur)</p> <p>POW DEF</p> <p>+30 121 130 +0</p> <p>+0 27 107 +20</p> <p>+0 80 70 +10</p> <p>Super Armor</p> <p>DEF x1.5 while STAMINA is at least ¼ filled</p> <p>Thump Provoke Pump Up</p>
<p>Veemo^{#81} Lvl 50 (Bandicraft)</p> <p>POW DEF</p> <p>+0 62 95 +20</p> <p>+0 30 100 +10</p> <p>+30 120 123 +0</p> <p>Full Focus</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Zigzag Dump Demanding Set</p>	<p>Shuzu^{#71} Lvl 50 (Lunaptra)</p> <p>POW DEF</p> <p>+30 140 115 +0</p> <p>+0 50 94 +14</p> <p>+0 50 76 +16</p> <p>Vampire</p> <p>Restores STAMINA equal to 1/3 of damage dealt</p> <p>Muscle Memory Dreadful Mist Torch Pass</p>
<p>Wonderwall^{#66} Lvl 50 (Platypulse)</p> <p>POW DEF</p> <p>+0 31 81 +30</p> <p>+0 56 90 +0</p> <p>+0 104 155 +30</p> <p>Neural Net</p> <p>Is a magnet for all attacks</p> <p>Stinger Lay Trap Forward Pass</p>	

"Boulder Battle" by Arcwell (they/them)

Anyway, here's Wonderwall.

<https://beastieball.info/team/viewer/7SM9L4RFUK>

<p>RIPExplosion^{#88} Lvl 50 (Scauldra)</p> <p>POW DEF</p> <p>+0 25 120 +20</p> <p>+0 90 135 +10</p> <p>+0 70 100 +30</p> <p>Foggy</p> <p>Ignores opponent's BOOSTs</p> <p>Eruption Dreadful Mist Heat Up</p>	<p>Friend^{#118} Lvl 50 (Deluja)</p> <p>POW DEF</p> <p>+30 124 116 +0</p> <p>+0 64 88 +20</p> <p>+0 34 114 +10</p> <p>In The Clouds</p> <p>Ignores FIELD EFFECTS</p> <p>True Strike Hyperspike Shake Off</p>
<p>TheNefarious^{#108} Lvl 50 (Orgella)</p> <p>POW DEF</p> <p>+0 21 105 +10</p> <p>+30 116 111 +5</p> <p>+0 54 99 +15</p> <p>Superorganism</p> <p>Restores instantly from 0 STAMINA and just feels 2 SHOOK</p> <p>Relentless Blaze Gloom</p>	<p>Uh Oh^{#23} Lvl 50 (Froofulks)</p> <p>POW DEF</p> <p>+0 84 85 +30</p> <p>+15 113 110 +15</p> <p>+0 40 88 +0</p> <p>Treat</p> <p>Restores 20 STAMINA to ally when TAGGED IN</p> <p>Scream Steal Torch Pass</p>
<p>Assassin^{#144} Lvl 50 (Vultoxin)</p> <p>POW DEF</p> <p>+0 35 90 +0</p> <p>+0 63 103 +0</p> <p>+30 132 94 +30</p> <p>Absorption</p> <p>Has 1.5x MIND defense</p> <p>Sneak Attack Telekinesis Soulcrusher</p>	

"RIP Explosion" by Zonk (they/them)

Bravery Network Online, which first inspired Beastieball's 3-type system), he confessed that since Beastieball is still in very active development, it can be hard for them to remember what the currently live version of the game plays like without the things he already tweaked in preparation for next patch! Their insight was fun to listen to over the course of 3 intense games, featuring the cream of the bulky offense crop from the likes of Arcwell, byrd and Zonk.

At the end of Day 2 as matches drew to a close, the second special guest of the event was lead dev Greg "Greg Beastieball" Lobanov (he/him). In a brief

pre-finals interview with **Hallow**, preserved for posterity on the YouTube VoD, he talked about his thoughts on the event so far, including how pleasantly diverse the teams had turned out to be even among the most dedicated of players, and how they differed from the analytics he often reviews from ingame sources like Bigmoon Bash. After touching on some of this event's usage stats pulled together by **Hallow** and TOs behind the scenes, and both commentators' thoughts on the two "titans of the PvP scene" who had survived Top Cut thus far, it was soon time for...

GRAND FINALS: ARC TECH VS BOLIMAR

<https://beastieball.info/team/viewer/L0QK2R7GKH>

<p>Shonen^{#28} Lvl 50 (Kasaleet)</p> <p>POW DEF</p> <p>+30 150 110 +0</p> <p>+0 65 80 +30</p> <p>+0 40 85 +0</p> <p>Power Up</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Launch Thump Shield</p>	<p>Annoybug^{#51} Lvl 50 (Cherrily)</p> <p>POW DEF</p> <p>+0 70 95 +15</p> <p>+0 60 108 +15</p> <p>+0 45 92 +30</p> <p>Cheerleader</p> <p>Ally attacks do +10 damage</p> <p>Reach Shot Cheer Confident Pass</p>
<p>Majora^{#25} Lvl 50 (Lunaptra)</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</p> <p>Restores STAMINA equal to 1/3 of damage dealt</p> <p>Muscle Memory Confident Pass Torch Pass</p>	<p>Moby Richard^{#55} Lvl 50 (Deluja)</p> <p>POW DEF</p> <p>+30 124 116 +0</p> <p>+0 64 98 +30</p> <p>+0 34 104 +0</p> <p>In The Clouds</p> <p>Ignores FIELD EFFECTS</p> <p>True Strike Hyperspike Cyclone</p>

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

<p>Fate Beckons^{#07} Lvl 50 (Illugus)</p> <p>POW DEF</p> <p>+0 70 97 +17</p> <p>+0 45 79 +14</p> <p>+29 124 115 +0</p> <p>Precise</p> <p>This Beastie's non-SIDEWAYS attacks always go where they are targeted</p> <p>Sneak Attack Dump Shield</p>	<p>Rise Cowards^{#77} Lvl 50 (Cherrily)</p> <p>POW DEF</p> <p>+0 70 110 +30</p> <p>+0 60 99 +6</p> <p>+0 45 86 +24</p> <p>Cheerleader</p> <p>Ally attacks do +10 damage</p> <p>Chant Dispel Cheer</p>
<p>Just a Game^{#35} Lvl 50 (Hopra)</p> <p>POW DEF</p> <p>+0 69 92 +2</p> <p>+30 135 123 +8</p> <p>+0 31 80 +20</p> <p>High Spirits</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Supercommit Tornadoball Shield</p>	<p>That's Life^{#41} Lvl 50 (Kasaleet)</p> <p>POW DEF</p> <p>+30 150 116 +6</p> <p>+0 65 74 +24</p> <p>+0 40 85 +0</p> <p>Power Up</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Thump Launch Shield</p>

VS

HammerTime^{#21} Lvl 50 (Conjarr)

POW DEF

+10 75 115 +0

+0 85 110 +20

+0 41 98 +30

Cryptic

Ignores additional effects on received attacks

True Strike Provoke Confident Pass

Body offense team by Arc Tech

Mindcraft^{#41} Lvl 50 (Bandicraft)

POW DEF

+0 62 105 +30

+0 30 90 +0

+30 120 123 +0

Full Focus

Attacks do +50% damage when STAMINA is below 34

Demanding Set Tool Dump

"The Crimson Angels" by Bolimar

The grand finals - always highly anticipated in any sporting or competitive event, with this time being no different! Our two finalists were **Arc Tech** and **Bolimar**, both very skilled and active players in the Beastieball community, with **Arc Tech** having won the previous Bring The Heat and **Bolimar** being well known for their Crimson Angels tritype team. Coming up from the Underdog Bracket, **Arc Tech** faced an uphill battle to defend their title from Bring the Heat 1. Like all other Top Cut

participants, **Bolimar** would need to be dethroned twice to be eliminated from the tournament, whereas **Bolimar** only needed to win one more match to claim the title of Bring the Heat 2 Champion!

Looking over at the teams, both **Arc Tech** and **Bolimar** had a few similarities, namely possessing both a Kasaleet and a Cherrily. Both Kasaleets had mirror movesets, and very similar training spreads as well - it seems as if both players had spotted a

strong Beastie in the current meta and ran with it! **Arc Tech** leaned towards a mono-Body team, featuring True Strike Conjarr as an impressive supportive Beastie, Muscle Memory Vampire Lunaptra for longevity and a very offensive Deluja rocking True Strike and Hyperspike. It can be said that True Strike has been a very useful recent addition for Body Beasties, **Arc Tech** drawing out and showing off its potential! **Bolimar**, on the other hand, opted for the aforementioned tritype team, using offensive Kasaleet, Hopra and Bandicraft, supported by Cherrily - and let's not forget **Bolimar's** trademark Beastie in Illugus, wielding the popular and strong Sneak Attack/Dump/Shield set to get around redirection. Each starter Beastie was also using their exclusive traits, providing a powerful +50% power boost to their respective types when stamina is low. Additionally, Bandicraft in particular was running Demanding Set, a very powerful volley that would allow **Bolimar** to gain some quick momentum and release very strong attacks when needed! Needless to say, everyone was in for a very exciting match!



by Cypress (he/it)

The first match opens up with **Arc Tech** serving, opting to go for Thump over Launch as a serve in order to keep Kasaleet healthy at the back. However, **Bolimar** brought Hopra to the net as a counterserve, and with Kasaleet's powerful Thump sent Hopra right into High Spirits range thanks to Hopra's naturally high BDEF, giving it a huge powerboost on the first turn of the game! From there, Hopra became a powerful tool for **Bolimar** to use, being able to take chunks of stamina out of a

few of **Arc Tech's** Beasties, mainly Conjarr and Cherrily, key supporters on **Arc Tech's** side. In addition, Hopra's huge SPOW meant that a few of **Arc Tech's** Beasties were more uncomfortable with coming into the field whilst Hopra was there, particularly in Kasaleet and Deluja who naturally have quite poor SDEF. **Arc Tech** was able to bite back with some powerhouses, however, utilising Beasties such as Lunaptra to apply boosts for ramping against **Bolimar's** team, knowing that **Bolimar** had no way of dispelling any boosts that **Arc Tech** might accrue outside of Tornadoball from Hopra. Furthermore, **Arc Tech** utilised Deluja and its naturally strong BDEF and MDEF, recognising that it was able to take stronger attacks from Kasaleet, Bandicraft and Illugus. As the Crimson Angels thrive on net-to-net damage races, moving Deluja up to not only take incoming Dumps as well as apply its own pressure allowed **Arc Tech** to open up and break through more of **Bolimar's** threats. With some strong predictions and a well-timed Confident Pass, **Arc Tech** was able to claim game 1 in his favour! Would the reigning BTH champ keep the crown once more? Let's find out in game 2!

Heading straight into match 2 with the same leads, **Arc Tech** chooses to use Thump again, recognising the threat that a High Spirits boosted Hopra has for his team. **Bolimar**, recognising this threat too, moves Hopra up to the net again. Despite **Arc Tech** predicting this and hitting into Kasaleet instead, **Bolimar** would still have a strong Spirit threat at the net, once again starting that net damage race that **Bolimar** is famous for. During this match, **Bolimar** opted to use Tornadoball more, adapting from the previous match where boost passes and Cheer became their undoing. I think **Hallow** said it best in the commentary: "Tornadoball just able to wreak so much havoc on **Arc Tech's** field position!" - showing just how important utility attacks like Tornadoball are to certain Beasties and gameplans. A shift from the previous match can be noted here, with both players recognising the threats the other poses when left unchecked and choosing to lean more into their supportive/disruptive plays. The tide of the game changed, however, once a Tool serve from

Bandicraft put **Arc Tech's** Kasaleet into Power Up range at the net, **Arc Tech** finding a very strong win condition in Kasaleet next to Cherrily. From here, Kasaleet was able to take extreme control of the field and the game, firing off extremely powerful Launches and Thumps whilst keeping itself perfectly safe at the net thanks to Shield. **Bolimar** did their best to get the Kasaleet off the field, but could not crack that Shield until it blew through their weakened Bandicraft, giving **Arc Tech** his second game win.

Yet it wasn't over! The loss was **Bolimar's** first in the double-elimination bracket, so **Arc Tech** needed one more best-of-3 set to defend his title. Now the finalists were on even footing, and hype in the chat was high. Returning to a coinflip for serve, **Bolimar** took serve in game 3, often their preferred start as they build their teams to favor serving, believing it balances out the inherent action advantage of counterserve and creates the best consistency overall. Sure enough, for round 3 they brought out their signature Illugus Sneak Attack lead, forcing **Arc Tech** to raw walk up his Kasaleet just to keep pace with their tempo. A solid start, but soon **Arc Tech** overtook them in the damage race once again, taking out **Bolimar's** Cherrily early and regaining a foothold for a Kasaleet-powered sweep. Even with **Bolimar** carefully avoiding hitting the Kasaleet into Power Up range, it still dealt an enormous 51 damage to their fully B.DEF invested Bandicraft as it pivoted in, tearing through **Bolimar's** bench health. By the time they could remove the offending Kasaleet from the court with their own Kasaleet, it was too late to recover, **Arc Tech's** Cherrily was back online, and his Hyperspike Deluja simply mopped up the pieces.

One more win for **Bolimar** would keep the tournament going; one more win for **Arc Tech** would close it out for good. Now it was the Crimson Angels facing the uphill struggle, as winning the previous round once again handed **Arc Tech's** Kasaleet the serve. **Bolimar** was by now well aware of how big a pain point this explosive bird could be, this time opting to Tornadoball it off the court at the earliest possible opportunity, banking

on **Arc Tech** being wary of dropping their Hopra into High Spirits range again. These players have a long history playing against each other from the very beginning of Early Access, and yet they always seem to have new things to learn from each other! Their ability to adapt and overcome is truly peak Sports. The reads flew thick and fast from here, with **Arc Tech's** Lunaptra picking up seamlessly where Kasaleet left off. A sharp read from **Arc Tech** saw Deluja return to the field via the weakened Hopra's Tornadoball after Lunaptra bowed out, leaving **Bolimar's** main wincon vs the lurking Kasaleet stuck on 1 HP and Tired. At this point there was little to stop Kasaleet from coming back in, eating a non-Spirit hit, and crushing all competition as it did in the previous rounds - particularly when Illugus' non-Cheerleader Dump very unfortunately left Kasaleet at 2 HP, just BARELY enough to continue Shielding. With just one more unsuccessful read from **Bolimar**, **Arc Tech's** Kasaleet nailed their Illugus too, leaving nothing on their bench that could safely tag in.



One turn later, it was a 50/50 for match point. It all came down to the final move: **Arc Tech's** Kasaleet at the net on 1 Stamina, **Bolimar's** Kasaleet at the net with a lower Stamina Cherrily in the back. One single prediction from either side could win this game, both players known for their fantastic team piloting and reading. With no more points to sac, **Bolimar** decided to protect their own Body-bulky Kasaleet rather than the Cherrily next to it... and **Arc Tech's** own Kasaleet sailed right on past with a well-predicted Thump into the Cherrily's tender face, securing his 2-time Bring the Heat champion title in commanding fashion.

Though the players tore through those four rounds with breathtaking speed, this was a truly thrilling showcase of the highest skill play currently to be found in Beastieball. **Arc Tech's** decisive victory resounded through the community for the entire remainder of the patch, with complaints about Kasaleet's overtuned attack power springing

up every day throughout the Wishes Discord like beautiful flowers after rain. Even **Bolimar** was pleased with the result, stating that they were very happy with their performance compared to their 9th place showing in Bring the Heat 1, and had proven they were among the best.



CONCLUSION

To wrap up our Bring The Heat coverage, I would like to say a huge THANK YOU to everyone involved - **Hallow** and the TO team for orchestrating the event, **Greg** and **Damian** for giving up their valuable dev time to come and commentate, the commentators for discussing these wild, high-octane matches, and everyone who took part in the tournament. No matter if you got knocked out in the Group Stage or were able to stick around till the Top Cut, seeing everyone come together to play and frolic in this wonderful game is an amazing testament to the community here - on a personal note from **byrd**, I strongly admire how welcoming and encouraging everyone is, not shunning out any idea no matter how wacky or squid-y cough. We sincerely hope that the community only grows from here, and we hope to provide more exciting coverage on future events! (By the way, go watch the YouTube VoDs if you haven't already - there's so much balling in there that we can't do justice just describing it to you!)

And as **Hallow** touched upon in their heartfelt closing speech to wrap up this crazy weekend: [ICE OUT!](#)

BTH2 CREDITS

Position	Name	Pronouns	Team
Stream Tech	Hallow	they/them	The Nefarious Pants
Tournament Organizer	skarme	they/them	The Alleged Birds
Event Planning & Support	Bolimar	they/them	The Crimson Angels
	Hallow	they/them	The Nefarious Pants
	Satoros	he/they	The Diamond Ducks
	skarme	they/them	The Alleged Birds
	TaxiCAB	he/they	The Lazy Pants
Commentators	Coolbz	he/him	The 100 Enigmas
	ence	it/he	The Gods
	Ket	any/all	The Lonesome Lovers
	Robin Nightmares	they/them	The Nightmares
	Ultra-Nero	they/it	The Newborn Novas
	UrBestie	he/they	The Ill-fated Princes
	WebBowser	he/him	The Questing Beasts
	Guest Commentators	Damian Sommer	they/he
Greg Lobanov		he/him	The Videogame Developers
mabel		she/her	The Clashing Roses
MBValentine		she/her	The Galaxy Girls
Graphics Resources	kim	she/her	The Orange Lovers
Community Helpers	byrd	they/them	The Soggy Dreamers
	Igor1908	he/him	The Rutile Artists
	malbyte	they/them	The Iconic Colors
	Phoenix	they/she	The Flaming Birds
	Satoros	he/they	The Diamond Ducks
	Stardust	they/them (masc)	The Starbound Dinosaurs

Special thanks to **Greg, Damian, Rae**, and the rest of Wishes Unlimited for their support!
 And **YOU**, for taking part! See you around! 🌐



What do you mean it like, cliked Shield dude? It's counterserve. No no no no.
 This can't be right. That can't be the engine move.

by TheKnightWhoSaysYis

RANDOM BALLSHROOM GO!

by skarme (they/it)

RANDOM TEAMS BASH RETROSPECTIVE

DO YOU FEEL LUCKY, PUNKCHIRP?

Bigmoon Bashes have continued apace over the winter period, including one of the most unique non-standard formats yet! In the Random Teams bash that took place on the weekend of February 6th, the only teams permitted were those generated by the ingame “Random Team” option, aka “randbats,” a different team for every game. The algorithm used to generate teams for the Random Team setup is a modified version of the one used to generate teams for the Tower Tourney and Draft Tower Tourney postgame challenge modes. To a certain extent, it attempts to match beasties who have synergies with each other when pulling from the finite list of Tower movesets in the game (515 different movesets across the whole event, which is not far behind the total size of the Tower pool at time of writing), and according to Greg, it tries to exclude “passive” movesets and teamstyles most of the time as these are often less fun to pilot than they are to play against. But the generator’s results can still be hit and miss, as our intrepid bashers soon discovered.

Press F8 to send feedback

POW DEF
110 125
65 105
45 80
Flow: While on field with RHYTHM, allies can't be BLOCKED

Stomp
Refresh
Drum

POW DEF
143 106
95 57
25 89
Groove: Attacks do 1.2x damage while field has RHYTHM

Stomp
Juggle
Drum

POW DEF
45 65
68 115
108 95
Annoying: Attacks make the target ANGRY

Rattle
Drum
Frazzle

POW DEF
75 120
35 140
85 80
Shanty: When they land a BODY attack, sets RHYTHM on ally field

Boom
Provoke
Mighty Yell

POW DEF
110 135
50 100
50 80
Survivor: DEF x1.3 while any ally is WIPED

Boom
Confident Pass
Torch Pass

46

In-Game Party

L.CLICK: Select R.CLICK: Back

"I'm worried that I might not have enough ways to have rhythm up consistently :\'

Screenshot from mabel (she/her)

“THIS IS JUST AN ANIMAL THAT WANDERED ONTO THE COURT”

With 515 different movesets to choose from, even with a lower probability of picking some of them (59 of these sets appeared less than 10 times apiece), it’s only natural that people’s reported experiences with this Bash were quite varied. Some players were disappointed that they couldn’t use their own lovingly trained

Beasties in this particular event and became demotivated about their participation, as the emergent narratives and investment that come from individual Beasties' relationships and histories with each other is a core part of the game for many. Conversely, others appreciated the chance to dive into a less serious Bash without the pressure of constructing a strong team beforehand, and found it breezier to hop into the queue and play consecutive matches than in normal Bashes. Despite the small size of Beastieball's playerbase, there were a lot of diverse viewpoints expressed over this format! Maybe this isn't such a surprise; a kind of running gag passed around the PvP Rate My Team and PvP Lab forums on the Wishes Discord is that if you ask 3 PvP Lab denizens a question, you'll receive 7 contradictory answers.

Anecdotally, a few Beasties saw somewhat consistent success, with Beelb, Orgella, Lunaptra and Vultoxin being brought up multiple times in the Bigmoon Bash chatter thread for the relief they could bring when appearing at the start of a match. When there's no guarantee that either side has a coherent team or even multiple teammates that make sense together, it makes sense that bulky beasties who are hard to force off the field might make for the most quickly parseable gameplans. The team algorithm also seemed to have an easier time building coherent teams for offense oriented field effects like Rhythm Body offense and Rally Spirit offense, sometimes impressively resembling human-built teams of that archetype except for slapping 3 or 4 field setters on there when most players consider 1-2 to be plenty.

Press F8 to send feedback

Beastie	POW	DEF	Abilities	Special
Steamer	25	148	Exhaust	Armored: DEF x1.5 when STAMINA is filled
Hunter	60	110	Exhaust	
Heat Wave	40	105	Build	Moist: When SWEATY, restores 10 STAMINA each turn instead
Build	70	133	Exhaust	
Captain	62	95	Build	Captain: When they use "Volley": SHIFTs ally to the net
Meditate	30	110	High Five	
Tracker	35	100	Mark	Venom Touch: Beasties they make BLOCKED also lose 25% of their remaining STAMINA
Quick Breath	90	143	Quick Breath	
Dispel	20	110	Hex	
Hex	55	85	Gloom	Intangible: Immune to attacks
Gloom	90	115		

In-Game Party

53

A: Select B: Back

A team with exactly 2 attacks across 5 Beasties, both utility attacks, one of which has 1 Base Pow.

Screenshot from **Boolerex** (he/him)

But the thing that truly unified us was, of course, jokes about the unluckiest possible rolls of the Random Team generator dice. Far greater in number than Beasties appreciated for their consistent performance were the movesets maligned for contributing nothing compared to how they would be built on most human-created teams. Kaleidarn was frequently slandered for getting slapped onto teams with the wrong boosting volley, for example winding up with one of its Tactical Pass sets on mono-Spirit Rally teams, or sometimes no volleys at all. Many 0-attack support Beasties also received their share of memes for how situational and sometimes outright counterproductive their movesets seemed to be. 0-attack builds are certainly not unheard of in regular competitive play, particularly Dispel supports like the iconic Crimson Angels' Dispel / Cheer / Chant Cherrily who can ensure their partner gets to attack with high consistency, but they can be

rendered pretty exploitable by bad Feelings such as Angry and Tired, so most players will avoid running more than one on a team. The Random Teams generator algorithm has no such compunctions, leading to various situations where a team would only have 1-2 means of dealing direct damage out of 15 moveslots. Having to protect your single viable attacker at all costs in a game where point sacrifices and pivots are usually very important made for some surprisingly intense matches... and also some unsurprising steamrolls.

STOP DOING RANDOM TEAMS

- BEASTIES WERE NOT SUPPOSED TO BE GIVEN GOO-GOO EYES
- YEARS OF BALLING yet NO REAL-WORLD USE FOUND for Pump Up High Five on your Blitzwift
- Wanted to High Five anyway for a laugh? We had a tool for that: It was called "TAG OUT"
- "Yes please give me Distraction Service . Please give me INFINITY of it" - Statements dreamed up by the utterly Deranged

LOOK at what Beastieballers have been demanding your Respect for all this time, with all the SickoCalcs & .info we built for them (This is REAL Ball , done by REAL Beastieballticians):

?????

???????

?????????????????

"Hello I would like Refresh, Calming Aura, Howlways moves please"

They have played us for absolute fools

by mabel (she/her)

100% winrate #01 Lvl 50 (Trat)

	POW		DEF	
+0	86		54	+0
+0	28		98	+0
+0	69		89	+0

Cleanup
Clears all FIELD EFFECTS and BOOSTS when TAGGED OUT

Reach Shot

Dig

Quick Tag

0% winrate #02 Lvl 50 (Trat)

	POW		DEF	
+0	86		54	+0
+0	28		98	+0
+0	69		89	+0

Mischief
Can use SUPPORT plays with the ball and during Defense

Dig

Whistle

Tough Front

Another stat tidbit from Greg: The left Trat appeared in only 1 game across the whole Bash, and won it. The right Trat appeared in only 1 game across the whole Bash, and lost. What a Tragedy.



THE HIGH ROLLERS

Despite the inherent chaos of the format, many familiar faces ended up appearing on the leaderboard! Most notably, the top two [leaderboard](#) spots this time belonged to **Zonk** and **Hallow** (the latter cosplaying Beat from the game UNBEATABLE). Both players are veteran speedrunners of this game, and in particular, they often stream themselves playing speedrun bingo against each other, which imposes specific conditions on each fresh playthrough of the game... such as having to play a PvP match with your unoptimised ingame beasts against your racing opponent at certain points in the run! Both players speculated that this might have been good practice for figuring out wincons and priorities when all you have is a janky, seemingly incoherent team to work with, though finding the randbats format a lot of fun in and of itself also seemed to help. So hey, if you want to prepare for the next randbats Bash or fan tournament, it could be worth checking out the [speedrunning Discord](#) and getting into bingo!

If nothing else, this Bash turned out to be pretty memorable. Players certainly seemed interested in the possibility of a Random Bash rerun in a few months' time, especially if the team generator algorithm gets refined a bit further. **Greg's** comments in the post-Bash stats breakdown post suggest there may be more unconventional format Bashes lined up in the future, too. What format quirks do you expect or hope there to be in a future Bash? Are you also still mad about the existence of Whistle / Tough Front / Deep Breath Wottle? Let us know on the Wishes Discord or through our submission email!

WIPING AWAY THE TEARS

by Pummy (she/her) & skarme (they/it)

DECEMBER MILESTONE: A RETROSPECTIVE

Late, but not forgotten! The December patch was a big one! So much so that we could write up an epic tome about it and keep our editor busy for months to come!... So we decided to be smart about it and finally implemented a word count limit to each section. While we are sorry that we couldn't cover this patch earlier (due to unforeseen delays) it has however allowed our writers and the PvP scene as a whole to explore its contents and brew up some spicy strategies that we are able to serve you now! We hope y'all will enjoy this bite sized look at all the major and minor changes that have had quite the impact on the competitive scene!

As usual the devs were aiming to tune down some overperforming Beasties and tune up some underperforming Beasties and they surely delivered with this one! And we're starting off with probably the biggest winner and star of this patch:

BOLDLUR THE BOLD

Boldlur finally received a long requested buff to its Armored Trait. In fact, it is now boasting its very own Super Armor Trait! Multiplying its defenses by 1.5 as long as its STAMINA is at 75 or above! A HUGE buff compared to only being in effect at FULL STAMINA with its original Armored Trait. Anybody who experimented with Boldlur in the past requested this change, but none of us expected the STAMINA threshold to be that high and were instead expecting it to be in the 90s to stay active after a Sweaty or Dread damage tick. This big wiggle room in addition to its own STAMINA restoration tools such as Dig, Quick Breath, Deep Breath or the newly added Shake Off Play in its toolset it certainly received immense *Staying Power*!

The devs had even briefly considered Super Armor to be a 2x multiplier to its defenses, which would have been outrageously powerful and was quickly stopped in its tracks by our loyal lab testing coaches!

But even then, in its new form it finally enables effective use of Distraction or outright turning itself into an immovable rock that will pretty much never get 1-hit-KO'd easily now, even at the net!

Most notable Play for the Super Armor Boldlurs is the much more forgiving and fearless use of Pump Up leading to a Stomp or Thump Attack. Usually bringing Dig or expanding its toolset with Provoke to round out its kit. **Arcwell of the Sad**

Cats took this kind of Pumped up Thumping Boldlur all the way to fifth place in BTH2 with their "Boulder Battle" team!

Boldlurs with this trait also certainly have an easy time nestling into any kind of Drum team as showcased by **Pix of the Galaxy Drums** taking Super Stomp Boldlur into the top cut of BTH2 as well.

<https://beastieball.info/team/viewer/FJUY8VKRCC>

<p>Bam#187 Lvl 50 (Tortanchor)</p> <p>POW DEF +0 75 121 +21 +0 35 129 +9 +0 85 90 +30</p> <p>Shanty When they land a BODY attack, sets RHYTHM on ally field</p> <p>Boom Chant Menace</p>	<p>Bonk#373 Lvl 50 (Boldlur)</p> <p>POW DEF +30 121 130 +0 +0 27 110 +23 +0 80 67 +7</p> <p>Super Armor DEF x1.5 while STAMINA is at least ¾ filled</p> <p>Stomp Dig Provoke</p>
<p>Boing#236 Lvl 50 (Bongus)</p> <p>POW DEF +20 100 115 +0 +0 65 105 +10 +0 45 100 +30</p> <p>Flow While on field with RHYTHM, allies can't be BLOCKED</p> <p>Stomp Drum Calming Aura</p>	<p>Slam#357 Lvl 50 (Hydrolm)</p> <p>POW DEF +30 125 65 +0 +0 30 85 +0 +30 130 105 +0</p> <p>Restoration Receives 2x healing</p> <p>Stinger Vigor Beam Deep Breath</p>
<p>Dunk#227 Lvl 50 (Mascurry)</p> <p>POW DEF +30 133 102 +0 +0 59 93 +0 +0 35 89 +30</p> <p>Groove Attacks do 1.2x damage while field has RHYTHM</p> <p>Stomp Vigor Beam Juggle</p>	

"Conventional Drums" by Pix (they/them, drae/draer) of the Galaxy Drums used in BTH2

However the versatile star of the show certainly goes to Decoy! A Trait that nobody in the scene was expecting, but it certainly turned Boldlur into an incredible redirection BEAST(-ie). As long as Boldlur is at the Net it redirects ANY type of attack. It is basically an omnipotent Neural Net! And you dear readers already know how much we *loved* Neural Net. It certainly shines brightest in combination with Boldlur’s Body Defense stats, which are the highest you’ll find in the entire Beastiepedia, sitting at 130 BEFORE investments. On top of that, this Trait combos incredibly well with its Net Only attacks, because both High Slam AND Ricochet can be used without volleying, heavily favoring Boldlur receiving the ball, which Decoy enables very readily. This Trait alone has led to two main types of Boldlurs being run and experimented with by coaches.

Type A: THE IMMOVABLE OBJECT - Fully focusing on being a magnet and tank for all kinds of attacks. Sitting behind (or rather in front of?) a Call Out or Calming Aura spamming ally. This combo is quite challenging to break through for any team that isn’t running some form of either Jazzed, Weepy or Forced Tag Out Plays. It can even Hunker down itself, which removes the last of the aforementioned counterplay options due to the self-Nervous infliction. Especially when combined with a Drumpus Mascurry or Hopra Combined with access to Chant this can quickly become an unbreakable wall for many teams and due to the buffed Ricochet it is still able to hit back surprisingly hard.

Notable Moves run by Boldlurs of this type are: Dig, Quick Breath, Hunker, Provoke, Feint and of course High Slam and Ricochet.

Type B: THE UNSTOPPABLE FORCE - Fully leaning into the volleyless Plays Ricochet Or High Slam, whereas Ricochet is the favored one in nearly all cases due to being aimable. It got buffed in this patch and is now featuring a whopping 110 Base POW, but it is only usable when the ball isn’t hittable, which is usually the case unless the attacker was Blocked or used any move that leads to an Easy Receive. Being a volleyless attack it allows two support plays from your ally and the most notable offensive options for that are Cheer

and Feint. **Cog of the Rutile Lights** notably took this archetype next to an Ambush Crawlurk into the top cut of BTH2, making clever use of Prepared Attack as its backup attack in case of easy receives and to cover Boldlur’s inherent Mind Defense weakness.

<https://beastieball.info/team/viewer/S18KGE1FCC>

Beastie	Level	POW	DEF	Other Stats	Traits	Abilities
Laharl (Crawlurk)	Lvl 50	115	95	35, 95, 85	Muscle Memory, Feint, Provoke	Ambush: Serve attacks are powered up 2x
Pebbles (Boldlur)	Lvl 50	91	130	27, 107, 70	Prepared Attack, Quick Breath, Ricochet	Decoy: When at the net and not TOUGH, all attacks go to this Beastie
Knock (Illugus)	Lvl 50	70	100	45, 85, 135	Torch Pass, Lay Trap, Stinger	Trapper: Sets +1 TRAP on the opponent field each turn
Sheik (Bindiva)	Lvl 50	76	86	44, 63, 93	Dump, Tool, Net Rush	Thief: Whenever they MOVE or SHIFT, takes the ball from their ally
Petala (Orgella)	Lvl 50	21	105	116, 106, 54, 104	Blaze, Lay Trap, Relentless	Superorganism: Restores instantly from 0 STAMINA and just feels 2 SHOOK

“Ambush Nonsense” team by Cog (he/him) of the Rutile Lights used in BTH2

Both types have seen experimentation to much success with a huge uptick in Boldlurs usage rates in the open bash following the patch. It has become one of the few Beasties that will gladly make use of a Move Up to the Net as its first Action in a game on Counter Serve and rightfully so.

Counters are basically the same for either type, but an unexpected fun kind of counter to a pure Ricochet Only Offensive type are Easy Receives - finally giving a reason to make careless use of Plays such as Nice Shot, Miracle Play, Bounce or even Free Ball in some cases! Sadly none of these will hurt it very much, as all of them target its strongest defense stat by being pure Body Type Attack Plays.

As a final note - a notable interesting interaction is combining a Neural Net Platypulse and a Decoy Boldlur with defensive investments to cover each others weaknesses, because of the order of

redirection a Platypulse in the Serve Slot will attract ALL Mind attacks, leaving the Decoy Boldlur to attract all the other Body and Spirit Attack Plays as long Platypulse is in that position. Allowing Boldlur to potentially ignore investing into its weak Mind Defense and vice versa for Platypulse. That is, until they face users of the next new toy...

TRUTH NUKE (TRUE STRIKE)

<https://beastieball.info/team/viewer/L0QK2R7GKH>

<p>Shonen²²⁸ Lvl 50 (Kasaleet)</p> <p>POW DEF</p> <p>+30 150 110 +0</p> <p>+0 65 80 +30</p> <p>+0 40 85 +0</p> <p>Power Up</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Launch Thump Shield</p>	<p>Annoybug²²¹ Lvl 50 (Cherrily)</p> <p>POW DEF</p> <p>+0 70 95 +15</p> <p>+0 60 108 +15</p> <p>+0 45 92 +30</p> <p>Cheerleader</p> <p>Ally attacks do +10 damage</p> <p>Reach Shot Cheer Confident Pass</p>
<p>Majora²²³ Lvl 50 (Lunaptra)</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</p> <p>Restores STAMINA equal to 1/3 of damage dealt</p> <p>Muscle Memory Confident Pass Torch Pass</p>	<p>Moby Richard¹⁸³ Lvl 50 (Deluja)</p> <p>POW DEF</p> <p>+30 124 116 +0</p> <p>+0 64 98 +30</p> <p>+0 34 104 +0</p> <p>In The Clouds</p> <p>Ignores FIELD EFFECTS</p> <p>True Strike Hyperspike Cyclone</p>
<p>Hammertime²²¹ Lvl 50 (Conjarr)</p> <p>POW DEF</p> <p>+10 75 115 +0</p> <p>+0 85 110 +20</p> <p>+0 41 98 +30</p> <p>Cryptic</p> <p>Ignores additional effects on received attacks</p> <p>True Strike Provoke Confident Pass</p>	

Body offense team by **Arc Tech** (he/him), featuring Deluja and an unusual Body-invested Conjarr with True Strike to damage Intangible Mystic, bypass trait-based redirection and ignore other problematic traits.

This team placed #1 in Bring the Heat 2.

One of the standout additions in the middle of December’s experimental patch period was the move True Strike. True Strike is an 85 BP Body attack, 5 BP weaker than the common “cookie cutter” Body attack Thump, and mainly limited to Beasties with B.POW ranging from low to slightly above average. The draw of this attack is that True Strike ignores all on-hit effects triggered by the receiving Beasties’ traits, much like Zefyre’s Maverick trait. The most significant immediate consequence of this was that mono Body teams gained another reliable way of breaking through

Mistic’s Intangible trait, one uniquely boostable by Confident Pass; before the December patch, they typically relied on off-type attackers, trait disruption, and sometimes slower indirect damage sources like Sweaty. True Strike also ignores redirection traits like the above-discussed Decoy Boldlur and the tried-and-tested Watchtower Demolipede/Fetcham, denying them the tempo advantages of their otherwise guaranteed ideal turns.

(Funny trivia: True Strike was initially named Bolt and added to Beelb. Its extreme reliability promptly obsoleted most of Beelb’s other attacks and allowed it to sweep the entire game. Aren’t we glad that future didn’t come to pass?)

The existence of this attack soon saw a Body offense renaissance, because when a PvP player sees an offense team buff in a patch changelog, their eyeballs jump out of their sockets, steam pours from their ears and train whistles play in their head for the next 3 months. While it has always been powerful in Bigmoon Bash where the 2-point format favours aggressive offense, Body subsequently saw a significant uptick in the major 3-point tournament Bring the Heat 2 as well. 3 teams in the Top 16 bracket were mono Body offense, including the eventual winner of the tournament, defending champion **Arc Tech**; if you relax the definition of Body offense slightly, **Pix’s** Rhythm offense team was also Body centric except for Stinger on their Hydrolm. All four of these Body teams ran a Beastie with True Strike to maintain perfect damage coverage. **Arc Tech** and **KingOfCharge** even ran True Strike on Conjarr, a low B.POW Beastie built for boosting support on both teams, for the sheer utility of the trait-ignoring effect (plus a tiny bit of scaling chip damage).

The relatively high-profile success of these Body teams, along with the recent popularity of Kasaleet - a Beastie who thankfully doesn’t learn True Strike, but may have indirectly benefited from the weakened efficacy of Mystic for walling mono Body - have led to heated debate over whether access to consistent tools like True Strike has made Body a little too dominant in the current patch. Others argue that it’s unfair to blame True Strike over the high statlines of common offenders like Kasaleet

and their ability to “loop” Shields after scoring a point, and that True Strike itself has enabled less overbearing Body attackers like Fetcham, Magpike and Deluja to finally find niches in the meta. Thus, like an immortal Kasaleet looping Launch into Shield, the debates continue.

WEEP DAY FOR BALLING MAN (WEEPY)

Sadness is finally upon us! But the devs have surprised us yet again! They took our feedback regarding the whole vibe of Sadness to heart and instead brought us the much more palatable and playful Weepy feeling!

We’ve already covered Weepy (Sadness) extensively in the last issue, there were certainly a lot of worries about it and I think they’ve been dealt with quite readily and now it’s a new trick in our repertoire that feels like it has always belonged there.

Weepy has lost its previously experimental anti-healing powers and its main effect is now two-fold:

Firstly it counters any form of Boosting. A Beastie inflicted with Weepy gains no bonuses from its POW and DEF Boosts until it’s cleared by the usual means of feeling removal OR by getting Jazzed, which cancels out the effects of both Weepy AND Jazzed. This interaction works both ways, so inflicting a Jazzed Beastie with Weepy will cancel the Jazzed effect, but will not apply Weepy.

Secondly it puts a timer on the Beastie, after each of its Coach’s Offense turns it counts up by 1 and when it reaches 4 it loses 100 STAMINA usually inflicting it with 8 Wiped. If you are familiar with Pokemon Lingo, this is basically Beastieball’s version of Perish Song. And equally similar to its inspiration it is a very powerful effect when combined with trapping effects, namely any form of Nervous application or Albrax’s Tractor Beam and can especially create favorable situations when threatening a Sideways Attack.

Notably, Weepy is cleared when a Beastie inflicted with it Tags Out.

Due to the countdown (count-up?) effect this is a good move to force a Beastie off the field, as it will otherwise get Wiped in a set amount of turns.

This makes it an excellent tool to counter Beasties that are notoriously hard to get off the field and that tend to stall out games, such as Restoration Hydrolm or the Immovable Object type of Boldlur.

Because of its anti boost nature it is both a great defensive as well as offensive tool. It can stop an offensive threat by having it ignore its boosts or at the very least give up its Jazzed Boost, which notably counters Thrash users such as Fetcham incredibly well. But it can also break down defensive walls such as Beasties boosted by Hunker or Call Out, which were usually hard to break through unless you’ve had access to Jazzed. A notable exception is the Energized Play, which will still count up its POW by +10 for each Boost on the Beastie, despite being Weepy. Keeping Hunker Charge Beelb a threat even while Weepy.

The three ways of applying Weepy are the defensive plays Gloom (Single Target) and Soliloquy (Targets ALL fielded Beasties) as well as the Mind Attack Play Stinger (Formerly known as Numbshot). Of note is that the defensive plays will take effect before the Opponent’s Attack turn ends, so that they will immediately cause the Weepy timer to tick up to 2 on them, putting them on a very short timer.

Stinger also deserves extra attention, because while technically replacing Numbshot it lost its original functionality of actually clearing all the boosts on a target. Now it just applies 1 stack of Weepy instead, but they keep their boosts, albeit inactive due to feeling Weepy. Much to the dismay of many Hydrolms this change came with a little damage reduction too, with its Move MPOW going from 70 to 65.

Lastly, Weepy has been added to the list of conditions that will activate the Doubled POW of Grit as well as Heliath’s Determination Trait, effectively bringing back the classic Counter Serve activation of Grit via Soliloquy similar to the previous iteration of the Defensive Heat Wave Play. Speaking of...

IT'S GETTING HOT IN HERE (HEAT WAVE)

The most "jumpscare" change in this patch was the move Heat Wave. Before December, Heat Wave was a defense play, a "bigger" Heat Up that applied 1 Sweaty to all non-Sweaty Beasties. While it could be tricky to click lategame, it was a truly meta-defining counterserve that could instantly activate Grit users like Unflappable Duggout and put a turn 1 time bomb on both enemy leads, specific Sweaty-immune Beasties like Plucky Goofsder and Orgella excepted. Not for nothing was our mid-range fan tournament series named after Heat Wave!

It was widely agreed that this counterserve was a little too reliable. In the last experimental patch, players were unsurprised to see it nerfed: it became a net-only move, eliminating the counterserve lead usage. Some Sweat control mains thought this was an overnerf, as you could now only click it turn 2 *and* had to risk your Heat Waver eating unblocked attacks at the front. Other players like Bolimar found some success pairing it

<https://beastieball.info/team/viewer/D18E6NV6D1>

<p>Wottle #01 Lvl 50</p> <p>POW DEF</p> <p>+0 35 90 +30</p> <p>+0 80 125 +30</p> <p>+0 65 117 +0</p> <p>Shy</p> <p>DEF bonus at the net and POW bonus at the back row</p> <p>Tornadoball Quick Set Quick Tag</p>	<p>Mudslee #02 Lvl 50</p> <p>POW DEF</p> <p>+0 40 85 +0</p> <p>+0 70 113 +0</p> <p>+30 108 97 +30</p> <p>Moist</p> <p>When SWEATY, restores 10 STAMINA each turn instead</p> <p>Nerve Strike Spitball Heat Wave</p>
<p>Duggout #03 Lvl 50</p> <p>POW DEF</p> <p>+0 55 95 +0</p> <p>+30 135 95 +30</p> <p>+0 30 80 +0</p> <p>Unflappable</p> <p>Damage from non-attack sources reduced by 20</p> <p>Grit Supercommit Quick Set</p>	<p>Broslidon #04 Lvl 50</p> <p>POW DEF</p> <p>+30 135 98 +0</p> <p>+0 55 93 +30</p> <p>+0 74 80 +0</p> <p>Smooth</p> <p>When they MOVE or SHIFT, restores 15 STAMINA</p> <p>Overpower Quick Set Whoosh</p>
<p>Bandicraft #05 Lvl 50</p> <p>POW DEF</p> <p>+0 62 105 +30</p> <p>+0 30 90 +0</p> <p>+30 120 123 +0</p> <p>Full Focus</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Dump Tool Demanding Set</p>	

Heat Wave Mudslee team by Bolimar (they/them), also used by Barcode (he/him) in Bring the Heat 2

with Quick Set to get a bulky Heat Wave user like Mudslee to the front consistently, but this didn't see much discussion amid furor about various iterations on the new Feeling Weepy, Mystic's Intangible trait, and Mystic's signature move Hex.

[team link not available, sorry!]

<p>Tethera #431 Lvl 50 (Heliath)</p> <p>POW DEF</p> <p>+0 60 70 +20</p> <p>+30 145 120 +10</p> <p>+0 50 80 +0</p> <p>Determination</p> <p>Does 1.3x damage when SWEATY, NERVOUS, TENDER or WEEPY</p> <p>Raw Fury Faith Heat Wave</p>	<p>Light Heavy #408 Lvl 50 (Frofulks)</p> <p>POW DEF</p> <p>+0 84 84 +29</p> <p>+30 128 96 +1</p> <p>+0 40 88 +0</p> <p>Protector</p> <p>Pow when ally receives any attack</p> <p>Scream Faith Quick Tag</p>
<p>Monika #47 Lvl 50 (Noizard)</p> <p>POW DEF</p> <p>+0 45 85 +30</p> <p>+0 68 122 +17</p> <p>+0 78 98 +13</p> <p>Clamor</p> <p>On TAG IN, feels NOISY and ally feels +1 ANGRY</p> <p>Stinger Provoke Shield</p>	<p>Credit Scam #113 Lvl 50 (Hopra)</p> <p>POW DEF</p> <p>+0 69 92 +2</p> <p>+30 135 123 +8</p> <p>+0 31 80 +20</p> <p>High Spirits</p> <p>Attacks do +50% damage when STAMINA is below 34</p> <p>Bring the Heat Faith Chant</p>
<p>Azama #09 Lvl 50 (Tortanchor)</p> <p>POW DEF</p> <p>+20 95 110 +10</p> <p>+0 35 120 +0</p> <p>+0 85 90 +30</p> <p>Shanty</p> <p>When they land a BODY attack, sets RHYTHM on ally field</p> <p>Stomp Faith Introduce</p>	

"Burning Heart" Heat Wave Heliath team by skarme (they/them)

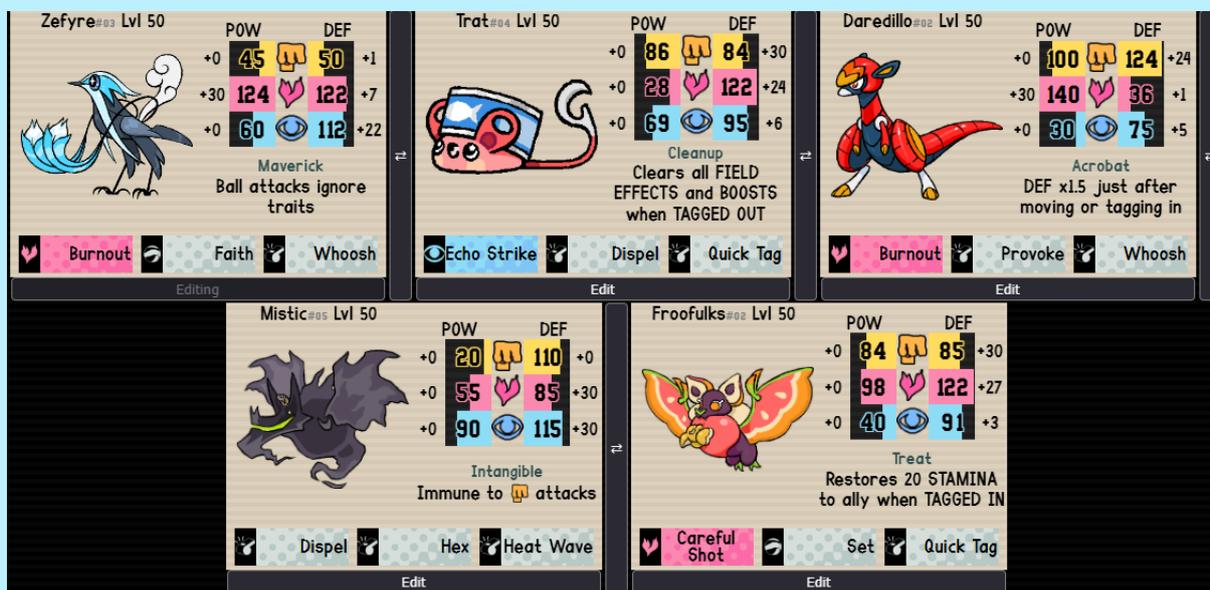
Which is why it came as a surprise when the final patch introduced a totally different revamp of Heat Wave! Suddenly, it became a support play. It still inflicts 1 Sweaty on the whole field, but because Sweaty ticks up after your offense turn, it begins ramping damage on your team before starting to tick on your opponents. The intent, according to the patch changelog, was that it would now be costlier on counterserve, but still see use on bulky stall teams who can heal it off while applying damage pressure to the opponent.

In practice, players this patch struggled to make new Heat Wave work on the Sweat control teams it once defined. The self-damage compounds fast outside of the same few Sweaty-resistant Beasties; even slotting Shake Off or Chant to cleanse it can leave your team strapped for both moveslots and spare support actions.

Instead, analytically minded ballers like **Bolimar** and **Mabel** turned Heat Wave into a deadly weapon on fast offense teams built to outpace or ignore the self-damage. Most games contain far more support than defense actions, so support Heat Wave is often much less punishable than its predecessor. Its ability to permanently chip both opponents led to the new nickname "Super Nettle," as it outdamages Nettle on two opponents after just one turn. The speed of these Sweaty ticks can ruin both foes' momentum and their long-term bench health as they must Tag Out to avoid Drains, exposing other teammates to Heat Wave and setting up lategame snowballs. Even when foes can prevent Heat Wave itself via Rhythm or Provoke, the risk of getting a key teammate perma-"Super Nettle" forces them to slow down and click these disruptions rather than keeping pace with your attackers, who unlike traditional Grit spammers can still function fine without clicking Heat Wave.

For all this newfound power, building to take advantage of "Support Wave" is admittedly harder

than the defense version. The damage it deals to your own side is equally ruinous, and getting 8 Wiped at a bad time can be tricky for low-sustain offense teams to bounce back from. Aside from attackers who resist Sweaty naturally like Moist Mudslee (nerfed by a whopping 10 M.POW right after the patch for its Heat Wave sins and losing its sole sideways attack, yet still a decent attacker thanks to Spitball and Heat Wave), support Heat Wave has seen success with copious use of Quick Tag to reset allied Sweaty stacks to 1, speedy boosts like Quick/Demanding Set to exploit tag-out pressure, and powerful serves like Overpower/Launch to sweep weakened benches. On these teams, a surprise Heat Wave can be so impactful that lines like Quick Tag > Heat Wave > Free Ball are sometimes worthwhile over regular attacks. Is the move hard enough to build and play around that it sufficiently offsets the advantages, or should it go back for further testing? The jury's still out, but it's clear that the move has found a very different scary niche from its old incarnation.



Screenshot of Heat Wave "Quickhex" team by **mabel** (she/her)

WAKE ME UP INSIDE (MISTIC AND HEX)

Speaking of things that did attract furor! Both Mystic's Intangible trait and its signature play Hex went through multiple revisions over this experimental period.

In the previous patch, Intangible was widely considered a less oppressive "anti-Body"

teambuilding check than Platypulse's "anti-Mind" due to lacking redirection. However, the concept of "double Intangible" Mystic next to Adaptation Gremlur raised more hackles. Some players felt it was unfairly limiting to mono Body in principle when mono Spirit has no such walls; others

thought that there was a decent variety of outs such as indirect damage, trait removal and off-type attackers, and that it was more interesting in principle for monotype teams to have extra teambuilding hurdles in exchange for easy boosting. The debates spiralled for 3 days with minimal actual Beastieball played, as often happens in experimental patch discussions. Several proposed changes to Intangible were tested, notably making Intangible a one-time effect like the Disguise ability from Pokemon, then upping Mystic's statline massively to compensate for losing its infinite B.DEF. In the end, the devs thought these changes detracted from Mystic's design flavour for the sake of trait combos that few players used in practice, and left Intangible unchanged from the previous patch. The addition of True Strike gave mono Body teams a powerful new tool for building around Intangible anyway.

<https://beastieball.info/team/viewer/ZOMP7TJ5WW>

<p>Cheese #26 Lvl 50 (Riplash)</p> <p>POW DEF</p> <p>+30 140 80 +20</p> <p>+0 34 95 +10</p> <p>+0 45 110 +0</p> <p>Steadfast</p> <p>Opponents can't BOOST their stats or move them</p> <p>Launch Thump Smack</p>	<p>Chocolate #36 Lvl 50 (Mistic)</p> <p>POW DEF</p> <p>+0 20 110 +0</p> <p>+0 55 85 +30</p> <p>+0 90 115 +30</p> <p>Intangible</p> <p>Immune to attacks</p> <p>Dispel Hex Feint</p>
<p>Fluff #88 Lvl 50 (Lunaptra)</p> <p>POW DEF</p> <p>+30 140 115 +0</p> <p>+0 50 89 +9</p> <p>+0 50 81 +21</p> <p>Survivor</p> <p>DEF x1.3 while any ally is WIPED</p> <p>Muscle Memory Spike Torch Pass</p>	<p>Cake #111 Lvl 50 (Duggout)</p> <p>POW DEF</p> <p>+0 55 95 +0</p> <p>+30 135 90 +25</p> <p>+0 30 85 +5</p> <p>Unflappable</p> <p>Damage from non-attack sources reduced by 20</p> <p>Counter Raw Fury Torch Pass</p>
<p>PeanutButter #76 Lvl 50 (Albrax)</p> <p>POW DEF</p> <p>+0 38 80 +2</p> <p>+0 57 118 +0</p> <p>+30 123 79 +28</p> <p>Tractor Beam</p> <p>On turn start, nearest non-WIPED opponent is beamed, preventing use of "Tag Out"</p> <p>Freezeray Provoke Meditate</p>	

"Tractorhex" BtH2 team by Satoros (he/they)

The move Hex also went through numerous revamps in this short period. Designed as a "cruel, powerful" disruptive move that is nevertheless punishing enough for the user to feel fair, Hex has been tweaked a LOT since the playtest era, but rarely so fast! The version that existed for the past

several months up through the September patch inflicted 6 Tired on the target, 4 Wiped on Mystic - this was nicknamed "Hexhaust" as the Wiped timed out before the Tired, fully healing Mystic so it could Hex again. It was extremely centralising for most Mistics, especially alongside Albrax for the "Tractorhex" combo, trapping the Tired victim for up to 6 turns unless they could be awkwardly shuffled off the field. In addition to its direct disruption, Hex harshly deterred targeting Mystic directly, lest it put you to sleep and reset all damage progress. Hexhaust had to go. But what would take its place?

<https://beastieball.info/team/viewer/2BFMRJDY08>

<p>Sforzando #85 Lvl 50 (Noizard)</p> <p>POW DEF</p> <p>+0 45 85 +30</p> <p>+0 68 105 +0</p> <p>+30 108 85 +0</p> <p>Annoying</p> <p>Attacks make the target ANGRY</p> <p>Stinger Provoke Drum</p>	<p>Synthesizer #101 Lvl 50 (Pladion)</p> <p>POW DEF</p> <p>+0 45 114 +28</p> <p>+0 55 105 +30</p> <p>+0 83 115 +2</p> <p>Vicious</p> <p>Attacks always do at least 30 damage</p> <p>Tracker Tactical Pass Heat Up</p>
<p>Rock & Roll #89 Lvl 50 (Varkabond)</p> <p>POW DEF</p> <p>+0 65 90 +25</p> <p>+0 35 90 +5</p> <p>+30 133 105 +0</p> <p>Unpredictable</p> <p>When receiving an attack, attacker feels 1 NERVOUS (can't move)</p> <p>Twist Slice Telekinesis</p>	<p>Gaida #134 Lvl 50 (Mistic)</p> <p>POW DEF</p> <p>+0 20 110 +0</p> <p>+0 55 85 +30</p> <p>+0 90 115 +30</p> <p>Intangible</p> <p>Immune to attacks</p> <p>Freezeray Dispel Hex</p>
<p>Cymbal #88 Lvl 50 (Albrax)</p> <p>POW DEF</p> <p>+0 38 80 +2</p> <p>+0 57 118 +0</p> <p>+30 123 79 +28</p> <p>Tractor Beam</p> <p>On turn start, nearest non-WIPED opponent is beamed, preventing use of "Tag Out"</p> <p>Freezeray Provoke Shield</p>	

"Mind Minuet Verse III" BtH2 team by Score (he/him)

The earliest vision of Hex, according to Greg, was a play that could inflict Wiped on demand, forcing a tag out. The first pass at the patch returned to this design, becoming a defense play. It was weaker than Hexhaust in some ways, but it soon proved a highly cheesy counterserve and point sac play, unilaterally forcing a Free Ball serve and then a tag out. After this came a version of Hex that erased Mystic's trait upon use, then another that replaced both user and recipient's traits with a detrimental trait inflicting Tired at the start of every turn. The latter was deemed too

exploitable alongside Chant and Echo Strike, which allowed Mystic to slap this trait onto anything that tagged in afterwards.

<https://beastieball.info/team/viewer/1ZXG1DA4NP>

Player	Level	POW	DEF	Traits
FlameoHotman (Mistic)	Lvl 50	20 (base), 110 (total)	110 (base), 84 (total)	Echo Strike, Dreadful Mist, Heat Up
The Wave (Deluja)	Lvl 50	124 (base), 116 (total)	90 (base), 112 (total)	True Strike, Shake Off, Cyclone
Smokey (Gremilur)	Lvl 50	60 (base), 75 (total)	100 (base), 80 (total)	Slice, Dreadful Mist, Nettle
Nefarious (Orgella)	Lvl 50	211 (base), 104 (total)	112 (base), 99 (total)	Relentless, Blaze, Gloom
Violet (Opposur)	Lvl 50	100 (base), 95 (total)	94 (base), 82 (total)	Counter, Dig, Steal

Stardust's (they/them) BtH2 Top Cut team Featuring double Intangible and a Hexless Dread-setter Mystic

The Hex in the December patch split the difference between these approaches. It's still a support play, but now changes both user and

CAN'T TOUCH THIS (RICOCHET CHANGE)

(Pummy's note: This one felt personal 😞) Ricochet mainly saw use on its signature user Armantis. Coupled with its Power Forward trait it was a big nuke on its own, but add in two more support plays such as Cheer or Feint or timely provokes and it would threaten a 1 hit KO on most of the roster! The voices requesting its power to be tuned down slightly had grown louder in recent times, but I don't think any of us would have expected Ricochet to be completely REMOVED from Armantis' Play list in this patch!

The devs took an interesting direction with Ricochet, turning it into a play that is EXCLUSIVELY usable when the ball is not hittable yet. Which means, if the ball has been Volley'd or Easy Received, then Ricochet is no longer usable. Given

target's traits to Haunted, which applies PERMANENT Tired. There's no Chanting this Tired until Haunted is removed, usually by benching the victim, which reverts the Tired to a cleansable but still incapacitating 4 stacks. Without the self-Wipe, Mystic can't fully heal on demand any more and its Stamina means something again. However, since Hex now erases traits, some players find it even more frustrating to play against than the September incarnation as there are almost no ways left to stop it. Rhythm offers no protection any more, and former trait-based counterplay like Plucky Goofsder and Stirring Plumask gets overwritten. Plus, it's hard to chip down a Mystic if it Hexes your best attacker and runs away! Now the best prevention measures boil down to keeping it Angry and/or off the field altogether.

Since the most recent Hex change, players have experimented with other Mystic builds, but Hex remains ubiquitous and Tractorhex is still an iconic "broken" combination even without a fully immortal Hexhaust Mystic, featuring on 2 of the 3 Mystic teams in the Bring the Heat 2 Top Cut. Common consensus is that it's still a top play, perhaps still too strong - but the best way to thread the needle between "not punishing enough to prevent spam" and "gamebreaking Echo Strike fodder like old Clamor" is yet unclear. The witching hour must continue until morale improves.

this new mechanic it would have rendered Ricochet to be completely unusable when receiving the ball while running Power Forward, but it instead would have been a huge buff to the Monster Block version, because with the mechanical change Ricochet also received a big POW buff going from 80 to 110! Monster Block Armantis suddenly would have had the best of both worlds, so that is likely why the devs deemed it necessary to remove its access to Ricochet.

[no team link available, sorry!]

<p>Void #133 Lvl 50 (Trat)</p>  <p>POW DEF</p> <p>+0 86 84 +30</p> <p>+0 28 118 +20</p> <p>+0 69 99 +10</p> <p>Mischief</p> <p>Can use SUPPORT plays with the ball and during Defense</p> <p>Grinder Quick Tag Reposition</p>	<p>Endstone #65 Lvl 50 (Boldlur)</p>  <p>POW DEF</p> <p>+30 121 130 +0</p> <p>+0 27 96 +9</p> <p>+0 80 81 +21</p> <p>Decoy</p> <p>When at the net and not TOUGH, all attacks go to this Beastie</p> <p>High Slam Rocket Quick Breath</p>
<p>Shulker #138 Lvl 50 (Diggum)</p>  <p>POW DEF</p> <p>+0 30 122 +27</p> <p>+0 65 116 +11</p> <p>+0 55 102 +22</p> <p>Friendship</p> <p>Ally takes x% damage from attacks</p> <p>Precision Strike Chant Calming Aura</p>	<p>Elytra #48 Lvl 50 (Crabaret)</p>  <p>POW DEF</p> <p>+0 113 102 +6</p> <p>+30 125 54 +7</p> <p>+0 25 96 +17</p> <p>Agile</p> <p>Can attack without volleying</p> <p>Counter Reposition Cheer</p>
<p>Chorus #131 Lvl 50 (Varkabond)</p>  <p>POW DEF</p> <p>+0 65 85 +20</p> <p>+0 35 90 +5</p> <p>+30 133 110 +5</p> <p>Unpredictable</p> <p>When receiving an attack, attacker feels 1 NERVOUS (can't move)</p> <p>Ricochet Slice Teleport</p>	

“Ricochet Printer” by malbyte (they/them) of the Iconic Colors for the Jan 2026 Open Bash

So the biggest winner of this change was definitely Boldlur, who alongside its Super buffed traits makes excellent use of Ricochet now, despite actually possessing higher Body POW stats. But the other surprise winner is the Unpredictable Varkabond! Armantis’ Granny trick partner in crime has suddenly taken the spotlight with its much higher Mind POW stat and the newly given access to Ricochet of its own.

The new mechanic of Ricochet even enabled completely new Play Styles with these Beasties by making heavy use of the Reposition and Teleport Support Plays to quickly maneuver themselves to the Net able to Ricochet from nearly any game state. This makes it hard for the opponent to guess which Beastie to target for Blocks and can sneak some surprise wins. Add in a Mischief Quick Tag Trat to the mix and you will never guess who will be attacking!

Pixelakio of the Arcane Enigmas and malbyte of the Iconic Colors took this to the extreme with their Ricochet centric teams during the previous Bigmoon Bashes!

<p>Void #133 Lvl 50 (Trat)</p>  <p>POW DEF</p> <p>86 84 +30</p> <p>28 113 +15</p> <p>69 104 +15</p> <p>Mischief: Can use SUPPORT plays with the ball and during Defense</p> <p>Grinder Quick Tag Reposition</p>	<p>Endstone #65 Lvl 50 (Boldlur)</p>  <p>POW DEF</p> <p>111 130 +20</p> <p>27 97 +10</p> <p>80 90 +30</p> <p>Decoy: When at the net and not TOUGH, all attacks go to this Beastie</p> <p>Thump High Slam Provoke</p>
<p>Shulker #138 Lvl 50 (Diggum)</p>  <p>POW DEF</p> <p>+25 105 115</p> <p>65 100 +5</p> <p>45 100 +30</p> <p>Welcoming: Restores 35 STAMINA to an ally that TAGS IN for them</p> <p>Stomp Clear Field Call Out</p>	<p>Elytra #48 Lvl 50 (Crabaret)</p>  <p>POW DEF</p> <p>30 125 +30</p> <p>65 105</p> <p>55 110 +30</p> <p>Friendship: Ally takes x% damage from attacks</p> <p>Floater Goo-Goo Eyes Quick Set</p>
<p>Chorus #131 Lvl 50 (Varkabond)</p>  <p>POW DEF</p> <p>+30 65 85 +20</p> <p>35 95 +10</p> <p>133 105</p> <p>Unpredictable: When receiving an attack, attacker feels 1 NERVOUS (can't move)</p> <p>Ricochet Slice Teleport</p>	

Pixelakio of the Arcane Enigmas’ spin on a Ricochet Vark team for the December Championship Bash

HIT ME BABY (WATCHTOWER AND PLATY REVERSIONS)

We've got a double feature of changes from the previous patch that both got reverted. One of which pretty much everybody has been asking for and IT FINALLY HAPPENED - Platypulse was hit by the nerf stick and there was much rejoice! At least initially - Ultimately after being in the spotlight for a while Platy has solidly established itself as being THE answer to wall off nearly every Mind Team that isn't running a Smack SnipePike or a Precise Illugus.

The reverted change in question is the Mind Attack Easy Receive portion of Platypulse's Neural Net Trait. That effect has simply been removed which has greatly turned down Platypulse versatility and offensive potential. Most notably it would have stopped it from easily providing Jazzed Feelings with its Set Volley, but in the same patch it also lost access to the Set Play! A double whammy! But as mentioned above, it still found a permanent home in many teams at the top level due to its easy answer to Dumps, Spitballs, the new Stinger or other Mind threats and trickeries.

The other change that got reverted curiously led to a resurgence of people exploring Watchtower strategies, despite arriving with multiple additional nerfs! During the September

milestone update Watchtower was given an awkward downside of receiving 1.2x additional damage whenever it successfully caught a ball for its ally. This downside was reverted in this patch, however it was already easily ignored if your Watchtower had access to Shield or any other form of access to Tough. So one of the additional nerfs this patch is a new condition, that Watchtower ONLY activates when NOT TOUGH. A big blow to some "safe" watchtower strategies, however that was not the only nerf this patch.

The addition of True Strike is an indirect nerf, as it provides an additional counter to Watchtower users and lastly Watchtower Fetcham lost access to Faith and Demolipede lost access to Tactical Pass (and Pipe). The only remaining Ally POW Boosting Volleys. With that there are no traditional boosting passes left on the Watchtower Beasties aside from providing a Net boost via Forward Pass, which both Watchtower Beasties still have access to.

Despite all the nerfs, I don't think we'll have seen the end of nerfs for Watchtower as it is inherently still a powerful strategy next to any Smack user and otherwise self boosting-capable Beasties.

ONCE MORE INTO THE CALCS (FLAT RALLY)

The much-feared, once-dominant Rally field effect was mechanically altered this patch, changing from a +1 boost to a flat additive +15 damage. This was intended as a nerf to the strongest Rally attackers such as Surgus and Heliath, but a simultaneous buff to weaker Spirit beasties like Xiphosaur and Conjarr, encouraging them to run Spirit attacks more frequently and play better into the Rally archetype.

What actually happened was that Rally usage dropped off a cliff. At Bring the Heat 2, the largest fan event since Bring the Heat 1 with 47 total players, only **UnknownGuitar** brought the move Rally, and his team was eliminated in the Groups Stage. Generalist Spirit offense teams maintained solid presence in the tournament - particularly **TheKnightWhoSaysYis'** signature mid-range team,

refined from his team in last year's Conquest Clash 2, which did make Top 16 - but these other Spirit teams all preferred regular boosts via moves like Faith, Cheer, Battle Cry and Excited Pass.

This is probably not the nerf's fault! Usage of several Rally staples like Surgus and Heliath was already trending low in Bigmoon Bashes since September. A common response to the change was that while Spirit juggernauts like Heliath still hit as hard as ever, capping out at +15 damage makes Rally no longer worth spending an action on compared to other damage scaling. On top of this, numerous players (including some Bring the Heat 2 commentators) believe that the archetype has been thoroughly explored ever since the start of Early Access, and the nerf hasn't meaningfully altered Rally's playstyle, making it more appealing

to explore others. Perhaps the surrounding metagame doesn't help either? Mono Mind also seemed to dip in popularity last patch after Platypulse's defensive glow-up, making Rally's Mind damage reduction less relevant. Meanwhile, the addition of True Strike to Body teams suddenly made it riskier to run certain Rally exploiters who rely on their trait for survival, like Stagecraft Plumask and Performer Surgus.

That aside, not everyone has abandoned Big Rally. One combo discovered this patch and leveraged by players like **WebBrowser** is to pair Rally with Soliloquy leads like Conjarr. After Heat Wave became a support play, "Solilogrit" is the new fastest way to activate Grit attackers like Plumask

and Duggout on counterserve, and Rally is one of the few damage buffs not prevented by the self-Weepy, adding much-needed bite to those attackers before they're forced off the field. Rally also adds significant chip damage to utility attacks like Flight, helpful for removing Weepy from Soliloquy Conjarr without losing as much momentum as a regular Tag Out. Cherrily remains one of the scariest Rally setters because now Rally stacks on top of Cheerleader for a flat +25 to every Spirit attack, allowing even the softest hitters to start threatening 3HKOs that severely mess with Block math. It may be less popular right now, but there's still every chance that as time passes and collective Contest / Cut Shot Surgus trauma fades, Rally usage will eventually, uh, rally.

<https://beastieball.info/team/viewer/Q7JVPKGX30>

Pipe Dreams Reborn

#Q7JVPKGX30

SPACE: Select SHIFT: Show/Hide UI ESC: Back

"Pipe Dreams Reborn" by GFZA (he/him)

HOW I LEARNED TO STOP WORRYING ABOUT PIPE BOMB (PIPE, COVER AND FALL BACK)

Not every move change was met with heated debate. Up until December, the backward-Shifting plays Pipe (Shifts target backward), Cover (Shifts user backward) and Fall Back (Shifts both allies backward on defense) were considered contenders for least useful moves in the game - after all, so much of offense-oriented Beastieball revolves

around getting everyone to the net for the multiplicative x2.25 damage and safely staying there. They were also some of the oldest extant moves in the game, programmed in before Wishes dev Damian was brought on to work on Beastieball's combat design and balancing, and Damian himself admitted that they weren't sure

what these moves were originally intended to do. The two volleys did manage to see some limited competitive exploration before they gained additional effects: Pipe famously featured in GFZA's popular "Pipe Dreams" gimmick team that centred on Trait Dancing the Shy trait onto a Riplash named Pipe Bomb then alternating between Pipe and Launch, and noted Kasaleet main **Ultra-Nero** experimented with Cover on defensive support Yamyth builds that could safely pivot into hits at the front and return themselves to a safer backlane position. However, these situational niches didn't widely catch on.

The December patch spruced these moves up to give them additional interesting effects upon a successful backwards Shift, and also fixed the natural availability of Fall Back, which previously had been Tower tutor exclusive and almost resembled a dummied-out move that had been left accessible by accident. Cover and Fall Back now give Def omniboosts after successfully Shifting,

MISCELLANEOUS

There has been a hodgepodge of Play rearrangements and minor changes across the entire roster in the December milestone patch! Here's a rapidfire mention of some of them and a little more depth to those that stood out as particularly noteworthy.

PAYING FOR THEIR CRIMES? (VARIOUS NERFS)

Albrax has universally been on Coaches' wishlists for nerfs and it finally got some - slightly reduced MDEF (49 -> 46) and no more access to Tactical Pass, which definitely hurts its most commonly found ally - Mystic.

Noizard is another oft called for nerf target and it also saw a slight MDEF reduction this patch (85 -> 80).

Overwork has had its cost increased from 10 to 15, making it just a tad bit more risky to Attack with turn after turn.

The prominent spirit Attacks Grit, Cook and Tornadoball all had their SPOW reduced by 5. Doubly relevant for Grit because it is now a 110 SPOW move when activated instead of a 120 SPOW move.

While we are on the topic of spirit Attacks, Froofulks has had its SPOW reduced from 98 to 93, in compensation it received a small buff to its

offsetting the extra damage a net-camping Beastie would normally take from not Blocking that turn. Pipe on the other hand now confers Jazzed, basically negating the damage loss an allied attacker would normally suffer for not being at the net that turn while leaving them in a less risky position to hit a defense play like Torch Pass.

The fact remains that Shifting backwards is still undesirable the majority of the time, so even with these new benefits, these plays still haven't seen widespread use. Fall Back is most notable on Tower/Draft Challenge Skulkapi sets because Skulkapi doesn't leave the front lane vulnerable to sideways, and although the revamped Pipe allowed GFZA to revisit his old Pipe Bomb team, it's a rather slow, non-scaling means of boosting Launch damage even when the gimmick succeeds, compared to Power Up/Overwork Kasaleet who can boost their Launches for free. But that just means you, dear reader, could be the one to make these moves take off!

BPOW going from 74 to 79. This should make Protector Froofulks a little less fearsome to face.

Telekinesis Twist Debugly must have caught on again, because Twist was also put on the chopping block and had its MPOW reduced from 40 to 30.

Surprisingly Mudslee was also hit by the nerfstick, it is capable of a lot of things, but its power has been slightly dented now. MPOW went from 83 to 73 and it lost access to Dump! Which seemingly nobody will miss as according to Greg it was only ever featured in *two* bash games out of thousands of thousands... Yikes! Talk about being slept on!

Clear Field got reverted back to recover 8 instead of 10 STAMINA for the entire team again, definitely discouraging having this as your only means of restoration on a team.

Torch Pass also got nerfed to reduce maximum STAMINA after use by 20 instead of 10, but a game

would have to drag out quite long for this effect to really become notable.

EARLY HOLIDAY GIFTS (VARIOUS BUFFS)

Exhaust got buffed to only cause 3 Wiped instead of 4 turning it into a much quicker form of full recovery. It was also given to Mystic, now that Hex doesn't cause a self-wipe anymore, as well as to the Daredillo line.

Clear Field was given to Zefyre and Demolipede, a nicely thematic addition, but it came at a cost for both of them as Zefyre lost access to Battle Cry and Demolipede lost access to Tactical Pass and Pipe as mentioned in earlier sections.

Wall no longer costs 10 STAMINA to use, but is still often neglected in favor of a "free" Double Block.

Shake Off has been added to several Beasties, namely Boldlur, Beelb and Kasaleet. This is quite relevant as Shake Off has become an interesting answer to counter the new Weepy Feeling.

Beelb even received an extra bag of tricks in the form of the Defensive Play Body Ready and a BDEF increase from 70 to 80. It must have been busy working out at the gym after seeing its usage rate drop to below 2% in the previous Bashes. But it clearly worked out as it has risen up to 7% in the open January Bash!

Crawlurk received Lay Trap, yet another tool to its already impressive offensive support Playkit. This one feels very natural and fits in nicely with both the Ambush AND Hunter trait playstyles.

Lastly a couple Spirit Beasties got a cute addition in the form of Hum. A more honest self boosting Support Play that gives +1 SPOW without any downsides. Hopra, Kaleidarn, Orgella, Crabaret, Conjarr, Scauldra, Heliath AND Lunaptra all got access to it. It is probably most noteworthy for Hopra, Crabaret and Conjarr as neither of them have access to Blaze, but offer good Spirit POW stats to make use of it.

FINALLY, A REAL ATTACK! (HYDROLM, PSYLUSC)

Hydrolms are eating well this patch. It had its BPOW increased (85 -> 90), received True Strike,

Stinger and Ego Blast! Three versatile and powerful Attack Plays. Despite featuring a decently high MPOW Stat (95) Hydrolm's strongest Mind Attacks in the past were Rainbow and Numbshot, which are both a little awkward to scale. This makes Ego Blast an excellent addition, even though Rally is currently past its days of glory. We are getting ever so close to finally be able to make a full Mind Rally team!

Similarly Psylusc has received some Mind Attack love as well this patch. After the Perfect Shot nerfs it had been struggling to find its niche again, but it is slowly making a comeback due its new Plays Freezeray and Nerve Strike. The latter in particular pairs really well with its own access to Provoke allowing it to set up its own combo via Provoke + Telekinesis into Nerve Strike.

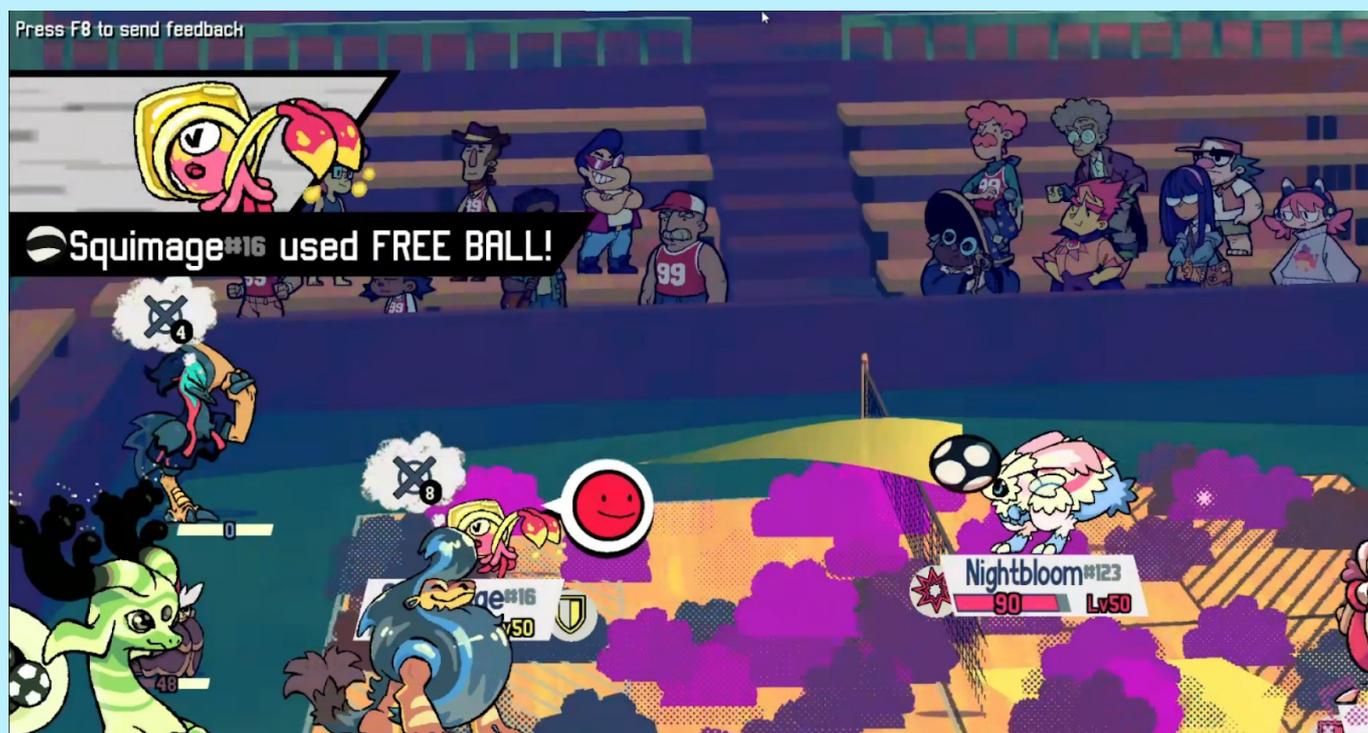
IT'S A MIRACLE! (MIRACLE PLAY)

Miracle Play had its POW buffed substantially from 60 to 75! The zero Attack or Hyperspike-only Broslidon dream is finally real and it even came in clutch during Bring the Heat 2 taking down none other than the multi-tournament champion **Dino** in a top 8 match against **KingOfCharge** in the most clutch Play possible.

King found himself left with a Wiped Squimage on the field and a Conjarr, that was about to be drained by Dread if it were attacked, so he decided to Tag Out the Conjarr into a Broslidon, which ended up getting targeted by Muscle Memory from a Lunaptra.

The Broslidon would have possibly not dealt enough damage on its own to simply Miracle Play the ball itself and Volleying the ball would usually not be an option with the Wiped Squimage besides it, HOWEVER we got to witness a Confident Pass into a Trait Dance and a boosted Miracle Play Free Ball from the Squimage onto an incoming Platypulse that managed to wipe it and took the game completely by surprise!

Now THAT is Beastieball!



THINGS ARE EXCITING AGAIN! (EXCITED PASS)

Excited Pass' awkward condition about being above 34 STAMINA has finally been removed. This condition existed solely to nerf High Spirits Hopra from blasting everything. Alas, thankfully that has also been dealt with as Hopra no longer has access to Excited Pass with this patch! Exciting times!

NO LONGER PERFECT.. (GOOFSDER)

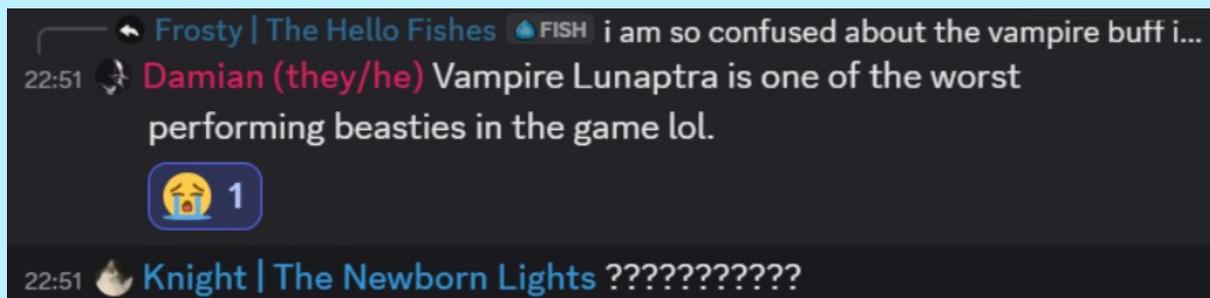
Goofsder had found its niche as the best Perfect Shot user after the September milestone patch rework. For one its Trait Plucky completely eliminated the new downside when inflicted with any feeling and secondly its access to Juggle guaranteed a use of Perfect Shot in every turn. Lastly, when you also add a Demanding Set Bandicraft to the mix you are avoiding yet another

downside while benefitting from the full potential of Perfect Shot.

However, you no longer need to fear this setup as Perfect Shot has been completely removed from Goofsder's Playlist. Instead it now has access to the reworked Ricochet, which has not seen much experimentation yet unlike Varkabond who had also just received this Play.

NO LONGER THE WORST!? (VAMPIRE LUNAPTRA)

Vampire Lunaptra got buffed to healing for 1/3 of its damage dealt instead of 1/4, taking back the throne in usage rates for its Trait Options and it sparked quite the debates on whether that is too much healing now. We were left wondering until **Damian** dropped this bombshell of a comment on us back in December!



And later elaborated...

15:11 🗨️ **Damian (they/he)** I posted this somewhere else, but Vampire Lunaptra was significantly underperforming in comparison to Survivor, so we keep ticking it up to compensate. There is a fundamental weirdness with Vampire though where it looks way better on paper than it is in practice. (edited)

And then dropped some further lore on us!

15:15 🗨️ **Damian (they/he)** Yeah, that was the initial idea. Vampire being dread mode, survivor being a torch pass pivot. They were the first beastie that was designed for dread specifically (the field effect was added later in development)

15:24 🗨️ **Damian (they/he)** Also, fun fact: the Lunaptra "Vampire Survivor" joke was an accident. Vampire used to be called carnivore, but we wanted to soften it, and I suggested vampire and then realized it'd be vampire survivor and greg was like "lol sure"



WHY DON'T YOU MAKE LIKE A TREE AND... SPLINTER? (ARMANTIS)

Armantis lost access to its Signature Play Ricochet, but has instead been given three new toys to play with. Perfect Shot, True Strike AND Splinter. Perfect Shot is the odd one, as it sounds super powerful in theory, but when used in combination with Power Forward in its current iteration then it doesn't actually gain any immediate Damage Boost due to Perfect Shot reducing POW by $\frac{3}{4}$ by having ANY Feeling including positive ones like Jazzed! It is still a really interesting option and has to my knowledge not seen much competitive use so far.

True Strike is an interesting addition, especially given that Armantis has also received a nice little uptick to its Body POW Stats alongside, going from 70 to 75. Body Armantis is definitely still the rarer version next to a Mind focused one, but is certainly seeing some use.

The biggest winner however has got to be the addition of Splinter, which in many cases even

managed to replace Sneak Attack as a valid Serve option for Armantis far and wide! Coupled with its access to Staredown it is capable of locking in a Beastie after heavily reducing its Mind DEF with Splinter and subsequently blowing it up unless faced with counters such as redirection and Patience. Especially coupled with Pierce and a Feint Ally this is quite a potent setup for Armantis that few Beasties can withstand.

EVOLUTION IS AT IT AGAIN!? (XIPHOSAUR)

Xiphosaur the unchanging, finally received a slightly more useful trait than Bunker in the form of Armored! However it is kind of sad when compared with the likes of Super Armor as seen on Boldlur now. That said, Xiphosaur still features the largest amount of DEF Stats packed into one Beastie, so multiplying that by 1.5x at FULL Stamina is surely gonna make it stay around even longer now. If this will up its usage rate though remains to be seen, given that it has been one of the least used Beasties in the last few Bashes.

OUTRO

It was a long time coming, but we hope you enjoyed this little December patch retrospective! This was a deceptively sweeping patch despite initially being pitched as “small adjustments” during the experimental period, with nearly every Beastie in the game affected in some way. Going into the next patch, there’s been a particular resurgence of attention toward Noisy Tough “loop” comps like Whistle + Shield and Roaring Shield, as well as debates about the heavy control factor for Shield in general when it becomes repeatedly clickable, for example with redirection or off consecutive point scores from stat sticks like Kasaleet and Riplash. Who knows what we’re going to see - or overlook - next? Join us for the next experimental patch drop, imminent at the beginning of March (though not yet live at the time of writing oops), and let’s find out together! 🌀



by TheKnightWhoSaysYis

Great. Just great! Look at what you've done. You've gotten us *both* nerfed. Why were you holding on to Hex for so long? You're already immune to-

Oh so *NOW* I'm overpowered all of a sudden? There was nothing wrong with *my* signature play, you're the one who-

Boy howdy, that's a right 'ol nasty argument. I'm glad it doesn't have anything to do with me in the slightest-

by TheKnightWhoSaysYis

FLEET BEAT

by Various Staff and you!

CLASSIFIED AD!

The FLEET BEAT is looking for new long-haul shipmates! By which we mean, um, staff writers and other long-term staff. If you're interested in writing for the **Turogue Times** on a regular basis, whether that's monthly, bimonthly or quarterly, we would love to hear from you! We're a tiny crew of volunteers who love the Beastieball PvP community, and if you do too, we would love some help to keep documenting and writing for it with the attention and quality it deserves.

WE'RE PARTICULARLY LOOKING FOR:

- ⊗ **Fan event reporters:** People who can help us write about the things that happen during streamed fan events organised by the Heat Wave team, as well as alt format events run by other community members like Prepared Attack Draft League. Whether you prefer sitting in the Tournament General chat channel on the Wishes Discord, spectating from Twitch, reviewing VoDs in depth when they go up, or even interviewing tourney participants/organisers after the fact - as long as you're interested in fan events as they happen, you're equipped to help us out here! See our Heat Wave 5 article in TT2 and our Giftbox Ball 'n' Brawl article in TT3 for the examples of the kinds of things we're interested in, but don't let those limit your imagination!
- ⊗ **Bash reporters:** We don't cover every Bigmoon Bash in great detail because they happen more frequently than our release cycle, but Bash stats are a useful way to keep a finger on the pulse of the whole PvP community, not just the small slice that is enthusiastic and loudmouthed enough to yap about it in the Wishes Discord! While most of our Bash coverage will be regular long-form articles about current trends and analysis of the most or least common Beasties, we also really want to bring on a stats cruncher who can help us aggregate the publicly released usage stats across each milestone patch (approximately once every 3 months) and do cool stuff with them! An ultra simple example would be the September-November Bash trend analysis we did in TT3.
- ⊗ **Lab reporters:** Writers who can keep tabs on metagame discussions in the Wishcord PvP Laboratory, the subreddit, on social media, etc. and summarise them whenever something interesting arises! The Lab can move fast at times, doubly so in the lead up to and aftermath of bigger events like experimental patches, so keeping track of these discussions helps the rest of the community stay on top of developments without getting bogged down in Eternal Discourse™.

WE'D ALSO LOVE TO HEAR FROM:

- ⊗ **Layout and graphic designers:** Especially if you're knowledgeable about desktop publishing, especially if you're already familiar with LibreOffice!
- ⊗ **Editors and proofreaders:** To make sure our prose is up to snuff. No one should be calling the Cheerleader Beastie "Cheerily" on our watch!
- ⊗ **Staff artists:** Beastie fanart, coach fanart, event-inspired memes, we can put all of these to good use to punch up our covers and feature articles! Or if you don't want any long-term entanglements, our submission lines are always open!

If any of the above piques your interest, hit up **byrd** via the Wishcord or drop us an email!

GUEST PUZZLE CORNER

by GFZA (he/him)

Looking to step up your sports puzzle game? Introducing **Trait Changed! Puzzle Pack** from GFZA of the **Fun Pizzas**, a series of more challenging puzzles that will really test your knowledge about traits! These puzzles will gradually be rolled out over the course of multiple issues. Perhaps they might inspire the sports puzzle creator in you?

Let's start with a simple test, designed to open your eyes to the straightforward utility of trait disruption. Can you solve it?

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

FIND THE GUARANTEED WIN

OFFENSE

SCORE

1 - 1

2 2

YOUR TEAM

Thump #64 Lv60

Flex

Shield No BOOSTs

Overwork : Attacks do 12x damage, but cost 15 STAMINA

Cut Shot

Net Rush

Shield

Stealthy : Automatically SHIFTS to targeted empty lanes

Kasaleet #7 Lv60 (15)

Skulkapi #50 Lv60 (60)

Platypulse #28 Lv60 (35)

Conjarr #74 Lv60 (20)

Cook #19 Lv60

Trait Dance

Stinky No BOOSTs

Cryptic : Ignores additional effects on received attacks

TRAIT CHANGED!

PUZZLE PACK

By GFZA

ACTIONS

What did you think? Stay tuned for the next puzzle from the Trait Changed! Puzzle Pack! 🏈

TUROGUE TIMES CREW

BYRD they/them



Writer
thank my unhealthy
obsession with
Turogue for this
Flavor: Goldflower

PUMMY she/her



Writer
Coach of the Tiny
Tacos.
Pepshot Servace go!
Flavor: Aurora

SKARME they/it



Writer, Web Dev,
And Cheerleader
I'm in your walls.
Flavor: Spring

SATOROS he/they



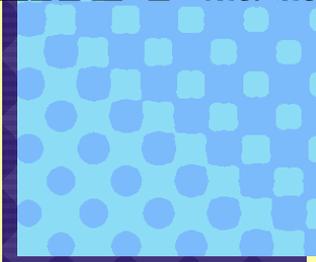
Puzzle Master
Coach of the Diamond
Ducks
Flavor: Spring

KNIGHT he/him



Memelord
Your local generic
villain team grunt
Flavor: Aurora

LASY she/they



Layout & Design
Running out the
turn timer as usual
Flavor: fruit gummies
Lasy 🍬 Pummy
[Chiptunes 🎵]

HYDRA he/him



Proofreader (on hiatus)
Coach of the Wrong Waves
Flavor: Elder Frog

KIM she/her



Logo, Hype (on hiatus)
lover of orange and player of
rally ^_^
Flavor: Sunset

KET any/all



Writer (on hiatus)
Number three rally connoisseur
Flavor: Cupcake

OUTRO

by skarme (they/it)

Thanks for your patience as we continue to navigate the tireless seas of the meta! March should be another action packed month in the world of Beastieball, with tidings of a new milestone patch rolling in and plenty of events to put it to the test, including a Coach Cosplay Ball 'n' Brawl at the beginning of April! See you next time! 🌀 —skarme

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.

turoguetimes@gmail.com

FLEE ACTIVATED!

(puzzle solution on next page)



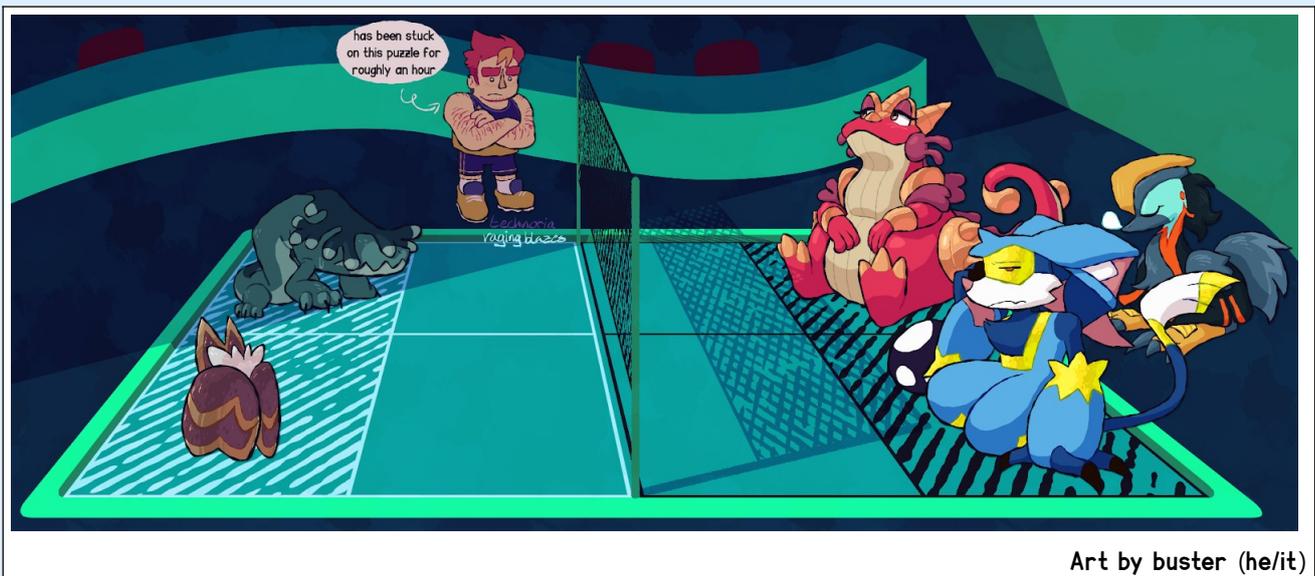
PUZZLE SOLUTION

Use Trait Dance on Skulkapi to remove Stealthy then Thump into the empty lane.

DETAILED EXPLANATION

Shielded Skulkapi can prevent both a point loss, as Stealthy will move it into receiving the ball and survive in the empty lane, as well as protecting Platypulse from Thump as they're stacking. Kasaleet will also be wiped immediately after using Thump because of Overwork so Move up > Thump then use Shield against Cut Shot in the defense turn isn't possible.

By trait dancing Stealthy away, Skulkapi can't use Shield or Block without losing to a no-touch point and the opponent would be forced to manually sidestep one of their beasts to prevent that, yet that still wouldn't be enough due to their stamina. (Skulkapi will lose its def bonus from stacking.)



Art by buster (he/it)

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 (☺).