

Tab 1

Fatkid's WARNO DISPATCH



Today we are back to our regularly scheduled programming, thanks for joining. I spent the weekend selling my current home and buying a new one - and those two events weren't even in the top 5 of the best things to happen in the last three days because we had some GREAT games of Warno take place. The US master took on the artillery chief. We crowned a Rookies Flight champion. We found the best new unit in Warno. O and I think SDL might be coming back soon, or something like that. Grab your favorite beverage, put the phone on "Do Not Disturb" and join me for this edition of the Warno Dispatch.

[LIVE BRACKETS HERE](#)

Champs - FOB Arena Season 4 Playoffs

Tmanplays (2 seed) vs griffon_65 (6 seed)

- Coverage in the previous edition of the Warno Dispatch

Greyhound (4 seed) vs Ben Dover (9 seed)

Step aside children, the adults are here to play Warno. (I actually have no idea how old Greyhound and Ben Dover are. But they are definitely older than me, because I am ancient. Just got with it.) And play Warno they did! The draft wasn't much a surprise - Greyhound banned a bunch of US divisions. What was interesting was that with all of Greyhound's non-meta bans (6th, 8th, 9th, I am looking at you!) Ben Dover had to leave some of the strongest divisions available. 2. Panzergrenadier, 79 ya, and 20th pancerna were untouched - I'm sure that won't come back to bite us. O and I forgot about one division, but it's new. I'm sure it won't be a big deal, it's just the Danish. World War 3's most powerful division is most certainly not the reservist Danes.



Game 1 on Eiche puts Greyhound's Østre Landkommando versus Ben Dover's 2nd Marines. But fear not Ben Dover fans, according to Hippie this is THE division [to counter the Danish scum](#). Either that or they just made a video when they beat someone they didn't like. BUT I DIGRESS. Let's get to the action! We are about 12 minutes in. Let's take a look at our unit counts.

- In the northern city, Ben Dover - 7 & Greyhound - 14.
- In the middle plateau, Ben Dover - 26 & Greyhound - 23.
- In the southern plateau, Ben Dover - 15 & Greyhound - 5.

This is some rough math and I tried not to include supply units. But as our Eiche Theorem states, all that matters is the center plateau. Keep pumping units in regardless of the situation on the flanks. But overall, this is a great start for 2nd Marines, they have more than 27 minutes left to pummel their opponents.

Greyhound also ignored the Eiche Theorem! (In reality they just had a much higher K/D on the plateau and could afford to push in a different sector.) Look at the top of that screenshot - Østre Landkommando is using a deep right hook! Ben Dover will eventually push them back out. But Greyhound is no slouch - they read the Dispatch, they know what's coming. And Ben Dover is about to walk fly right into the trap. Here is a picture of it, moments before disaster:



WHAT REASON WAS THE SPEJDERE DOING THERE OTHER THAN TO CATCH BEN DOVER'S FAMOUS HELICOPTER FLANKS!



Ben Dover, regardless of their failed helicopter excursion, actually wins both flanks and attacks BOTH of Greyhound's backzones. But what did Greyhound not lose? The plateau! THE EICHE THEOREM LIVES ON! But what about the vaunted Østre Landkommando airforce? Ben Dover held them to 5 total ground unit kills! Bravo. But in the process was devastated by the other Østre Landkommando tab:

	HAUBITS M/55 203mm	Holten-Lund		<ul style="list-style-type: none"> (★) USMC M1025 HUMVEE CP Singh USMC STINGER Taylor (★) USMC LEADER Hollingsworth (★) USMC M1025 HUMVEE CP Alers USMC LAV-L Klose USMC M60A1 ERA Sheckles USMC TOW-2 Sanford FORCE RECON Novak
	KANON M/52 155mm	Brøndberg		<ul style="list-style-type: none"> USMC M252 81mm Sellers USMC M252 81mm Saseenthar USMC M198 155mm Blevins M35 Cavalli USMC M198 155mm Perkins M35 McLean USMC M252 81mm Beasley USMC M252 81mm Zamora

Greyhound the artillery master-in-chief! Lols, what a busted division. Anyway on to game 2, my new beloved Isura (sorry Two Lakes). Ben Dover first picked 11th ACAV and Greyhound countered with 94 ya. 94 ya? Let's see if we can figure this selection out. 30mm and the six (6!) cards of infantry with the Shock trait means 94 should win the infantry vs infantry battles. And if they don't they can all in the UR-67 to lay down some mine clearing explosives. Tank-wise you get 7 full range tanks in the T-64B and B1 variant. (And the Kobra missile, more on that later.) The MiG-29s are almost exactly on par with the F-16Cs of 11th ACAV. You get SEAD and good [CLU] bombers. I mean I see it but will it work? Through sheer infantry force, Greyhound takes a 449 point lead but the battle lines have been drawn.



And you wanna know why Greyhound is the artillery GOAT? They used fake/inconsequential smoke from their mortar while their UR-67 was preparing to fire to bait our counter battery! But you can have all the skills in the world, it won't make a difference if you don't defend properly. You see the BMP-2 and the BTR in the bottom of the picture above? That was NOT enough to hold out Ben Dover who used their EH-60A Quick Fix to find the weaknesses in that flank. Even a fatkid like me knows, "No green light, no bad guy." And I am no Warno expert, but I am pretty sure 11th ACAV was suing two Quick Fixes to triangulate some of 94 ya's units. As such, Ben Dover dismantled the defenses on that flank and drove a CV right in! With 94 scrambling, 11 Horse applied pressure through the air in the form of a F016 [SEAD] and two (2!) A-10A [AT]s. And those fly boys cut up 94 ya.



	A-10A [AT]	Ramirez			MT-LB SNAB.	Shiroff
					T-64B1	Epinguer
					T-64B	Soloviov
	F-16C [AA2]	Richards			MiG-29 [AA1]	Taras
					Su-17M4 [SEAD]	Belsky
	A-10A [AT]	Imburgia			MT-LB	Sianitsa
					BMP-2	Masarsky
					MOTOSTRELKI (RPG-22)	Stepanovitch
					[OO] MOT. RAZVEDKA	Chouliov
					[OO] MI-2	Senotroussov
					2S12 120mm	Markovich
	F-16C [AA2]	Terrell			IGLA	Fourmanov
					Su-17M4 [CLU]	Wolsky

With the K/D falling precipitously against 94 ya, 11th ACAV walked in on the other side of the map as well. GG! I guess one of the tabs we failed to mention about 94 ya was the AA tab. Without Kubs the OSAs were just not up to the task, even on such a narrow map like Isura. We go to a deciding game three with blind picks. Black Forest is the map, a spot in the finals up for grab. Select your most trusted division and let's roll the dice! Greyhound takes the powerful 20th Pancerna to battle. Ben Dover takes 24th US!



Ben Dover is about to quiet all you haters! 24th is legit. I think. I mean, I hope. I really like it regardless, so it's gonna do well, right?



What an interesting start - Ben Dover forgoes the Sawmill instead putting pressure on 20th through the wide open field, the green arrow above. And Greyhound has solidified their frontline, the yellow line,

threatening to push into the courtyard from any one of those avenues marked in a yellow arrow. There was also some deep flanking shenanigans going on - who do you think wins this fight?



N.G. too strong! The 20th Panc MiGs are having a tough time controlling the skies but the PZR Kub is helping the Poles out a bunch. Ben Dover, as seen below, begins to divert attention to the major city on Black Forest. Greyhound counters with a smoke mortar and a CV into the undefended zone. Ben Dover counters that counter by invading the Saw Mill! Then, uses that same N.G. Fire Team Leader to capture the city. Will Greyhound's 438 point lead be enough?



Artillery master Greyhound snipes the aforementioned CV, moves in one of their own and stops the tick at 438-137. Ben Dover's next purchase order is two different CV units. As they approach the city, 24th is doing 24th things with CEVs, Bradleys, Apaches, and Strike Eagles. Not to be outdone, 20th's Saperzy Szturmowi are literally lighting the city on fire supported by Piechota Zmechs and BWP-2s. The entering CVs immediately take artillery fire - but now even if one dies 24th will continue to take the tick. Genius move.



Spending so many resources to contain the city fight, Greyhound was vulnerable on the other side of the map. And even though they killed 24th's CV before he could enter the smoke, 20th panc was not in a position to defend this territory. This time Ben Dover goes TRIPLE CV into the zone.



On a plus three tick with less than seven minutes to go, Greyhound threw in the towel and conceded. Their artillery prowess outdone by the CV tricks of Ben Dover. The Strike Eagle and Apache helped as well. Ben Dover to the finals of the FOB Arena Season 4 Champs Flight.

F-15E STRIKE EAGLE Bellmio	ZSU-23-4MI SZYLKA Zakowski T-55A Stanislaw T-72M2 WILK Matuszczak STRZALA-10M Jasinski T-72M2 WILK Brama ZSU-23-4MI SZYLKA Michalczuk T-72M Fialek
N.G. AH-64A APACHE Stalls	T-55A Lesniak PIECHOTA ZMECH. Urbanik BWP-1 Jurczak SKOT-2 Walski STRZALA-10M Gońda BWP-2 Kajetanczyk BWP-2 Urbanowski
N.G. M109A2 Greenleaf	AHS wz. 77 DANA 152mm Adamowicz
AHS wz. 77 DANA 152mm Adamowicz	N.G. FIRE TEAM LDR. Irwin N.G. M60 7,62mm Maxwell M1025 HUMVEE MP Reyes M1IP ABRAMS Stanton M2A1 BRADLEY IFV Kook

Intermediate - FOB Arena Season 4 Playoffs

Finals Preview

Player	Map			Opponent Archtype	Opponent Faction	
tolis97d						
Overall Record	Overall Win %	Avg Time	Unique Divisions			Win % versus
W:0 L:0 D:0	70.6%	25:53:42	9	vs Airborne	W:0 L:0 D:0	
Record Below	Win % Below			vs Infantry	W:9 L:3 D:0	75.0%
W:12 L:5 D:0	70.6%			vs Tank	W:3 L:2 D:0	60.0%
				vs NATO	W:7 L:4 D:0	63.6%
				vs PACT	W:5 L:1 D:0	83.3%

Warno Division	Player	FOB Level	Map	Result	Time	Opponent Div	Opponent	Opp Archtype
Division Acorazada Brunete	tolis97d	INTER	Schondra	Win	16:48:00	36-ya O.G. Brigada Morskoy Pekho	Pbatt	Infantry
8th Infantry	tolis97d	INTER	Mount River	Win	30:54:00	3rd Armored Division	Dzochar Dudajev	Tank
8th Infantry	tolis97d	INTER	Urban Frontlines	Win	30:29:00	2-ya Gv. Motostrelk. Div.	BrokeAssSpaghetti	Tank
8th Infantry	tolis97d	INTER	Isura	Win	35:38:00	101st Airborne Division	Spedicy	Infantry
8th Infantry	tolis97d	INTER	Isura	Win	37:12:00	1. Tankova Divize	FCM 2C	Tank
6th Infantry Division (Light)	tolis97d	INTER	Stoneware	Win	25:29:00	94-ya Gv. Motostrelk. Div	sirskull	Infantry
6e Division Legere Blindee	tolis97d	INTER	Mount River	Win	19:43:00	2nd Marine Division	Spedicy	Infantry
6e Division Legere Blindee	tolis97d	INTER	Mount River	Win	15:12:00	24th Infantry Division	sirskull	Infantry
6-ya Og Motostrelk. Div.	tolis97d	INTER	Kreide	Win	18:05:00	Jyske Division	Pbatt	Infantry
2-ya Gv. Motostrelk. Div.	tolis97d	INTER	Mount River	Win	18:08:00	9th Infantry (Motorized) Division	snickersactual	Infantry
2-ya Gv. Motostrelk. Div.	tolis97d	INTER	Schondra	Win	31:13:00	56-ya OG Desantno-Shturmovaya	bonerpart	Infantry
2-ya Gv. Motostrelk. Div.	tolis97d	INTER	Stoneware	Win	27:40:00	16DE Panzerdivisie	Spedicy	Infantry
9. Panzerdivision	tolis97d	INTER	Schondra	Loss	34:35:00	16DE Panzerdivisie	ludie	Infantry
8th Infantry	tolis97d	INTER	Isura	Loss	8:43:00	20. Mot.-Schützen-Division	sirskull	Infantry
25-ya Tank. Diviziya	tolis97d	INTER	Kreide	Loss	11:54:00	1st Cavalry Division	Spedicy	Tank
25-ya Tank. Diviziya	tolis97d	INTER	Two Lakes	Loss	40:00:00	1. Armoured Division	et_be	Tank
1. Tankova Divize	tolis97d	INTER	Two Lakes	Loss	38:30:00	2. Panzergrenadier	Pbatt	Infantry

Player	Map			Opponent Archtype	Opponent Faction	
ludie						
Overall Record	Overall Win %	Avg Time	Unique Divisions			Win % versus
W:0 L:0 D:0	76.9%	26:04:55	10	vs Airborne	W:2 L:0 D:0	100.0%
Record Below	Win % Below			vs Infantry	W:5 L:2 D:0	71.4%
W:10 L:3 D:0	76.9%			vs Tank	W:3 L:1 D:0	75.0%
				vs NATO	W:5 L:2 D:0	71.4%
				vs PACT	W:5 L:1 D:0	83.3%

Warno Division	Player	FOB Level	Map	Result	Time	Opponent Div	Opponent	Opp Archtype
Jyske Division	ludie	INTER	Eiche	Win	22:22:00	20. Mot.-Schützen-Division	FCM 2C	Infantry
Division De Inf. Meca. Guzman El Bueno	ludie	INTER	Urban Frontlines	Win	22:26:00	Division Acorazada Brunete	bonerpart	Tank
Division De Inf. Meca. Guzman El Bueno	ludie	INTER	Stoneware	Win	37:36:00	8th Infantry	Spedicy	Infantry
Division De Inf. Meca. Guzman El Bueno	ludie	INTER	Schondra	Win	20:50:00	35-ya OG Desantno-Shturmovaya	snickersactual	Airborne
Division Acorazada Brunete	ludie	INTER	Isura	Win	20:22:00	3rd Armored Division	Dzochar Dudajev	Tank
CLKA	ludie	INTER	Schondra	Win	37:41:00	4. Motorisierte Schutzendivision	Penne	Airborne
6e Division Legere Blindee	ludie	INTER	Black Forest	Win	11:02:00	Division Du Rhin	bonerpart	Infantry
39-ya Gv. Strelk. Div	ludie	INTER	Mount River	Win	37:18:00	36-ya O.G. Brigada Morskoy Pekho	FCM 2C	Infantry
19. Motostrelecka Divize	ludie	INTER	Urban Frontlines	Win	35:18:00	H.D.R. London	bonerpart	Infantry
16DE Panzerdivisie	ludie	INTER	Schondra	Win	34:35:00	9. Panzerdivision	tolis97d	Tank
CLKA	ludie	INTER	Schondra	Loss	33:03:00	Berliner Gruppierung	bonerpart	Infantry
Berlin Command	ludie	INTER	Stoneware	Loss	10:10:00	Division Acorazada Brunete	Jake285	Tank
1st Cavalry Division	ludie	INTER	Eiche	Loss	16:21:00	101st Airborne Division	BrokeAssSpaghetti	Infantry

Who will reign victorious? You can put on your Fatkid hat (lols) and vote in a poll [HERE](#). Look at how even these two Commanders are!

	Ludie	Tolis97d
Average Game Time	26:04	25:53
Unique Divisions in Season 4	10	9
vs Airborne	2-0	0-0
vs Infantry	5-2	9-3
vs Tank	3-1	3-2

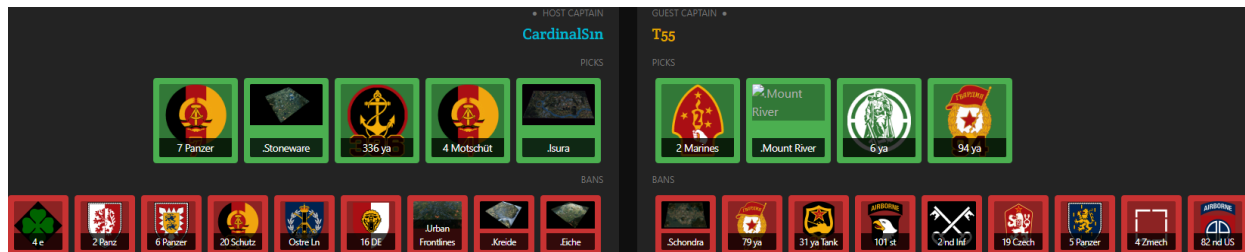
Most Banned Map(s)	Isura & Two Lakes (11)	Black Forest (17)
Most Banned Division	2. Panzergrenadier	101st Airborne Division & 119-Y Odt. Tank. Polk

Rookies - FOB Arena Season 4 Playoffs

THE FINALS

CardinalS1n (3 seed) vs T55 (4 seed)

<https://aoe2cm.net/draft/ZXNjf>



Welcome to the final Commanders, it has been no easy trek to get here. But CarindalS1n and T55 have handled the treacherous Rookies Flight playoff road with aplomb. Now they face each other on the brink of immortality; winner forever enshrined as a champion. Loser, forgotten to the winds of time. Some tidbits about this draft:

- T55 banned 4 of Cardinal's 8 divisions so far this season - 50%, not great.
 - Cardinal pulled out 2 new divisions: 7th panzer and 336 Marines.
- Cardinal banned 3 of T55's 7 unique divisions so far this season - less than 50%, not great.
 - T55 pulled out 2 new divisions: 94 ya and 2nd Marines.

Pretty cool to see two finals competitors expand on their division pool for the biggest Warno match of their careers, so far.



That is KINDA the point of the FOB tournament series, to force you to expand your horizons in Warno. Clicking the "Ranked" button can only do so much for you as a player. Game 1 on Isura. T55 opens with three CVS, a Tomcat, and a Harrier [HE]. This is an expensive opener to make sure they have the initial tick. Cardinal, on the other hand, opened with two 35 point SPW-50PU command vehicles. In addition,

a second Harrier [HE] was purchased by the 2nd Marines and sent on this bombing run, which in my opinion, was the turning point of the game.



Fallschirmjäger - 65 points Fs-Einsatzgruppe - 60 points	VS	AV-8B Harrier II [HE2] - 185 points x 2 = 370 points
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After the bombing run, T55 had 18 units on the battlefield and 3 planes. Cardinal had 22 units on the battlefield and 1 plane. And this HUGE loss of tempo continues to compound over the next few minutes. Cardinal's combined arms frontline of BMP-1s, T-55As, and most importantly Strela-10ms were able to push forward. When the Harriers refitted and refueled, 4th Mot's AA net was securely in place and prevented the Harriers from achieving any more kills. The ironic part, once T55 deployed their own combined arms of infantry squads, M60s, and AAVPs they were trading well. Cardinal, smartly, tightened the noose and eventually had ATGMs attacking the M60's flanks. Game Over. On to game 2, Mount River. T55's 6 ya versus Cardinal's 336 Marines. We know the Marines are a good division on Mount River thanks to our reporting over the last few editions of the Dispatch. But T55 redeemed themselves and dismantled their opponent. How did they do it? You live by the air spam, you die by the air spam.





	Planes still alive at the end of the game	Planes that were destroyed	Total
T55	4	8	12
CardinalS1n	6	5	11

The first half of this game was a hectic mess - played aggressively by both players. The middle point changed hands a few times, which is usually a rarity for Mount River. And the big difference was the cheapness of T55's airspam this time. Those L-39Z0 were the perfect tool to take out some early units and help win some infantry battles. Moreover, they left T55 with more than enough points to continue to reinforce the frontlines. As I watched, I assumed that 6 ya's T-64s would have been the difference maker, but 336 handled the tanks well - Bastion ATGMs and most importantly [CLU] bombers. Twenty-three total planes came into this battle! That's more planes than I have ever bought in all of my FOB tournaments combined. True air dominance was achieved through 6 ya's BUK, so much so that T55 felt comfortable using a CV helicopter through the course of the game. THAT'S WILD. On to game 3 we go.



During the initial draft T55's timer ran out for the third pick, yikes! But Cardinals1n, after much consideration, allowed T55 to pick their division of choice for the deciding game. Well played! And that led us to 7th panzer vs 94 ya on Stoneware.

“All Warno divisions are the same.” “There are 67 (siixxxx-sseevveennn) divisions in the game - but it's all just new skins.” “Two more divisions will bring us to 69 (nice!) but they aren't unique.” “Just more Eugen SLOP.”

The above statements are misguided. And let me tell you why. Both 7th panzer and 94 ya can be seen as just the same old, same old East German and Soviet divisions. But it is their minute details, their specific division differences, the uniqueness in how each Commander builds them, and most importantly how each gets utilized in a micro/macro sense that makes the difference. You want to differentiate yourself from other Commanders? Understand these tiny tiny differences and make them count. For Cardinal's 7th panzer two special units played a huge role in this game; PIONIER (Flam.) and FÜPZ. T-55AK. For T55 and their 94 ya three units, the DSh. (Metis) in the Mi-8MTV [RKT], the MT-12R RUTA, and the T-64B.

To start, these Commanders took more than eleven minutes to set up their deployment. Good luck, have fun, thanks for waiting. This game mattered and they wanted to get it right. And in true Stoneware fashion, both Commanders deployed evenly, compared to each other, to both cities - about 200ish points to the mountain side city and 1000ish to the lake side city. The rest was used to cover the flanks. But these two Commanders had no desire to do any flanking. Now, avid readers of the Dispatch would correctly predict that a Stoneware Theorem should come into play: once each town fight has been settled one Commander should have a point lead. Then, the Theorem applies and asks, do you attack through the town you own or switch focus? BUT THAT DIDN'T HAPPEN HERE. There was no Stoneware Theorem. Both Commanders had to battle for both cities the entire time. This was 30+ minutes of two front warfare! In game 3! Of a Finals!

Now let's discuss the units we previously highlighted. T55's metis squads, a type of squad 7th panzer lacks, performed very well. With all of this town fighting every bush, tree, and building could contain a metis launcher looking to pounce on unsuspecting vehicles. These are some good kills. T55 probably wanted more, but alas.



On the flipside, T55's Ruta and T-64B, both highlighted because they possess 2800m Bastion missiles, did NOT come close to pulling their weight. One of 7th panzer's biggest weaknesses is their lack of potent long range ATGMs and tank gun ranges. They do possess the Spz BMP-1 SP2 with the 2625m Malyutka-M missile but that lacks the punch and especially speed of the Bastion. Therefore, T55 needs to create areas where they can leverage those range advantages in an open field. Much easier said than done. Moreover, the Ruta requires their adversary to utilize some type of long range weapon, artillery or bombers, to deal with for 7th panzer's tank give up 800m in range to attack them. Poor Strelnikov was the only T-64B called into action during this game. Again easy for me to look at in hindsight but if T55 could do it over again, I think they would have leaned on the Kobra GLATGMs of the T-64Bs even more.



Speaking of the two front war, Cardinal's key unit on the mountain side city was the aforementioned FÜPZ. T-55AK. This command tank, at only 110 points, allowed 7th panzer to hold a CV in this zone for a majority of the game and still invest into supporting units. This tank dodged infantry ATs, artillery, and was just a general nuisance to 94 ya. It had just the right amount of armor. All the while 7th panzer reaped the rewards of the tick. And how many kills did this FÜPZ. T-55AK get? Zero. But that was not their role. Similarly, the PIONIER (Flam.) units did not register many kills but their attacking prowess on the lake side city was felt! Wave after wave of 94 ya Motostrelki and Pulemetchiki were repelled by these fire-throwing East Germans. And although the kill feed did not show their impact, 7th would not have defended the city without them. This is why we watch the games and not just compare K/Ds. This is the insight you came here for!



e: 32 min. 56 sec.
STONEWARE DUEL

SCORE BY TEAM					
BLUE FORCE - PACT		MINOR VICTORY			
		CONQUEST	KILLS	LOSSES	KILL RATIO
	#UK CardinalS1n	639	7620	-6785	1.12 : 1
RED FORCE - PACT		MINOR DEFEAT			
		CONQUEST	KILLS	LOSSES	KILL RATIO
	T55 #trait_SHOCK	233	6785	-7620	0.89 : 1

But here is K/D anyway. Hard fought, well earned victory.

CardinalS1n who is now the FOB ARENA SEASON 4 ROOKIE FLIGHT CHAMPION!



Fatkid's Lunch - Division Analysis

[META DATA LINK](#)

In a few short days we will have the complete and final Meta for FOB Arena Season 4. This will include over 315 games of competitive Warno. I will have my own analysis but I would love to hear from you? What things would you like me to explore with the data? But, fatkid how/where should we pose our questions? Well, Protoss and SDL have graciously started a "Warno Dispatch" channel on their server. Linked [HERE](#). This is a great place to tell me how wrong I am, what content you would like to see from the Dispatch, and most importantly a localized place to drop a comment.

SDL - Season 7

~~Last chance to sign up for n00b Wars Season 2:~~ Welcome back Commanders. Time to switch gears to the meta divisions. Who is excited for 79 ya vs Østre Landkommando?! That sound you hear is not Chloride comparing capture points to pan-global imperialism but the timely arrival of SDL Season 7! Sign Up can be found....hold on Protoss is almost ready. We should be getting an update anyday now.



Until next week Commanders...

Slight addendum to the last few editions of the Dispatch which have contained exposes on 336 Marines. The Mor. 2S1 Gvozdki's are still king of the artillery jungles - but even this king can be taken down by a queen. This mamma jamma is the new top lady boss. Don't stare too long, you might fall in love.



As we saw from Griffon's expertise and numerous examples of my own this week in ranked, the MLRS Clusters reign supreme in the counter-battery artillery arms race. Which means 1st Cavalry, 3rd US, 9th US, CLKA, 31 ya, K.D.A., 5th panzer, Du Rhin, and the aforementioned 2nd UK are all getting a HUGE buff. In SDL 7, you can't ban them all. Find your favorite and start practicing with your friends.

If you feel like my work here is entertaining or has made you a better player, please consider buying me a coffee. (Four words: almond chantilly cold foam.)

<https://ko-fi.com/warnodispatch>