

Ne-Gok-Sa

Make Your Move 26 - Mar 25, 2023

[Heroscape doesn't have music. But I can improvise.](#)



Profile

The Marro by their very existence were already a threat when their discovery of advanced gene-splicing allowed them a never-before-seen depth of hostility and lust for destruction and power on their home planet of Marr. They rose like weeds, from being viewed as nothing within

Marr's plentiful swamplands to being one of the greatest and most frightful forces known by the already-established Primadon and Raptorian civilizations. While this newly brewing war with this sudden and newly-established threat was already bad, however, the Primadons and Raptorians held onto their confidence that at least things couldn't get worse.

Then Utgar came. A valkyrie general of Valhalla, Utgar visited Marr and called the Marro forth to engulf his own battlefields with their numbers and their terrifying brand of self-modification. He did quite possibly the most terrifying thing one could do that the Marro never could have imagined doing themselves—he introduced the Marr to not only Valhalla, but every realm in the universe the archkyrie waging war on one another had reached out to. With his blessing, they became one of the greatest blights on Valhalla's soil.

The Marro themselves are a hivemind of creatures capable of reproducing faster than anyone would like. From there, they augment one another's bodies to become monsters and weapons, an organic factory of horrors that serve a single higher will without question. Within that hivemind, warlords like the feared Ne-Gok-Sa reside in a caste which serves as a field commander at the forefront of every Marro invasion at home or on stars afar.

Ne-Gok-Sa holds a reputation for two traits, the likes of which the average Marro lacks. The first is his body, augmented with metal blades and plates which give him a presence on the battlefield unlike any seen before among the frail but unimaginably violent footsoldiers. It makes him powerful, imposing, and threatening, but is not his greatest asset.

The second trait Ne-Gok-Sa is feared and reviled for is the infamous power of his telepathic communication—a power that he uses to not only direct his soldiers in war, but to mentally subjugate his opponents themselves, turning them against one another.

Stats

- Height - **180** (i.e. Mewtwo)
- Weight - **106** (i.e. Snake)

Ne-Gok-Sa is a juggernaut among the Marro that still maintain a semblance of their humanoid form. Already taller than most, his metal plates make him difficult to push around compared to the other, lighter-weight minions and even some hivelords.

- Ground Jump - **55** (i.e. Mewtwo)
- Air Jump - **30** (i.e. Simon)

Ne-Gok-Sa's jumps are similar to, but very noticeable different from ones like Mewtwo. Where Mewtwo has a weak and controllable first jump and a large and more unruly second jump in midair, Ne-Gok-Sa will put all of his strength into a large leap that is almost impossible to

perform straight up without throwing himself forward or backward a ways. His air jump, meanwhile, serves as more of a correction tool or extra boost at the end of the first with its much lower height.

- Walk Speed - **0.88** (i.e. Snake)
- Run Speed - **1.52** (i.e. Simon)

With his weight, Ne-Gok-Sa is on the slow end of the spectrum when it comes to his ground speed. It's a more deliberate effort for him to reposition around his minions, rather than ordering his minions to reposition around himself. But sometimes, these things are necessary.

- Air Speed - **1.12** (i.e. Ryu)
- Fall Speed - **1.85** (i.e. Simon)

Despite his slow speed, his powerful and unruly jumps propel Ne-Gok-Sa through the air at a respectable and sometimes surprising speed. Moreso, while he can long jump at an opponent's face like some sort of terrifying six-foot headcrab covered in metal blades, his fall speed ensures that he will return to the earth just as quickly as he left it, if not moreso.

Other Features:

As much as he might wish otherwise, Ne-Gok-Sa's heavy armor plating makes him unable to perform more dextrous feats. He can't crawl, he can't cling to walls, and he *absolutely* can't jump off of walls.

Mechanics

Ne-Gok-Sa's position as a Warlord in the Marro swarm is here in full force. Ne-Gok-Sa is able to summon minions in droves to fight on his behalf as he capitalizes on the chaos around him. Typically, there are two ways he does this.

First, Ne-Gok-Sa can use some select moves in his moveset to summon specific minions. This includes Drones and Stingers, but can also be the only way he summons others such as Hounds. Minions summoned by moves like this have a cap of **two** active on the stage at any one time. Important to note that there is a global, all-minion cap of **five**. Summoning a sixth minion will cause the first to disappear.

Second, Ne-Gok-Sa can use the move 'Water Cloning'. Water Cloning allows Ne-Gok-Sa not only to create a minion he can't with any other moves (Warriors), but also allows him to have up to three of select minion types by water cloning them while they are already at their number cap.

Minions have slightly different stats, slightly different powers, their own AI peculiarities, and even different ways that they respond to their Warlord giving them orders. If you play Ne-Gok-Sa, it's always good to keep in mind what your minions are doing and what they're good at so that you can make good use of them.

Special Moves

Neutral Special - **Water Cloning**

Startup - High ; Endlag - Low

Ne-Gok-Sa freezes in place, his exoskeletal body becoming rigid. His body begins to grow extra biomatter which separates from the rest of him, assuming the form of one of many types of Marro underlings. While he is vulnerable when using this move to produce underlings, Marro underlings created through Water Cloning are not counted among Ne-Gok-Sa's typical underling limit. Instead, he will summon underlings in a set order listed below, prioritizing any underling type that has not reached its cap yet. Water Cloning will allow for up to three total underlings of any given type to exist, including the typical two.

- **Marro Drone** - Damage: Low (3%) - Health: Low (5%) - Response: Fast

The weakest of Ne-Gok-Sa's minions, Marro Drones are the most plentiful and lowest-investment thralls of the Marro Hivemind. Wielding spears, they run along the ground in the hopes of jabbing the nearest prey for low damage with no other outstanding features in combat. However, Drones are the fastest to respond to Ne-Gok-Sa's orders, with a near-instant response time to a change of direction.



- **Marro Drudge** - Damage: Low (3%) - Health: Low (5%) - Response: Medium

Marro Drudge are a specialty troop designed to skulk in the murky depths of Marr's swamps. In this game, the Drudge serve themselves, attacking with a medium-range projectile of swamp water pumped from tanks on their backs over the course of a full second per attack. The swamp water does low damage but covers every platform it touches. The swamp water does nothing of note to enemies, but instead can drastically increase the aggression of Drudges. When commanded by Ne-Gok-Sa to attack targets or defend their warlord, Drudge will travel to the nearest patch of swamp water on the stage and teleport through it to the swamp water closest to their target, so long as it's faster to do so than it is for them to walk. Swamp water created by the Marro Drudge lasts for around ten seconds, and can be overwritten with other terrain effects and liquids.



- **Marro Stinger** - Damage: Varies - Health: Low (10%) - Response: Low

Marro Stingers are soldiers toting mighty cannons in both hands, lumbering around the field with no care for anything but to fire them at anything their commanders order them to kill. The Stingers they carry are powerful, but incredibly unstable. Each time they fire, they charge for a half second before firing a large beam from the Stinger which stops at walls or the first opponent hit. The damage the Stinger attack does is determined at random each time they fire. It has a 1 in 3 chance of doing low damage (4%), triple damage (12%), or causing the Stinger and its wielder to suddenly explode. Stingers are powerful, aggressive, but a threat to themselves that will also ignore any calls to act defensive unless their Warlord is close enough to threaten them directly.



- **Marro Warrior** - Damage: Low (2%) - Health: Low (10%) - Response: Low

Marro Warriors are considered elites among Marro footsoldiers. While their responsiveness to Ne-Gok-Sa's commands is nonexistent, unlike Stingers it is because they are ingrained with a very specific directive. Marro Warriors will position themselves to be as far from other drones as possible first and foremost, and away from their enemies second. They will fire their arm-mounted blasters at targets without fear, their swift shots ringing out every half-second and adding up swiftly if they are not dealt with. If there are fewer than three Marro Warriors and a large enough distance is kept between an opponent (> 2 Battlefield Platforms), Marro Warriors will water clone another Marro Warrior using the same long animation Ne-Gok-Sa's neutral special does. Marro Warriors made by other Marro Warriors, however, will be created with the same health their creator has.



The key component to Water Cloning is that it allows Ne-Gok-Sa to press his number advantage when he feels safe. If his opponent is bogged down with the soldiers he has summoned, Ne-Gok-Sa can slowly replenish their ranks or turn the heat up slightly more. The most important element of this, however, is Water Cloning being the only way Ne-Gok-Sa can create Marro Warriors. If Ne-Gok-Sa is able to use Water Cloning enough, having self-duplicating and long-range underlings can easily be worth the risk he opens himself up to by spawning them.

Side Special - **Marrden Hounds**

Startup - Moderate ; Endlag - Low

Ne-Gok-Sa raises his bladed arm as an eerie whistle emanates from his body. A moment after this whistle, a Marrden Hound appears at Ne-Gok-Sa's side. Marrden Hounds are a minion just like all of the others. They abide by the two minion cap, but cannot be made with Water Cloning. Marrden Hounds have a short range. The hounds may not seem like much, with 5% health and 3% damage making them seem just like drones. However, unlike Drones, these dogs are the exact opposite of your friend. With frightening speed, these hounds will sprint and jump to pursue their target, attempting to do a large telegraphed lunge and grab onto them with their fangs. The hounds will grab and pummel (bite) their target every half second that they fail to break the grab. After an opponent is grabbed by the hounds, they will allow a full second where they simply attempt to bite normally before they attempt to grab them again. Their speed and attempts at grabbing opponents make them fearsome, with their greatest weakness being their poor traction should they run past their target or miss their grab.



Up Special - **Sacrificial Order**

Startup - Low ; Endlag - High

Ne-Gok-Sa summons a Marrden Nagrub and snatches it into his hand as soon as it appears. Without hesitating, he injects it with an orange fluid from his arm blade which causes the Nagrub to swell up. Throwing it downward, the Nagrub pops in a mixture of blood and this disdainful orange liquid, the force giving Ne-Gok-Sa extra air to potentially return to the platform. While in the air it mostly serves as a recovery tool, the explosion used on the ground is 50% larger and is viable to encourage space between Ne-Gok-Sa and his opponents if he so pleases. The explosion does mild knockback and 8% damage.



Down Special - **Mind Shackle 20**

Startup - High ; Endlag - Low

Ne-Gok-Sa targets the nearest opponent within line of sight in a 2 Battlefield Platform range. A crimson glow pours from his eyes as he leans back, and in a flash of light, they are marked by an icon with glowing eyes—a sign that they have been shackled. Mind Shackle doesn't do anything at first, having no effect on the hostility Ne-Gok-Sa or his minions have toward the opponent. However, when he uses a Directive, the opponent will lose control of their character as they obey it to completion or for up to three seconds—whichever comes first. Opponents forced to obey **Directive: Hold** will be rendered unable to move from their position for two seconds, though they will be able to defend themselves. Opponents forced to obey **Directive: Defend** will be rendered unable to attack as they approach Ne-Gok-Sa's current location. Opponents forced to obey **Directive: Attack** will ignore Ne-Gok-Sa and be compelled to use their jab on the nearest Marro underling.

Mind Shackle can be broken early by Ne-Gok-Sa attacking the shackled opponent while they complete their order. Mind Shackle cannot affect someone who is already Mind Shackled, and cannot affect someone who has been Mind Shackled in the last three seconds. Mind Shackle cannot be used on opponents who are asleep, stunned, out of range, or out of Ne-Gok-Sa's line of sight (behind him or obscured by items or terrain).

Standard Attacks

Jab

Startup - Low ; Endlag - Medium

With that out of the way, we can get into the 'fun' part—the part where Ne-Gok-Sa tries to beat you to death. Tapping the A button, Ne-Gok-Sa pulls back his left arm and backhands in front of himself with his heavy armor plating. This move does 8% damage with low knockback at higher damages. It doesn't have a followup or jab combo or anything of the sort—what it does do is overwrite whatever nearby minions have (within ~2 battlefield platforms) and command them to converge on the attacked opponent in a swarm. The move is an acceptable neutral tool and a quick start into minions' aggression if they are currently defending you or being ordered to hold their position.

Dash Attack

Startup - Low ; Endlag - Medium

Ne-Gok-Sa performs a shoulder ram with his armored arm, plowing into anything in his path. Dealing 6% damage and knocking foes away as he shoves into them, Ne-Gok-Sa will follow up this attack by issuing an emergency order to nearby minions (within ~2 battlefield platforms) to converge on him to defend him. This move can allow Ne-Gok-Sa to reposition aggressively, calling minions to his side as he forces his way behind his opponent.

Up Tilt

Startup - Low ; Endlag - Low

Ne-Gok-Sa swings his bladed arm upward to give a signal as an eerie high-pitched sound ripples out from his body. As he does, if there are not already two on the field, a Marro Drone appears at his side. The arm swing is very short range and does a pitiful 4% damage. However, this move will also order all minions active on the entire stage to converge on Ne-Gok-Sa's position. This order, **Directive: Defend**, will cause minions to move to and stay by Ne-Gok-Sa's position and only attack opponents that come within a battlefield platform of him, or that attack him from outside that radius.

While many minions will follow this order, some will not. Stingers will ignore this order entirely if they are farther away than two battlefield platforms from Ne-Gok-Sa, instead staying aggressive.

Marro Warriors will also ignore this order, staying away from Ne-Gok-Sa and each other. However, they will instead prioritize opponents that are closer to Ne-Gok-Sa if given a choice.

This move is one of Ne-Gok-Sa's important minion-command moves, being his stage-wide tool to bring minions to him and turn his current location into a mosh pit of skeletons with guns. While wading through minions to kill them off isn't the safest, this is the reason why approaching Ne-Gok-Sa recklessly can be incredibly dangerous.

Side Tilt

Startup - Low ; Endlag - Low

Ne-Gok-Sa swings his bladed arm ahead and points forward as an eerie high-pitched sound ripples out from his body. As he does, if there are not already two on the field, a Marro Stinger appears at his side. This arm swing is slightly longer-range than the previous, using his bladed arm. However, it's not by much, and the 8% damage this deals isn't a huge amount to write home about still. However, this move will order all minions active on the entire stage to converge on the location of Ne-Gok-Sa's nearest opponent. This order, **Directive: Attack**, will cause them to swarm his opponent no matter where they and their opponent are relative to each other.

The only minions that will ignore this order are the Marro Warriors, which are always attacking opponents, but from a safe distance somewhere else on the stage. Otherwise, every Marro of every kind is more than willing to rip you to pieces at the will of their warlord.

This move is one of Ne-Gok-Sa's important minion-command moves, being his stage-wide tool to order his minions on the offensive. While it doesn't do anything by itself, and in fact can be detrimental to spam repeatedly when minions take a half second to pause and internalize your latest order, it is the thing that lets you move in and out of your other command states and return to the regularly scheduled violence.

Down Tilt

Startup - Low ; Endlag - Low

Ne-Gok-Sa swings downward to his side with his plated arm. The same eerie high-pitched sound rippling outward. As he does, if there are not already two on the field, a Marro Drudge will appear nearby. The arm swing is much like the one in his up tilt, doing 4% damage with low knockback. But this move will also order all minions on the stage to freeze in their current position. This order, **Directive: Hold**, will ensure that minions stop moving around or chasing people until you want them to. In this state, they will only attack opponents when they come into range while they wait.

Minions for the most part do not ignore this order. Warriors will ignore it to maintain their positioning AI, as one might expect. Marrden Hounds, however, can also ignore this. If a

Marrden Hound is ordered to hold their position, they will. If an opponent gets close enough for them to attack, however, they will automatically revert to attack mode.

This move is the last of Ne-Gok-Sa's important minion-command moves, being his stage-wide tool to freeze his minions' movement. It comes in handy when you want your minions to stay spread out, want them to wait out something your opponent is doing without swarming around them, or simply otherwise don't want to have them in your own face either.

Smash Attacks

Forward Smash

Startup - Medium ; Endlag - High

Ne-Gok-Sa does a short hop forward and in the air before smashing both arms downward in front of him. The impacted area is deceptively large, including not only Ne-Gok-Sa's arms, but also a small area around his body where he hits the ground. This does 18% - 23% damage and very high horizontal knockback, while also leaving Ne-Gok-Sa very vulnerable if he misses his mark. Charging this attack does not affect the jump distance.

A gap-closing tool, this move can be good for capitalizing on opponents distracted by Ne-Gok-Sa's swarms of minions. The jump to initiate it goes deceptively far, making it entirely possible that opponents will misjudge the attack's effective reach when not paying mind to it, to possibly fatal results.

Up Smash

Startup - Low ; Endlag - High

Ne-Gok-Sa crosses his arms over his face and swiftly swings them upward in an 'X' shape. Depending on positioning, opponents can end up hit by his left (plated) arm for 8%, his right (bladed) arm for 10%, or both for a total of 18% uncharged. Charged fully, the attack does 11% and 13% respectively, for a total of 24% damage. Ne-Gok-Sa's bladed arm will deal more damage to shields if blocked, but his plated arm will do much more knockback.

This move with its high priority is a reactionary tool to opponents attempting to get the drop on Ne-Gok-Sa from above. Even if he mis-times it, the move's super armor will almost guarantee that if they slip down into melee range while he's preparing the move, they'll still get clocked by at least one of his arms.

Down Smash

Startup - High ; Endlag - Low

Ne-Gok-Sa creates a Nagrub and injects it with an orange liquid from his bladed arm. After doing so, he stomps his foot onto the Nagrub and smashes it, causing it to explode outward in blood and orange bile. The explosion, unlike his up special, will be much larger—about half a battlefield platform wide—and will deal 15% - 20% damage with very high knockback if the opponent's body is close to the center of the explosion when it happens.

This move with its super armor is possibly the most effective gap opener Ne-Gok-Sa has, and can even serve as a kill move if the opponent is high enough on damage. But to capitalize on it, Ne-Gok-Sa will have to allow his opponent in close, where they can rack up damage even with his move's super armor.

Aerial Attacks

Neutral Aerial

Startup - Low ; Endlag - Low

Ne-Gok-Sa twists his body and suddenly spins with arms outstretched in a quick spin attack. Dealing 9% damage and with only enough knockback to give Ne-Gok-Sa some breathing room, this move serves one definitive purpose. While Ne-Gok-Sa's initial and more unruly jump is more easily adjusted for with his second jump, sometimes you need something that's a bit safer. That move is this corkscrew of metal, an attack which ends his jump momentum and allows you to use your second jump to reposition from it. It may have slightly more landing lag than simply double jumping, but if used effectively, it shouldn't matter much in practice.

Up Aerial

Startup - Low ; Endlag - High

Ne-Gok-Sa raises his bladed arm, but instead of swinging, he expels an orange caustic fluid from within his body. This fluid leaves his blade in an arc, stopping opponents in their tracks and interrupting most aerial moves while dealing 13% damage.. After the spray ends, Ne-Gok-Sa leans back and does a backflip to re-orient himself for a safe landing, making him somewhat vulnerable in the wake of such a move.

Forward Aerial

Startup - Low ; Endlag - Medium

Ne-Gok-Sa does a short forward dash in midair while dealing a forward slice with his bladed hand, dealing 14% damage. The arc is large, able to hit opponents directly above or beneath Ne-Gok-Sa. The range is also respectable, by melee aerial standards, being comparable to a sword attack. While simple, this is Ne-Gok-Sa's bread and butter neutral damage move, allowing him to move in on opponents with an attack that covers a lot of space without any strings attached or high vulnerability. Sometimes, simplicity really is best.

Back Aerial

Startup - Medium ; Endlag - Low

In a bout of whatever emotion Ne-Gok-Sa feels other than violence, he performs a sharp spin in the air similar to his neutral aerial. Rather than lashing out in all directions, however, he whips around and does three quick stabs behind him, each stab aimed slightly lower than the last. These stabs do 4% damage each, and if they all hit, Ne-Gok-Sa is emboldened to kick off his opponent for another 5% damage. Jumping backward from their location, he maintains low landing lag and lands facing his opponent and ready to keep fighting.

Similar to the forward aerial's gap closing, this move has its own simplicity that allows Ne-Gok-Sa to maintain a slightly more respectable distance between himself and his opponent.

Down Aerial

Startup - Medium ; Endlag - High

Ne-Gok-Sa performs a short hop higher into the air, raising his shielded arm. He then swings his arm down and plummets downward at the speed of his fast fall, before hitting the ground in a small explosion of dirt. With the initial swing, Ne-Gok-Sa is able to spike opponents directly below him for 8% damage. Dropping down onto opponents not spiked by this sweet spot will carry opponents down with him, causing an explosion if they touch the ground. The explosion deals another 7% damage and has decent horizontal knockback, sending opponents tumbling away from the collision. If used off-stage, Ne-Gok-Sa's stock is taken before the opponent he's carrying to their death. This can be escaped as if it were a grab.

Ne-Gok-Sa lacks many options for clearing a larger area beyond having area control from his army. His down air, while leaving him vulnerable on landing, can do just that by allowing him to assault the earth with his weight and ferocity.

Grabs and Throws

Grab

Ne-Gok-Sa, as threatening as he is, is not afraid of grappling with his prey. In a short lunge forward, he moves to grab his opponent by the neck with his plated arm and lift them up into the air. Here, they dangle helplessly (or squirm in discomfort if they're big enough) until he decides just what to do with them. While this remains a power move on his own part, the true strength of Ne-Gok-Sa's throws is to exploit the numbers he has managed to raise on the field.

Pummel

While he considers his options, Ne-Gok-Sa will opt for the simplicity of crushing his foe's neck in his hand. Each time he crushes down on their neck, it will inflict 2% damage.

Up Throw - Stinger Support

With a glint in his eye, Ne-Gok-Sa makes the decision that you have enough value to live... just long enough to serve as target practice for his Stingers. Ne-Gok-Sa pulls back and with a mighty throw, tosses his opponent high into the air for 10% damage. When he does this, all Marro Stingers on the stage appear at his side and fire upon the airborne opponent for their normal damage and effects. If no Marro Stingers currently exist on the stage, a single one is created.

This move has by far the highest damage potential of his throws, though also carries the largest risk for his active forces and immediate protection. It's entirely possible (Around a 3% chance) that Ne-Gok-Sa summons all three possible stingers to his side, and every last one of them explodes and dies on the spot, doing nothing.

Forward Throw - Hound Support

You're probably edible enough. Ne-Gok-Sa releases his grip on his target and shoves them away with his plated arm, knocking them a short distance away and making them prone for 8% damage. At the same time, every active Marrden Hound appears at Ne-Gok-Sa's side and immediately attempts to catch them in a grab of their own. If the opponent thrown reacts fast enough, their iframes rolling out of their prone state can save them from the Marrden Hound grabs—but they will have to think fast. As with other throws, if no Marrden Hounds are active, one will be created to facilitate this throw.

With low knockback and damage potential, dealing at most 8% from Ne-Gok-Sa's throw and around 6%+ more from a Marrden Hound throw, the appeal of this throw is to lock an opponent in place for Ne-Gok-Sa to assert dominance over them at close range in the hopes of preventing escape or counterattack as best as he can.

Back Throw - Drone Support

Ne-Gok-Sa throws the opponent backwards as if to cast them aside like trash, bouncing them off the platform at a low angle for 10% damage. All active drones will then appear around the opponent for a followup spear attack, dealing 3% per attack (maximum of 19% damage). If there are no drones on the stage, Ne-Gok-Sa will create a drone to facilitate the throw.

This throw is much simpler than the others. It doesn't have the wild variability in damage and knockback that Stinger Support does, the suppressive potential that Hound Support does, or the large forced opening potential of Drudge Support. However, the throw serves as the quickest, simplest, and most reliable one to transition into Ne-Gok-Sa's aerials for more neutral moves, such as his down and back aerials.

Down Throw - Drudge Support

If you ever wanted to visit Marr, this will probably change your mind fast. Ne-Gok-Sa doesn't throw the opponent right away. Instead, all active Marro Drudge appear at Ne-Gok-Sa's side. If none exist, he will create one to facilitate this throw. The Drudge will work together to create a large pool of swamp water at Ne-Gok-Sa's feet, after which he will slam the opponent into it for 13% damage. This will bury the opponent in the swamp water, with the burial effect being stronger the more Drudge are involved. The bury effect will be 1x effective from one Drudge, 1.25x from two Drudges, and 1.5x from three Drudges.

This move is a powerful setup for Ne-Gok-Sa's strongest attacks. Rather than focusing on keeping the opponent locked down by grabs and overwhelming them with fast enemies, it prioritizes giving them one large vulnerable window that Ne-Gok-Sa himself can personally capitalize on with a smash attack in the right conditions.

Final Smash

The Marro Hive



When Ne-Gok-Sa uses his final smash, the colossal Marro Hive rises up from the darkness behind the stage, giving off an ominous glow. For the next ten seconds, the Marro Hive will increase the minion cap to four, and begin to rapidly pump out minions to fill that cap every half second. During this final smash, Ne-Gok-Sa is unable to water clone more minions or give orders—the Hive will compel all minions active to perpetually hunt down and attack his foes. When the final smash ends, the Hive will disappear, and all minions over their usual cap of 2 will disappear with it.

Gameplay Concept

Ne-Gok-Sa is a character that wants nothing but chaos. While he has the features to be dangerous on his own as a large and heavy character with a blade and lots of armor, only a fool would rely solely on that when they don't have to... and the Hivemind is smarter than that.

Ne-Gok-Sa still has an invested interest in doing what the Marro do best: Overrunning the enemy with multitudes of awful creatures that make their lives harder. With multitudes of tools that can do just that, Ne-Gok-Sa can be justified in playing on the defensive and simply letting minions do what they do best. In some cases, he might just get away with doing it.

However, Ne-Gok-Sa's most rewarding kill potential comes from getting his hands dirty, even still. Disorienting and suppressing the opponent before unleashing the full force of his physical strength when they least expect it, all while they struggle in the chaos of a true Marro invasion? That is the real essence of what Ne-Gok-Sa is capable of.

For one as heavy as he is, Ne-Gok-Sa otherwise spends quite a bit of time leaping around from place to place, changing up the state of battle as he sees fit. If you're off your game for even a moment, he can capitalize on that, with the worst among them being Mind Shackle—a tool that can force you to play directly into his hands as he dictates the behavior of his forces.

This can cause Ne-Gok-Sa to be vulnerable, of course, as a fighter who is often jumping through the air in predictable and unstoppable arcs to keep up their neutral pressure. But just how good will you be at exploiting it with hordes of gunners, spearmen, wild dogs, cannoneers, and whatever Drudge even are, all gunning for your head just as hard as he is?

Comments:

Kholdstare – (3/25/2023)

Ne-Gok-Sa // 22/30

Creativity and Originality // ★★★★★☆

Ne-Gok-Sa is a refreshing take on the army-summoning archetype, with a mechanic that cares about numbers and bolstering ranks and moves (and entire sections) that feel like they have purpose and a mechanically-oriented goal. Specials introduce and set up the minions, standards use commands, aerals and smashes are the main attacks of Ne-Gok-Sa himself, and throws play off your existing army while also bolstering their ranks.

Organization // ★★★★★☆

The moveset's a little shorter than I'd like, reflecting the moveset's development time, but as I just mentioned I'm a big fan of how the ideas and sections function together as "roles". I also feel like by front-loading the minions' attacks you forget what they do as the set goes on (something that wouldn't happen with fewer minions). The moveset would benefit from more meat on it by reminding the reader of what the minions can do beyond just rushing over.

Voice and Writing Style // ★★★★★☆

I noticed a little improvement in the writing, the mistakes not being as prominent this time around! There's still some awkward sentence structure and grammar throughout, such as a little too many *howevers*. Back Aerial also refers to spinning in Neutral Special, when I assume you meant to say Neutral Aerial.

Presentation // ★★★★★☆

I'm not the biggest fan of all the red, making the moveset fall a bit below Bowstring and Goobbue in terms of being pleasant to look at.

Audience and Respect // ★★★★★☆

You do a pretty good job on the whole of explaining things such as backstory, character, and move functions, I didn't really feel lost at any point. Like I said, I felt the moveset could definitely be longer and meatier, especially with a lot of minions and potentially deep mechanics related to them; right now, they feel under-used, so if you decided to do more stuff with them I'd be interested in seeing how you balance them.

Personal Taste // ★★★★★☆

I'm definitely pretty neutral on Ne-Gok-Sa, not feeling too positive or negative on the whole about it. It feels underdeveloped but also at the same time there's some cool stuff going on with the minion genre here. Nice to see you putting out more sets and improving!

Arctic Tern – (3/26/2023)

Ne-Gok-Sa is a fairly ambitious set for a Jamcon, being a minion set with 5 possible minions to summon. These are very fragile and don't do a lot of damage, the main reason to use them is just the sheer numbers of them that can be onstage. Ne-Gok-Sa has a decent amount of tools for playing off of them, as well, like his surprisingly long ranged FSmash or his wide-ranging USmash, and his throws all interact with them in fairly unique ways. I am a bit unsure of the fact that Ne-Gok-Sa's commands are linked to his tilts and not Specials, seeing how important they are to the gameplan, and more importantly that he can't not command them if he uses them. Personally I'd map it to either a Shield Special or the DSpec, since that move has him give the same commands to the foe. In any case, though, despite being made in one day this actually ends up as my favorite set of Majora's as of now.

RATING: 6.5/10

Katapultar – (3/27/2023)

Even if your sets are on the shorter side right now, I am quite impressed that you managed to throw out this set within a day! Also glad to see you getting into the Jamcon groove right away. I'm still in the process of reading Bowstring, but from what I saw he was an improvement over Goobbue, and Ne-Gok-Sa is too. The presentation is also a step-up, too.

The way the minions are detailed here are pretty neat, with their HP and attack's damage being listed in one place. "Response Time" is also a new way to describe minion lag that I haven't heard before, but I welcome it. I assume that the Marro Stingers' RNG attack is based on Heroscape being a dice-rolling game, but it's interesting to have RNG on a minion since it doesn't affect the summoner's attacks directly. Rather than choosing which minion you get by charging or manually like Shulk's Monado Arts, Ne-Gok-Sa prioritizing which minion he has the fewest of is new, meaning - if I'm reading it right - he has to use the move a few times to get the potent, self-replicating Marro Warriors.

With the ability to flood the stage with text, a red background and even a Down Special mind control, this set reminds me of Magnus from MYM24, something that I'm sure Goliso will appreciate when he reads this set. Props to the "mind control" here, which feels pretty well-balanced and not too obtrusive for something made so quickly (helps that it's not pure mind control, and it breaks when you attack an opponent, but forcing them to use Jab on your minions for up to 3 seconds does feel like a very, very strong form of stun). Directional Specials are very simple, but I'm not going to ask the world from a one day set.

This moveset reminds me of something from MYM11-13, funnily enough. How the set's Standard attacks are what you use to command your minions, that being the moves' primary function while their melee implications are more of an afterthought. Kind of funny that some of these orders are what you use to influence opponents affected by Down Special. It would be very interesting to see what this kind of "use non-Specials to order around your minions" approach would be like on a set that outlined the full implications of the attack's melee and how each minion can play off of that melee and the order it gives them. That might be a very long read, though.

I think Dash Attack should have some form of knockback, even if it's just a strong early sweetspot for some "oomph" if you feel like editing this set when Jamcon 1 nominations finish. "No knockback melee attacks" on inputs that would normally deal knockback are admittedly a relic from the MYM11-13 era. Smashes and beyond are simple melee, but I kind of like how the Neutral Air acknowledges Ne-Gok-Sa's super high first jump and gives him a way to cancel its momentum. All the throws having a "a certain type of minion can follow up on it" thing to them is definitely appealing in modern MYM. F-throw is nice here - Ultimate's one second grab immunity after being grabbed would technically save grabbed foes from being grabbed by a hound quickly, but you could just say that the hounds are hard-coded to ignore grab immunity here. D-throw is also a fun little reward for having a bunch of drones out, getting you a stronger pitfall.

All and all, a nice read for how quickly the set was made - with potential ideas that could make for a genuinely solid set with added detail.

GolisoPower – (3/27/2023)

Lemme just preface everything with this: I haven't had the opportunity to say this, Majora, but...welcome back, man.

Now then: general consensus was that Goobbue was a warm-up and a non-serious set to make, so seeing you get serious with Ne-Gok-Sa is a delight. I'm grateful that so many old veterans are coming back to make sets again recently and I'm all for it!

Ne-Gok-Sa can be considered a Magnus the Red-lite in my eyes. Not that that's a bad thing, Heroscape seems a lot more simple and a lot more affordable than Warhammer 40,000. Just know that there'll be a lot of comparisons between this set and Magnus from MYM24. Neutral Special seems like a simpler, more streamlined version of Magnus's Neutral Special: whereas the Primarch has a Monado Wheel with transformations for several of the Thousand Sons, Ne-Gok-Sa takes a more Sora-like approach in which each use summons a certain minion in a fixed order. Honestly, this should be easier on the brain for several potential Ne-Gok-Sa mains due to how simple it is. I like how Side Special also summons only *one* kind of minion, but unlike with my set, it's not locked behind killing and generally is a lot more straightforward in its summoning. I...would not have expected Up Special to be this, honestly. Don't get me wrong, this plays into the "genetic assimilator alien" gimmick pretty damn well, but popping a meat balloon to bring you back on-stage is an image and a half, not gonna lie. Still seems pretty

well-balanced, though. Even the mind-control gimmick in Down Special is especially simplified compared to Magnus's: instead of "recording" a set of actions to force the foe to use, it instead gives your foe only 3 options for you to capitalize on, whether it be to prevent them from running away, forcing them towards you without attacking for a bit or forcing an attack on the nearest minion of. Again. Magnus the Red lite, but that's a good thing.

Even with Ne-Gok-Sa's normals, it seems to have some good interaction with his minions, with his tilts being able to relay the same Directives onto your own water clones for different benefits or to take advantage of your foe being caught up in the swarm. I dunno much about Heroscape, personally, but you seem to get the characterization of a grotesque hivemind warlord down right. Also, the set is just deliciously digestible. In an age of MYM where you have 40K/100K-word set documents, it's generally refreshing to have something rather simple and easy once in a while.

Again, welcome back Majora. I have yet to read your other sets but this is a pretty decent one. Good work!

Dilliam – (4/1/2023)

A fun, breezy minion-heavy set. I definitely enjoyed the minion behavior mechanics at play here, especially with how Ne-Gok-Sa needs to consider positioning with certain minions. The hard minion cap is also simple but it works, keeps players from spamming too much while still giving a lot of freedom. It definitely feels like a bite-size version of Magnus from back in MYM24, which isn't a bad thing at all.

BrazilianGuy – (4/4/2023)

Ne-Gok-Sa does a thing I want to be done in more platform fighters which is a proper summoner character, and he didn't disappoint at all. Being a big alien creature thing with a bladed arm, it seems weird to imagine that he would be kind to stay back and just summon minions, but with the context given and the characterization you get to see why he and his species would do that if anything it really felt like Ne-Gok-Sa is a strategic warlord who together with his troops will kill anyone on their way. I like how not complicated his mechanics are, that also goes for the Down Special mind control, being a nice option to make your opponent panic. I also liked how throws were implemented onto his minions. If anything I'd say I wanted to hear more about the minions, but what we get is pretty neat! And so is Ne-Gok-Sa himself. Also props for doing such a big concept in so little time, are genuinely impressive. However he does kill his own kind for recovery and Down Smash, I can get behind him killing his opponents, but his own Marro brothers? Kinda cringe. Overall a Hivemind/10

UserShadow7989 – (4/12/2023)

The first Jamcon submission of the contest is a fairly fun crack at a minion-using fighter, with a few twists that set it apart from its contemporaries. It's a very simple set on the face of it, but it impressed me the more I sat on it for how wonderfully interlaced everything is in terms of its gimmicks and intended playstyle for such a short set.

Tilts call in the main minions of his set and gives them orders that adjusts their AI on a case by case basis in addition to being basic attacks; while normally I would try to separate the two (such as tapped vs held inputs for doing the attack without or with the order being sent, respectively), this bit of awkwardness ties into the set's focus on the minions, encouraging him to take more of a commanding role with his forces over just rushing in and slugging it out himself, and into the focus he has on aerial combat when taking matters into his own hands. Ne-Gok-Sa's strongest minions being the least affected by and most independent of his summons doubly helps, rewarding him for getting them out and letting him be more directly aggressive once he's fully in control of the match, while also causing some disarray when he's backed into a corner and forced to focus on fending off a foe with said Tilts (Jab being effective at its job, but not a perfect one-button solution to disadvantage by any means).

That does not undermine his vicious predator nature, however- his quirky aerial movement encourages do or die jump ins as he uses his aerals as his main neutral tools, which themselves can alter his trajectory or tweak his positioning in the air to make him very hard to keep out on the offensive, but still requiring there be thought to his attacks. Smashes similarly give him grounded options that are disconnected from ordering his troops, but by their nature they're a little risky to use in neutral, emphasizing both his brutal aggressive nature (his key attacks being strong but risky or using his ability to rocket into melee with a jump) and ability to think and plan (both having their own drawbacks that he wants his tilts or minions to cover). Then the throw section brings the minions back into focus with some nice payoff for having them on hand, as a way to wrap up the set in style.

Mind Shackle is a cool idea and tying its activation and effect to the same inputs you command your minions with is an inspired bit of synergy. I'd love to hear about how each input's change in minion AI plays into the effect it has on the opponent, like the best point in time to cash in on your Mind Shackle effect. Speaking of minions, mentioning how best to play off of them might be a good point- using a ranged attack as cover to jump in more safely, throwing out a Smash to punish opponents for attacking a minion while you're nearby, etc.

Others have already commented on this, but adding details like the general reach/shape of hitboxes and range of projectiles is advisable given how much chaos minions can cause with good coverage and how it can lead into defining a move's role in the playstyle. Noting a move combos into others, or benefits more from having a given minion nearby (quick pokes setting up for their own attacks to act as combo glue or enders). The actual use of Tilts as attacks is kind of glossed over for their interactions once past the animation, when you could possibly work them into the order given or Mind Shackle effect (apply the effect AFTER the hitbox ends so you can hit them and THEN have the effect kick in?) like a spacer pushing foes toward minions or an

attack hitting them into the air to make them into target practice for a ranged attack, with a non-shackled foe having a small window to respond that requires they read Ne-Gok-Sa/his minion's next move. Down Tilt could start a tech chase, with nearby minions serving to threaten space and limit the opponent's options to escape his own attack, while the Mind Shackle effect cuts out the guessing game entirely.

A quick generic list of things you can consider with a given move to give it a niche: Combos (starting/extending/ending), spacing, tech chase starting/role in a tech chase (techs in, techs in place, techs away), 50/50s (fast and slow move with similar coverage, two moves with mutually exclusive coverage, or beats shield and loses to dodge with beats dodge and loses to shield), fast pokes, tools to escape juggles, how good they are out of shield in the case of short-hopped aerials/up tilt/up smash/jab/up special, and risk vs reward (guaranteed follow-up or not-guaranteed but more potent follow-up). Lag, armor, reach, knockback (base and growth), sour/sweet spots, are a few levers you can mix and match to produce these and to give a character a kit that feels like you're playing as them.

Some nitpicks: one important thing to do with a minion set is note what they're doing while you have the opponent grabbed. Can they keep taking potshots on the opponent as you hold them to build up damage? Up Throw's 3% fail chance feels like a mean Easter egg and might best be cut? Forward Throw feels like the regrab timer would interfere with the hound follow up, though if you specify it's an exception to the regrab timer, an animation quirk disguising a hard-coded alteration to the throw, and/or the end lag and the foe's hit lag are artificially inflated, it could work.

Regarding Up Smash: priority, with only specific exceptions, is tied to damage and if the move is a grounded or aerial move (Aerials kind of phase through other hitboxes, other attacks within 9% damage of each other clank and those with a bigger gap have the higher damage go through, projectiles generally are destroyed). I forget how Specials tie into this (I.E. if it's based on where they're used or they always act as grounded), but that's the gist. Most good anti-air moves have some combination of the character gaining some armor on the top of their hitbox, crouching low during the wind-up, long disjoint, and just being disproportionately fast- the latter two being why Mario's Up Tilt is a really good one.

I really, really liked Ne-Gok-Sa; while we've been quick to point out it doesn't go in depth on the moment to moment exchanges of blows, the set has a very, very strong grasp of the big picture playstyle and game feel that made it a joy to read. For a set made as fast as it was, that's a heck of an accomplishment, and a dang good first showing in a Jamcon!

ForwardArrow – (4/13/2023)

I distinctly remember how absurdly fast this set was written when you made it, but for what its worth, Ne-Gok-Sa does have a pretty coherent goal. Use minions to poke holes in the opponent's defensive game to weave in with aerials and then kill with Smashes, using his Mind Shackle to make it much easier to actually breach that gap. The approach is about as simple as

can be, and makes the odd decision to dedicate standards to minion commands, one that I think is definitely wonky if Ne-Gok-Sa just wants to commit to fighting an opponent in close range on the ground without directing his minions all over the place. I could certainly see that get a bit annoying, especially considering how lackluster his standards are for direct combat, but I suppose that's what short hop aerials are for and at the very least when the set's spamming out a ton of minions for the foe's to deal with and his in-game unit has lackluster attack power, it makes sense to give him a flaw like this.

I think my bigger issue with the approach is it does feel a bit one-dimensional. The minions are really more about quantity than quality in terms of how Ne-Gok-Sa uses them so his battle plan really comes down to spamming as many out as possible, giving them a few instructions to optimize their performance, and hoping for the best, with his melee being as limited as it is preventing opportunities for depth even beyond just "the set doesn't really elaborate on it all that much". Mind Shackle is probably the coolest thing in the set, due to it being a mind control style move I can finally get behind by messing with the opponent but not in the overwhelming way mind control does. Do I think this set gets full mileage out of it? Not particularly, I think you could really go out of your way to make some interesting scenarios out of the individual mind shackle effects in subsequent moves that this set doesn't really do. It kind of goes for just the basic gameplan of "swarm the foe and hope that leaves an opening for Ne-Gok-Sa's stronger attacks" and doesn't do as much beyond that as I'd hope, though I do like the idea of using a large group of minions to gang up on foes in the throws.

I think for a one day set made for a JamCon, this is pretty solid, but I feel it doesn't have the player expression of a set like Bowstring or Emidius even just looking at your work, so I can't say I think its as strong as those sets. But for what its worth, the set at least knows what it wants to be and keeps a fairly consistent focus through the whole set, and given some people like it better than Bowstring despite the faster design period I think its evidence of your increasing comfort with MYM.

BridgesWithTurtles – (4/13/2023)

As a disclaimer, Ne-Gok-Sa has some of the typical trappings that make it hard for me to get into a lot of MYM minion sets, such as not entirely selling me on how practical/performable minion commands and setups would actually be during a match. Ne-Gok-Sa kind of gets around this concern by simply having most of his ground normals utilize minion integration by default regardless of where they're located on the stage, with the minions' actions themselves being moreso the attack than Ne-Gok-Sa's own. That comes with the double-edged sword of most of Ne-Gok-Sa's individual moves feeling like they'd be hard to use in an independent fashion. I don't think that breaks the set necessarily, but it kind of strikes me as limiting when a character basically has to either operate entirely without their minions or be forced to utilize them, without having a more nuanced way to control how and when they're deployed. Even something like having a tapped/held distinction on things like his tilts, I think, would open up the set a lot better.

On the flipside, there's something to be said about the implementation of minions as the "main" means of attacking and dealing damage. That being the case, we've definitely seen sets in MYM that do more interesting things with those minions. It's also interesting that the normals are where most of the minion control is frontloaded, as most sets seem to use those for the more "basic" attacks, with things like smashes bearing the gimmicks. Instead, Ne-Gok-Sa has fairly straightforward but effective smashes and aerials in exchange for his normals carrying most of the weight of his minion commandeering. It's a decently unique take on the idea. I recognize that you attempt to compensate for his "situational" normals by having the minions pick up the slack and provide protection for the player. It's a neat implementation. Also, I really like the weird jump the character has, forcing you to rely on aerials but also making those aerials all inherently risky to some extent.

A few moves that stand out. Up Smash, which I think is cool for using the asymmetrical character design in a neat way. Nair is cool as a way of working around Ne-Gok-Sa's weird ground jump.

Not sure how to feel about the Down Special, as I generally dislike moves that take control away from the opponent (outside of usual hitstun scenarios and whatnot). Doesn't feel good to get hit and then you just can't play the game for seconds at a time (not that I haven't made movesets that do stuff like this myself). On the other hand, for what it's worth, I think you do a respectable job here with how the mechanic operates, at least at a base level. 3 seconds seems a little long of a timer, but I also understand that any less than that, and it'd be pretty impractical to make use of any of the intended set-ups. The "Hold" command at least letting the opponent still do things like shield is a good compromise, I think. Unfortunately, the set does very little to expand or elaborate on the potential this move provides for. But yeah, it's always tricky implementing characters with mind-control or other ways of directly manipulating opponents because of these factors, and I'm not sure I've seen a set that really does it perfectly. Up Throw just having a random chance to fail also feels questionable to me - I don't really get why it's there, but I'm guessing it's a character-specific thing?

There's also a lot of instant-summoning of minions attached to various moves that I'm not a big fan of. I guess it makes some sense for the character, but I guess it feels kind of tacky to be able to get minion benefits from those moves even if you haven't previously gone to the trouble of creating one manually.

Overall, I like this set, but I think it would benefit from going a bit deeper with its mechanics, and there are some things that kinda annoy me, but most of those things are probably subjective. I'd say I hold a similar level of approval as most others who've commented, even if my commentary comes off as slightly more negative. I also do like these kinds of sets that *have* a clear mechanic/gameplan but are still brisk to read. Someone tell me how to consistently write sets like that, please. (I guess self-imposing a one-day time limit might help?)

N88_2004 – (4/13/2023)

Very hype character choice for me *and* approximately 0 other people. Marro are definitely The thing to translate from Heroscape and Ne-Gok-Sa is an icon.

Having a low ceiling on his total number of minions makes sense. I do think some of the particulars of how his cap works are a little confusing. "Five total" is easy enough but I'm a little confused about how to know what kind of squaddie Water Cloning will create at any given time. Maybe just me. I also think it should be displayed on the HUD somewhere for players but that's a lil QoL detail that I can forgive overlooking in a jamcon.

I wonder if the Drudge could have 'sunk and re-emerged' for their puddle-jumping animation instead of teleporting. A bit sketchy on Smash stages where they're jumping platform to platform, but it's fine, don't think about it. That's definitely what the ability is meant to be about anyway, and I like incorporating it here to give the Drudge something.

Mind Shackle is bold - mind control always kind of a tricky subject, shutting off the opponent's ability to interact with the game y'know, tough. I think limiting it in certain ways and forcing Ne-Gok-Sa to commit to one of a few options is an interesting move, and making opponents subject to the same commands as the rest of his hive does have its merits. I wonder if this could have been reworked just slightly into a fancy command grab; I think viewed through that lens it's not so weird, but it maybe has just a bit too much mind-screw stuff that lingers a bit too long to really feel good. I do think this attack could have leaned into Mind Shackle's in-game feel as "the insane nuke that never actually goes off" a bit more? It's already kinda trending in that direction with the high start-up but I'd probably make it like... more powerful, make it resolve more quickly for the opponent's sake, make it slower (idk how slow it is I guess since 'High' is vague, but I'm gonna be bold and say it should be even slower than that).

I'd heard whispers of the minion command tilts. I appreciate that they still have some basic function as crappy attacks, but I do think it's a little awkward for him that he has to command all his mooks with his basic lil attacks. I guess he at least has the luxury of certain ones ignoring orders that'd be detrimental to their gameplans. I think this could be smoothed out a lot by just letting his attacks be kinda crappy (on brand for Mr 3 Attack) and then having the commands as optional follow-ups? Or something? It'd still gate his minion commands behind his melee and retain some of that feel you're after, but it'd let him function a bit more without disrupting his set-ups.

All the bits and bobs here create inputs with a lot of... mechanical width rather than depth? Girthy inputs. If I'm using DTilt I have to think about its own hitbox, the minion it might create, the minions it'll command (to stop doing things), and the possibility of it commanding the foe. But the tension between those things is high enough that it feels like there are a lot of bad times to use DTilt and now I'm kind of scared to. It's got a wide reach and it's touching a lot of my other mechanics and I can't just use it in a vacuum as a DTilt.

I do like the passive minion generation in the normals in order to ensure they're around for specific attacks, and the usage of them for those attacks. I think it's very evocative and on-brand for him to be encouraged to rotate out minions quickly and just keep spawning these absolute chumps in. (I do wonder if that works against the Marro Warriors a bit though, I imagine they'd be hard to keep around when he's pressured to keep making more and his oldies get expired - maybe they should be deprioritized to get despawned by the cap.) It's moreso where the Tilts interact with all his guys at once that I think the set drifts into unintuitive territory. He does at least have his Aerials and Smashes for more normal bread and butter stuff, but I'm not sure how tuned those are to his minion shenanigans.

I also like the array of different Marro units and trying to rep the whole faction, but I do feel like Ne-Gok-Sa could have been stronger if he were more focused on a smaller number of mooks. He's a fun read though, and impressive as a from-the-hip shot at implementing a really crazy minion fighter.

I'm also an Up Throw defender. They should be able to Just Explode, it's part of the Stinger experience. Too bad Stinger Denial didn't sneak in here somewhere.

Daehypeels – (4/21/2023)

Starting off with a minion-summoning bang, huh? This was certainly cranked out real quick... although perhaps it could have used more time in the oven.

Wasn't a huge fan of this one, but before rambling out some of the criticisms, there were some pretty nice highlights. This is some great stuff flavor-wise, all of his attacks sell just how brutal and malicious this warlord is in a fight, you took a character who's apparently quite lethally savage in their home series, and yeah, your variety of harsh slashes and stabs, concussion-inducing weighty bashes, and even injections of Fun Juice™ were quite fun to read. Up B in particular is the move everyone sings praise about, and it's for good reason, what a unique and savage animation description! And when it comes to straight describing how each move works fundamentally, it's some solid, concise material throughout the blog.

It's a good base, but really, the main problem with this one is that the moveset often feels more like a solid starting point than something truly complete. A few moves (like Down B) don't have any additional info past their bare-minimum function explanations, and certain moves that seem like they do (such as Side Tilt or Up air) tend to either be repeated or redundant – Side Tilt explains function-wise that it's an important move for commanding your troops to attack, then the last section of the move further clarifies that it is indeed that, with not much gained. Not to disregard the fact that the move functions themselves are rather well-described (apart from one example I'll mention later), nor the moves that have some pleasantly helpful additional info, but when the moves are almost entirely just explanations of functions rather than anything extra, it's not the best reading material.

For some more specific stuff... Back to that otherwise wonderful Up B, the best aspect of it feels like it works against itself. For a startup that's only described as "low", there's a lot going on in the animation, with the minion spawning, getting grabbed, injected, reacting to the injection, throwing it downward, THEN exploding and the actual recovery starting. A decent comparison could be something like Dedede's Gordo Toss, where he manually pulls a Gordo out of his sleeve and whacks it with his hammer, and the full animation takes exactly as much time as it needs to... over the course of almost a full half-second/30 frames. Not to say these are the same kinds of concepts, but at least in my opinion, I feel like a much better route for that move could have been to focus on how slow that animation would realistically be (since picturing all of that happening in less than 16 frames doesn't sound like it'd work at all) – and at that point, the move could balance itself, since you could then talk about how it's a slower recovery that gets the job done and hits really hard, but in exchange it's quite telegraphed and linear + isn't that easy to land as an attack, you get the idea. Not that that's the only avenue to take, but that could be a pretty interesting one.

Plus, not gonna lie, there were some more personal grievances I had with it regarding balance. This sounds like a super obnoxious minion summoner to fight against with the sheer number of dweebs they can throw out, but Down B in particular isn't a great mixture of a rather vague hitbox description ("line of sight"... is it a Mewtwo Disable kind of thing? Is it a Palu Autoreticle kind of thing where it's a cone-like line of sight? How easy is this move to land, range-wise?) and an ABSURD upside for landing it – Hold and Defend are interesting enough, but the Attack directive sounds like a hilariously free Smash Attack or Up B, not to mention other shenanigans. And in general, being able to tag an opponent (again, with a vague description of how) only to trigger a command on them that forces them into being unable to play the game properly, in a matchup that's already based around flooding the screen with annoying minions... take this paragraph with a grain of salt, since it's just a personal "ew gross, don't like X" thing without a great explanation, but stuff like that is really hard to get into and want to see in Smash, which can further hamper my interest/immersion in this moveset, it just doesn't sound fun to fight at all.

Overall didn't like it very much, my apologies, but over the years I've seen far far worse, and for something cranked out in such a short period of time, it's hard to complain about what isn't there when the stuff you did include is decently nice, ultimately. But for future Jamcons, utilizing the full time limit to your advantage could probably make blogs like this one turn out so much better, even without reading your past movesets there's zero doubt in my mind you're capable of way better.