

1. Miami Ballphins D: Syniikal, Xile O: Elsa, Ballerina

You think I'm not putting us first? This was a very tough draft because I had to let so many people go for less than they are worth in order to get the players I had originally wanted. BDL I probably could have bid up more but I think he's not that good compared to the 2 elite players I got and his true value is only like 85-95, so 75 isn't that unreasonable (and it didn't matter in the end because gryff only spent 1 coin on her last 2 players), and it essentially guaranteed me the 3 players that I wanted. People were scared to draft Syn which is why he was nommed so late because of the flight/troll risk, but I am very confident he will actually try for this team. This is a top 2 defender, maybe even better than Doris, the prevent god will be insanely difficult to grab on for most offenses, and he's also gotten really good at getting returns, I have no doubt in his ability to lead the team. Xile is a good partner for him, a smart player who can put up good prevent when necessary and get bot-like returns on most offenders. When syn starts trying and not trolling in scrimms (which he definitely wasn't doing last night), this defense should fix the few weaknesses it may have and be the best or 2nd best (besides doris/neb) in the league. And the offense is even more scary, similar to last season I had no plans to get Elsa until like 2 minutes before I got him but he is a very strong player who can adapt to any style of offense necessary, has good skills with the flag, and generally knows how to make the right play almost anywhere on the map. Ballerina is clearly a top 5 offender now, one of the best flag carriers in the game that consistently racks up captures and can pull off great o/d saves when necessary. She was concerned that her and Elsa wouldn't mesh well together, but they looked pretty good in scrimms yesterday (not against the best of defenses, but still) never having played with each other before so they should get even better as the season goes on. They will be the best or 2nd best offense (besides GOOBR/ccga4) for sure. Having a top 2 offense and top 2 defense means my team will win the super this season.

2. Ghostboosters D: Doris, NEB. O: ez, Taurus

Both defenders here went for a steal and this defense will contest mine for the best in the league. Doris is the best defender in the league currently, a good leader who is good at everything related to defense, he will step up to carry this team if necessary. NEB for 2 was a really good price, he is a great support defender who knows how to not let the flag out of base. I see no glaring weaknesses with this defense, they can put up great prevent, get returns in and out of base, block, and get powerups, almost every offense will tremendously struggle with getting grabs on them. The offense of this team is weaker, and it all depends on ez's ping. When he is not lagging, he is a top 5 offender who can grab, hold, cap, and make big o/d saves. When he is lagging, which is like 25% of the time, he's just an average player who won't do anything spectacular but still not anything terrible. Assuming he has solid ping most of the season, this is definitely a top 4 offense. Taurus is a little washed but I think he can slide in as a good support ball. A top 2 defense and a pretty good offense will cause this team to finish in 2nd.

3. Holdin' Gate Warriors D: Megatron, Pro Boat O: GOOBR, ccga4

I almost put this team second but didn't because I think GBS has a better offense than this team has defense. Megatron for defense is questionable, but he is a smart player who will be serviceable and not make any dumb plays, not an ideal lead defender though. Pro Boat should be pretty good, he can be the more aggressive player who gets returns, but I don't think he's good enough to tag any first balls consistently. This won't be a terrible defense, but it definitely won't be the best. Their offense is really good though, and will challenge mine for best in the league. GOOBR is probably the best o player in the draft (not sure how washed toasty is) and I probably could have made Curry bid like 10 more coins for him but they weren't able to get a great defender which was my main concern after he went. GOOBR can single handedly carry any offense in this league, insane mechanics and game understanding, there is nothing he cannot do. The only issues are that I can easily see him and Megatron fighting each other in vc a lot, and his signup comment said "busy most of season" so we probably won't see him tryhard as much as past seasons. Ccga4 is a great partner for him, a calm support ball who had success last season with Fender, this offense should have no trouble getting out on almost every defense, and will be at about the same level as mine. Mainly defensive concerns cause me to put this team at 3 but I could easily see them jumping to 2nd.

4. Willy MonkaS and the Chocolate Factor-Re D: grumpy, 777z O: thenewguy., Messi

Very solid team here but a lot of issues prevent me from moving them up for now. Grumpy is a very good defender who can return almost anyone and has great prevent, he hasn't played very much at all recently so it may take him a little while to shake off the rust, but I am confident he can return to full form pretty quickly. 777z is similar to grumpy because he has great prevent and return skills, but he is far more aggressive, so this pairing will need to scrim a lot to ensure they are both not rushing for the returns. This should be the 3rd best defense in the league, but a concern is availability, both of them are restricted to 240 mins and will be missing a week (or even multiple) in October, and in a league where standings can be very close, those instances of having to sub in minors defenders multiple times will cause them to lose games to better teams when they have to do that. Tng playing o is much better than him on d as I know from experience and assuming he has the motivation to play and scrim, he should be a solid leader for the offense. He will certainly make a lot of troll plays, but he is usually a very dynamic player who can grab, cap, and play o/d. Messi is a good partner choice because he has a very calm playstyle, who won't make any insane plays but rarely any big mistakes. This offense will be probably a top 4 offense, but when tng is playing like an idiot, they will struggle a lot. I expect this team to certainly be good, but availability of the defense and tng playing like an idiot at any given moment prevents me from pushing them up above 4th.

5. ALL CAPS D: BALLDON'TLIE, MR AWESOME:) O: FENDER, DR.ANKLES

I originally had this team lower but we scrimmed them last night and (even though syn was trolling the entire time) they looked pretty good. BDL was SHOCKED when I didn't draft him especially since I told him I would draft him for under 100 before the draft started and he

definitely isn't a league winning player, or as good as Ballerina. I don't think that him playing d is that much worse than him playing o the way others have made it seem like, he's not playing all that well recently but he's still capable of being a good lead defender who can play a safe style of defense and teacher for Mr awesome. Mr awesome was a pick I hated when it happened because his signup comment said his Dallas ping was unstable and also his gamesense still needs improvement but he looked just fine in scrimms last night, he will be able to get his bot-like returns on the less skilled offenders, and if his ping cooperates and he continues to practice, he will be a good 2nd defender. I don't have a lot of confidence in this defense still because I think BDL is not very good and Mr awesome still has a lot to learn but they should still be serviceable. But the strength of this team comes from its offense, Fender and Ankles are going to be really good. Fender is a great grabber, holder, and capper, a very slippery ball who is hard to contain, and he has a very similar partner in Dr. Ankles, someone who I was definitely going to get if I didn't get Elsa, (assuming he doesn't disappear like s23) he will form an offense that will be very hard to stop from grabbing and get returns on. They can rack up a lot of caps if the flag stays in base, which is a big if. The only weaknesses I see in the offense are the occasional dumb plays (mostly from ankles) and not being that good at o/d, which may cause them unnecessary caps. Still though, I have a lot of trust in this offense and the defense should be serviceable enough for them to finish in 5th place.

6. Mumble Cappers D: Wayne, dodsfall O: gg!, kool aid

Wayne for 130 was the biggest overspend by far in the draft, he's probably really washed and even if not he probably isn't worth 130 but I haven't seen that much of him to say for sure. However, he still should be a solid lead defender, I just don't know enough about him to write about his playstyle or anything. Dodsfall should actually be pretty good, hasn't played in ages but is really hard to grab on and juke back around season 21, so I am very curious to see what happens with him. This defense could be really good or really bad, and it's just too early to tell what it will be. The offense is kind of similar but gg! and kool aid are definitely players who I know what to expect from. Hold leader gg! will continue to do his thing a burn a lot of teams that only send one chaser his way. He still struggles with getting grabs, but I think his all around skills in areas like o/d and blocking have improved. Kool aid is a wild grabber but he's an insanely jukey player who will cause a lot of trouble for defenders trying to solo him, but his decision making has a lot of improvements that needs to be made. Whether gg! can mold kool aid into a smarter player and maintain his grabbing and juking skills will determine the success of this offense. A lot of variables here, and I think the end result will be somewhere in between really good and really good, so I'll put them at 6.

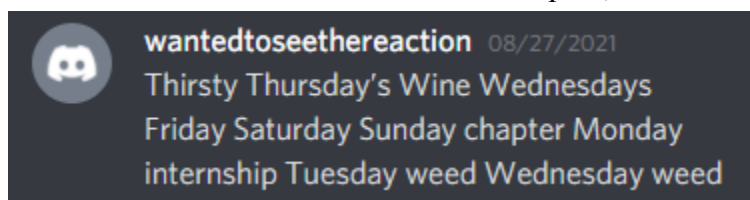
7. Snipe Hunt D: Armbranch, aaron O: Ty, no name

Every draft that happens there is one team that is insanely boring, and this is the team in this particular draft. This is a defense that I do not have a lot of confidence in. Armbranch was really good back in the day obviously, and I only was able to see him for a week last season before my

team made me drop him, but from okthen's word and the games of MM that I watched after he was picked up by them make me not have that much confidence in him. Still a solid prevent player, he isn't that hard to juke and I think most offenders can avoid being soloed by him, and he makes a lot of risky and dumb plays. Aaron is a fair bit better than Arm I think, he can get bot-like returns pretty often on good offenders so I would expect him to get a majority of the returns here, and has decent prevent, but also questionable decision making. Overall I think teams will be able to get out pretty easily against this defense by grabbing with boosts and just blocking out aaron, and unless Armbranch can somehow return to Superball winning form from 3 years ago, I don't see any way this defense can be good. The offense will be better, Ty is a boring but really good player who never makes mistakes, is calm, and knows how to get the flag out of base. He will also need to do a lot of work on o/d to make up for the mistakes of his defense. Unlike most elite offenders though, his flag carrying skills are not that good comparatively, so if they play a defense that has people good at soloing, this offense will struggle. No name is a solid 2nd offender, he has good flag carrying skills, so it will really depend on how much chemistry this offense can form, and with no name and Ty both having other commitments during the season, I have a fair amount of doubts. They are still better than Sir Cle's team, but I don't see them lighting anyone up.

8. CircleJokers D: NameLEss, q42 O: toasty, BallsToYou.

Toasty going for 22 more coins than the next most expensive player really hurt this team. He hasn't played MLTP in 2 years, so how washed he is will be a major question, but most indicators I've seen make me believe he will be just fine, a great mechanical player with elite game sense and almost never makes mistakes. He will have to hard carry like never seen before for this team to go anywhere though. BallsToYou would be a good pick if this was like season 21 and 22 where he lit up minors and actually scrimmed and cared, but I don't think that will be the case this season. His schedule is a bit occupied, in his own words:



And he also is a ban risk so I think they're going to drop him probably after like week 2 and there are great minors offenders available. So no matter what happens with toasty's partner it probably won't matter much it will probably just be an average offense. But the defense is not going to be good at all. NameLEss is simply not good enough at any element at defense to stop almost all majors offenders, he will have to play a really conservative game (which he kind of does) to be useful. Q42 looked good in the one tpm game I played with him he was able to get solos pretty consistently so if q42 can just run and kill everyone and NameLEss can strongball people on anti then this defense could be serviceable. I just don't see it happening, NameLEss can't scrim ever besides after like 11 PM EDT, and q42 still isn't that good or anything but he

will be able to tag a fair amount of o players, I think. I think this defense will be unable to keep the flag in base at all, maybe toasty plays d and they drop NameLEss and pick up ASAP or something and if BTY tries the offense can be decent and the team may win some games? There's just no way I can rank this team above any other team right now.