

Hello, everyone. I apologize for this massive wall of text, but I wanted to address a bunch of controversies in regards to competitive Uranium, and given the chaotic nature of the chatroom, I wanted to collect all of my thoughts in one place. In this post, I will be addressing three questions:

-Is the Nuclear type balanced?

-Banning vs. nerfing

-What needs to be banned, and why?

Nuclears: in my opinion, the nuclear type itself is balanced. Well the type deals 4x damage against most mons in Uranium, I believe this has been mostly balanced out by the quality of Nuclear type moves. To put it bluntly, Nuclear type moves are BAD. There are only four Nuclear type moves in the game with a BP higher than 60, and I will go over each of those moves below:

Photon Beam - the standard Nuclear type attack. This move has an above average BP of 100, but for it's BP, it has a massive drawback: the user's Special Attack is halved. While the user of this move has the potential to knock out opposition with ease when using this move, the opponent can easily switch in a Steel-type such as Metalynx, Lanthan, or Gararewl to eat up the attack. Since Photon Beam halves Special Attack by two stages, the user of Photon Beam will either be forced to switch out, resulting in a loss of momentum for the user, or will likely die to the Steel-type switch ins STAB attacks, since Nuclears are weak to everything. Because of the risks using this move comes with, it is not broken in my opinion. Certainly, it has the potential to be strong, but strong is not the same as broken, not by a longshot.

Fission Burst - this 150BP physical Nuclear type attack comes with a massive drawback - causing the user to lose all of its HP. Due to the obvious risks and consequences involved with using this move, it is not broken by any means. At best, you break even, at worst, you sacrifice one of your team members for nothing.

Expunge - this 110BP special Nuclear type attack may seem broken at first, considering the lack of drawbacks, until you realize that the only mon who gets Expunge is Hazma, who has a whopping 66 base Special Attack (in addition to base 44 Speed and the privilege of being one shotted by pretty much everything that isn't another Nuclear attack thanks to it's Nuclear typing). Nothing to see here.

Quantum Leap - this move is identical to Giratina's Shadow Force, except it's a Nuclear move and it's Urayne's signature move. This move may seem broken at first, but in reality, it leaves Urayne in a state of vulnerability. If Urayne's opponent switches to a Steel on the turn Urayne disappears, then Urayne is most likely dead, since Quantum Leap will not kill the Steel and the Steel will be able to retaliate with a killing blow. This being said, Quantum Leap is balanced

similarly to Photon Beam in that using it is very risky and can often end with Urayne being dead. In this sense, it's even more risky than Photon Beam, since with Photon Beam, the Urayne user has the option to save Urayne at the cost of losing momentum, but that option is not afforded to the Urayne user when using Quantum Leap.

So as I have illustrated, Nuclear type moves have a tendency to be extremely lackluster, and in my eyes, this is ultimately what balances the type. At this point, you may be wondering: if Nuclear types are truly balanced by their poor move options, then why is it that all Nuclear mons are either very weak (Xenoqueen, Geigeroach, Hazma), or outright broken (Nucleon)? Well first of all, I don't entirely agree with this statement. In my opinion, Urayne is a shining example of how Nuclear types have the ability to be balanced. While it hits hard and is fast, it makes up for this by having to pay heavy momentum costs. The reason why there aren't more Nuclears like Urayne is because every other Nuclear besides Urayne has a poor speed stat. When you give a mon poor speed and a weakness to every type, then there is little they can do to avoid being outsped and oneshotted by most things (Choice Scarf can only do so much for these guys, since they can't spam like Nucleon can), which is why most Nuclears are underpowered. In order to balance mons like Xenoqueen and Geigeroach, they will need to be given a speed boost. But then, this begs the question about Nucleon. Nucleon suffers from the same problem that Xenoqueen and Geigeroach suffer from - a poor speed stat. What's so different about it? Simple, Nucleon breaks the most fundamental balance rule of the Nuclear type: all Nuclear type moves need to be bad. Since Nucleon has a strong, spamable Nuclear type move in the form of Hyper Voice, there is little risk involved in using scarfed Nucleon. When a mon is given all of that power with little to no consequence, they quickly become broken.

Banning vs. nerfing: I am not in favor of making changes to mons that are already in the game. People bring up the M-Dramsama example, but that is excusable, seeing as M-Dramsama technically was not in the game when it was rebalanced. If we want to apply buffs to weaker mons (like giving a speed boost to Xenoqueen or Geigeroach), then I am ok with that, as long as the buffs are within reason and not too absurd (giving a +100 BST buff to Terlard to make it a top-tier threat, for an example, is not within reason). The only time I am ok with giving nerfs is if we need to do so in order to counteract a buff we have given or a creation we have implemented (for example, if we decided to swap Xenoqueen's base Speed with its base Special Defense and ultimately decide that the buff has made Xenoqueen too powerful, then I am ok with reducing Xenoqueen's speed accordingly). I am not ok with nerfing things that are already in the game (such as Nucleon, for example). My reasoning for this is because abusing nerfs has the potential to warp the game in an unpleasant direction. If we have a problem with an overpowered or broken mon that was originally in the game, then we should ban it, not nerf it. Banning is much safer than nerfing; we could potentially open Pandora's box if we go too overboard with nerfs.

What needs to be banned, and why: When the subject of banning is brought up, four mons are generally mentioned: Nucleon, Yatagaryu, Inflagetah, and M-Syrentide. My issue with this is

that none of these mons are on the same power level, some are distinctly more powerful than others.

Nucleon - Nucleon is the most broken mon in Uranium. Nucleon can one shot 85% of the mons in Uranium with it's Atomizate-boosted Hyper Voice. The most common argument used to argue that Nucleon is not ban-worthy is simple: "it has counters!" Having counters is not enough to not warrant a ban, especially when taken into consideration just how powerful Nucleon is. This statement is even more valid when you consider that Nucleon only has two counters (Soundproof Paraboom and Gararewl), one of which is nearly useless and the other of which is very mediocre. The fact that we need to dig so deep into the barrel of viable mons is a testament to how damaging Nucleon is to the Uranium metagame. Teams should not be forced to run mediocre and outright bad mons in order to deal with a monstrosity that annihilates 85% of the metagame.

Yatagaryu - Yatagaryu is the second most broken mon in Uranium- put your pitchforks down, you'll have plenty of time to lynch me when I'm through explaining. The reason why Yatagaryu is stronger than Inflagetah is simple: Yatagaryu has no true counters. There is nothing in the game that can take more than two hits from Yatagaryu, and the only mons that can outspeed and oneshot Yatagaryu all get oneshot as well. What this means is that if the Yatagaryu player plays their cards right, their opponent will be put into an unwinnable situation: either switch and lose the switchin, as nothing can survive more than two shots from Yatagaryu, or lose the mon that is currently fielded and switch into something that either outspeeds and oneshots Yatagaryu (Alpico, Nucleon) or something that can take a hit from Yatagaryu and can oneshot it back (Laissure, M-Metalynx). The reason why Nucleon is more broken than Yatagaryu is that if the Yatagaryu player plays their cards right, they are guaranteed a kill. If the Nucleon player plays their cards right, they are guaranteed a win. Yatagaryu is often forced to switch between kills unlike Nucleon who can spam to it's hearts' desire.

Inflagetah - Nucleon and Yatagaryu are the only mons in Uranium that are "broken." Inflagetah is not broken, rather, it is too powerful. There is a distinct difference between "too powerful" and "broken." Mons that are too powerful often have many counters and many ways to be dealt with. However, the amount of advantages the mon has often makes them unhealthy to the metagame, and as a result, ban-worthy. Mons that are broken utterly crush the metagame, making them not just ban-worthy, but ban-necessary. Inflagetah is easily dealt with by Water types. Syrentide, Gyarados, Tubareel, even Escartress can generally do a good job of dealing with Inflagetah. Unlike Nucleon, these counters are not mediocre, and they certainly aren't outright bad. Unlike Yatagaryu, Inflagetah has counters to begin with. Some will give the argument that Inflagetah can use Thunder Fang to deal with these counters, but the only counter in the list of mons I just gave where that statement really holds true is for Gyarados. And even then, between Flare Impact, Earthquake, Extreme Speed, U-turn, and Swords Dance, Inflagetah already has four moveslot syndrome and hardly has any room for Thunder Fang. That being said, Inflagetah is still too powerful, since teams lacking ways to deal with it get torn to shreds by it's high-damaging priority moves. Teams must run counters or they will most likely

lose, which results in overcentralization of the metagame, which is unhealthy and generally means that something needs to be banned. Make no mistake, Inflagetah is definitely ban-worthy. However, Nucleon and Yatagaryu are more ban worthy and need to be dealt with first before we considering banning Inflagetah.

M-Syrentide - This thing is considerably tanky, but it lacks recovery outside of RestTalk and it doesn't hit that hard either. It isn't very hard to kill it or at the very least put it on a timer with Toxic and entry hazards. The only set I see really being too powerful on M-Syrentide is the Crocune set (that is, Calm Mind, Rest, Sleep Talk, and Hyper Voice/Scald). However, I don't believe that the metagame has settled enough for us to make a judgment call on whether M-Syrentide is truly ban worthy, and the other three mons I mentioned are all much more ban-worthy than this is.

My main issue with this topic is that many have taken to calling these four mons "the big four" and other such titles. As I hoped I have illustrated, all of these mons are on vastly different levels of power, and as such should not be grouped together. Grouping these mons together is not unlike grouping M-Rayquaza, M-Salamence, Greninja, and Clefable together. Sure, all of the mons I mentioned have been banned from OU or are worthy of being banned from OU, none of them are on the same wavelength of power. Just as M-Rayquaza is stronger than M-Salamence, M-Salamence is stronger than Greninja, and Greninja is stronger than Clefable, Nucleon is stronger than Yatagaryu, Yatagaryu is stronger than Inflagetah, and Inflagetah is stronger than M-Syrentide. Additionally, there are other potentially broken mons that have yet to even be considered (like Shell Smash Expunge Raffiti and Lanthan with Sheer Force boosted Subduction). As such, we should focus on the problems in front of us, and deal with problems as they come. There is no sense in talking of banning M-Syrentide (or anything, for that matter) until we have at least banned Nucleon.

If you actually read this entire wall, I thank you profusely.