

Hey guys, it's Lumon, and welcome to my five-minute review on the GungHo Collab. Though I could ramble on for hours about any machine, I figured that it would be easier for players to watch a bite-sized review that covers everything I think is important in five minutes or less. With that said, I don't have much time, so let's get right into it!

First up, we got Berte and Cereza, who were designed as viable pairings for Nautilus and Royal Oak respectively. Sounds like GungHo trying to cash in on the hype train, eh? Both have fast orb generation actives that complement their respective boat; the low cooldown also enables the possibility of leader swapping into a bigger board. Cereza's active also has some farming/ranking value as a fixed pattern orb generator, as it spawns a swipeable L of Water Orbs. Unfortunately for both, their value as complementary boat pairings are heavily contested by alternatives such as Freyja and Selica for Nautilus and Shizumaru and Andromeda for Royal Oak. Their chibi reincarnations are also viable boat pairings but the different leader skills and especially the different actives are less than ideal when compared to their respective base forms.

Moving on, we have GH Zeus, who catches my eye as a strong light row lead with auto-fua and a shield. For row leads especially, auto-fua is invaluable, while the shield is extremely useful not only for tanking preemptive hits while farming but also for playing in endgame, where leader skill shields are basically required. Unfortunately for Zeus, Haohmaru exists as a reasonable alternative who trades out a substantial amount of damage for a larger shield. Haohmaru also has two coveted combo orbs that are phenomenal when used with an orb generation system.

Though I do love mass takoyaki, Dark Zeus doesn't really have a home right now, as Light just isn't in a good place at the moment. Miya and Kio would probably be the best leaders who would utilize Dark Zeus, but both of those leads are pretty lackluster compared to the other powerhouses of the current meta. His partial cleric active can also be a non-starter when tackling Shura 3; Fasca would probably be the preferred choice in this regard.

Zeus's equip form looks mighty spicy with a staggering four light rows on top of the skill boost, with inferior options such as Ferule's Twin Swords, Indra's Brooch, and Ney's Earring all falling a bit short. The equip carries the base form's active, which isn't particularly notable in any way, but the awakenings alone make the equip pretty strong.

Next up, we have Rudra. Similar to Zeus, Base Rudra carries a ridiculous amount of fire takoyaki. Though he might not look too useful right now, Base Rudra will become immensely popular when the fairies event arrives in NA, as Rosalyn is an extremely powerful leader whose post-transform active scales off of the number of fire takoyaki present on the team. Furthermore, Base Rudra also carries the fastest inheritable multi-turn void void active that doesn't carry a severe penalty (such as the Relic Armlet with its self-inflicted skill bind), which is valuable for farming but can also be quite nice for takoyaki-based endgame teams as well because the active removes the need to match a box for piercing damage, allowing the player to completely focus on matching combos for maximum firepower.

While crosses may be a turn-off for some players, Dark Rudra is a lot better than I initially thought. His active can loop with another copy to consistently activate his own leader skill (barring enemy mechanics like locks); reminds me of Seina when you also consider the similarities of the leader skill effects, such as the big shield and extra combos. Though Dark Rudra won't be the most popular choice for the endgame, his potential flies under the radar. Dark Rudra also outputs insane damage with all those cross awakenings, making him an integral part of the Aoi build used to clear TA3; credit to BiraPAD for publicizing the team on YouTube. I've actually modified the build for more consistent clears; if you want to see it, ask me on Discord!

Rudra's equip carries the same fast multi-turn void void active as the base form. I have a feeling that anyone who wants to play cross teams will desperately want this equip for the broken combination of the cross awakening and the active. For non-cross players, the inheritable void void active is still pretty amazing and will probably see use in all three facets of what I consider the trifecta of major gameplay contexts: farming, ranking, and endgame.

Moving on, we have GH Belial, whom many consider to be the chase of this collab rerun due to his immense value in all three forms. Base GH Belial carries a ridiculously fast full cleric active and provides extra utility with his super poison resist and enhanced healing potential. While Alynna from Sacred Relic will still be the superlative cleric, the transforming elf is mostly limited to monocolour teams, which gives Belial an edge through his color coverage.

Meanwhile, Belial's dark form has instantly gained popularity as the preferred lead for farming Training Arena 3. His row-oriented leader skill and personal firepower allow him to lead other heavy hitters in taking down the monstrous health pools within the latest training arena. As long as you own a GH Belial and a relatively deep box, you should have access to very affordable farming builds; I myself have made one that uses three Anubis and a bunch of row equips. If you want to see the build, you can ask me on Discord; link to my server is down in the description below.

While the equip is certainly very powerful with its unique combination of awakenings and the valuable full cleric active from the base form, its current value is overshadowed by the opportunity cost of not using the other forms.

Next up, we have Meixin, a new mid rarity card. What blew me away about this card was her sheer farming value for fire row swipe teams. First of all, that chibi form has a row generation active on a three-turn cooldown. Bruh.

And here I thought that Christmas Uriel on a four-turn cooldown was amazing. (She still is, but Meixin is something else.)

My only knock on Chibi Meixin is that she carries some undesirable awakenings such as takoyaki and VDP; if you look at Christmas Uriel, she is completely geared toward red row

farming with a massive amount of rows, a good amount of skill boosts, and some busted super awakening options. That being said, the active itself is ridiculous.

Meanwhile, the base form carries a full defense break on top of a row generation active on a six-turn cooldown, which may not be terribly important for most content but is pretty awesome for Training Arena 2. That being said, Training Arena 2 is about to be dominated by farmable teams leading Apophis, once the snake arrives in North America.

I just want to briefly mention two other cards before I end this review. Ballista might not look like much, but her chibi form carries a really fast multi-turn fujin and color void active that is only matched by Rehven in terms of speed. Meanwhile, Dark GH Yomi was significantly buffed; her leader skill was reworked from a scaling multiplier to a flat multiplier, which greatly improves her consistency, while her active now carries a pretty decent spike for a row generator active on a three-turn cooldown.

And that's my take on this iteration of GungHo Collab in five minutes or less. See you in the next event, and as always, good luck and have fun!

Meixin

- Defense break + row gen? Wtf
- Revo form has 3cd row maker and is nosf 18x swipe lead

Ballista

- Chibi has really fast multi-turn fujin + color void; tied for fastest with rehven
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GH Yomi

- Super busted active now has 1.5x spike
- LS switched from scaling multiplier to flat multiplier, which is really good for consistent farming purpose

Berte

- Cashing in on the Nautilus hype train lolololol gh pls
- Low CD active is nice because you can utilize lead swap or inherit something super long, then use base active in rest of dungeon for orb generation
- Chibi is also a legit Nautilus pairing but the active is bleh

Cereza

- Cashing in on the Oak hype train
 - Wait that doesn't exist KEKW
- Like Berte, low CD active is nice, but also has very niche value in terms of ranking/farming for fixed orb gen in L pattern
- Chibi also legit RO pairing but again active is bleh

Zeus

- Strong light row lead with autofua (must for row leads tbh) and SHIELD
- Haohmaru is viable alternative in this regard but trades out substantial damage for slightly more bulk and a bigger shield component to survivability multipliers
- Mass tako evo dead on arrival because no captain marvel gg lol
- Equip strong mass light row + sb for mostly farming

Rudra

- Future meta sub for rosalyne with mass tako + void void active
- Value might decrease if na gets jjk joko
- Evo looks pretty interesting with mass cross awakening and seina style orb gen active (no heals) that can self sustain LS shield with loop
- Equip is viable void void alternative to suruga hand

Belial

- BROKEN AS SHIT BRO
- Base is op cleric
- Evo is op ta3 farm lead
- Equip has nice kit and the awesome cleric active