

NLTP SEASON 7 WESTERN PREVIEWS & VIEWING GUIDE

WEEK 1

Presented by Klutchin and McNerdy



NLTP

For the Good of the Game

Match 1: **Attack the Block** vs **House of Caps** @ 7PM PST

Featuring two captains with drafts hindered by technical difficulties, DK's Centra team looks to shed its projection of mediocrity and hit g1nseng's team in the mouth early, which has made the switch to a Pi team. Attack the Block will try to collect a few wins before more of its core A-teamers take leaves of absence midseason.

Attack the Block

Projected Offense: - Ball Sac, wafflepanto

Projected Defense: - Koala King, wassa

Disclaimer: this projected starting lineup is not guaranteed to be accurate.

Many called out AtB as a lopsidedly defensive team, which at least gives them several options at the moment. **Koala King** will start - while KK did not experience success in minors last season, he was a dominant defender in his last two seasons in NLTP - alongside **wassa**, a good two-way player in the past. Both are more in sphere/origin territory than pi, giving a possible edge compared to many of House of Caps players as the teams will likely settle for two games on sphere. wassa will need quickly to shake off any rust he has after not playing on a league team last season. This duo can potentially be stifling, provided they have put in enough work in the preseason developing chemistry and scrimmaging.

Failing to draft any offense for the first three rounds, captain g1nseng will possibly be going with **Ball Sac** and **businessbird**, the team's fourth and fifth picks. Neither are true offensive forces, especially with business serving as a designated defender in Shareef Don't Like It's run to the Buperball VI victory while Ball Sac has had the most positionless stats I've seen. Ball Sac being pushed into a lead offender situation might be difficult to overcome for the team, and I haven't seen indications that business is ready for that role either. Business is however a smart and steady player (shoutout to USC Rocketballs games) and will at least help the defense out on O/D effectively in maps that require solid O/D once the opposing FC is out. Ball Sac is simply a question mark to me, so I don't see this team scoring many caps from scratch. WAFFLEPANTO

House of Caps

Projected Offense: - Kelvin, Tofuman

Projected Defense: - CapnCrunch, Seconskin

House of Caps' defense this week features **CapnCrunch**, returning from a solid campaign two seasons ago. With one of the highest returns per minute statlines (1.59) in NLTP season 5, CapnCrunch should be able to take care of the lackluster Attack the Block offense. This is assuming that **Seconskin** can serve as a stable, good contain partner. This is going to be Seconskin's first week at the A-team level, and while one has to wonder how good he will be, CapnCrunch's returning prowess should allow them to have a comfortable time defending. If one of these defenders cannot make it or isn't starting (CapnCrunch's availability was a major factor of his fall to the fourth round of the draft), Donkey Kong would likely be the starter - not an ideal situation but one that is manageable against two AtB offenders likely still figuring things out.

Kelvin enters this season as one of the most promising offenders, receiving the 10 ONISH and B-team Offensive Team Player award last season as a member of a strong Layin' Snipes team that went 15-5. Kelvin had the highest hold/min at 14.51 seconds as well as a NLTP-B leading 13.74% score percentage, stats that should translate relatively well to this season when many of last season's top A-team defenders have graduated to minors. Drafted by DK in the first round, Kelvin needs to deliver on last season's promising play for this team to have a chance. **Tofuman** returns to the competitive scene after essentially not playing since a lone NLTP season 3 campaign. Tofuman, while an excellent Centra pubber (he's got jukes look out), also has the skillset to play at the competitive level especially if he has a mic to communicate with. Assuming he does not make too many dumb "rookie" mistakes and the defense can do its job, this offense has the potential to go off.

Watchability: 6.5 / 10. This could be a rather one-sided match or just a lot of two-team holding waiting for resets. Scoring could be an issue as Attack the Block lacks premier offenders but House of Caps could have just as hard a time scoring on EMERALD if business and Ball Sac are conservative with their grabs. Monarch is a big test for both teams to reset and allow their offense to finally set up for rare capping opportunities.

The Prediction: Ultimately, Attack the Block's offenders could have a hard time converting grabs to caps. While I don't see a real blowout, Kelvin and Tofuman should be skilled enough to get in caps for two wins, assuming CapnCrunch and Seconskin aren't for some reason horrible at blocking. **2-0 House of Caps sweep.**

Match 2: **877-CAPS-NOW** vs **Coup d'Écap @ 7:30PM PST**

This Week 1 Division Matchup pits the Bamboozler-lead 877-CAPS-NOW against Coup d'Écap, freshly renamed and taken over by coup expert Squeeb. Both teams start off their season seeking to prove doubters wrong and gain an early 2-0 division edge.

877-CAPS-NOW

Projected Offense: - Bamboozler, Might Dino

Projected Defense: - Fowlball, josh61616

Coming off the draft last Sunday, 877-CAPS-NOW has been widely recognized as the Cascade Division favorite - for good reason. **Fowlball** is easily a top defender in NLTP: well-rounded and flexible, he finished top 10 in returns per minute in minors last season and has the ability to work with a variety of defenders - in this case **josh61616**, who was underrated coming into the season. Capable of handling minors offenders, this duo can control their end of the map five times out of seven, if josh handles his dank snipes in style as he often can.

It has been well documented that the offense is the bigger question for this team. Despite having a 6% score percentage last season, captain **Bamboozler** hopes to return to his nLTP s5 form, where Bambi sported a 9.9 oGASP. The flag will certainly be in base, but the question has to be asked: "Can he cap?" His strongest offensive performance last season came in Week 8 last season, showing signs of improvement on that side of the map as the season progressed. As for **Might Dino**, he's a solid, if unspectacular, player and the likely X-factor for this team. Despite performing well in nLTP over the past two seasons, Might Dino has yet to consistently crack the A-team rotation. If he doesn't show the ability to execute set plays with Bamboozler to get out, the Coup defense could simply rack up prevent for days. And with a certain distinguished player leaving MLTP, Might Dino finds himself the best dinosaur in town. Can he live up to the pressure, or will the CdE defense bring the ice age and cool this offense down?

Coup d'Écap

Projected Offense: - Carp, Tauchovie

Projected Defense: - Klutchin, Texoccer

A more appropriate name for this team may be les amis d'Ecarp (I've never taken French, blame Google Translate). Outside of Carp this team is unproven at the A-team level. One of the most questionable 1:1 picks in NLTP history, **Klutchin** was a middling defender in NLTP-A before he jumped off the Chudley Flaggons ship season six. With commitment not an issue during the summer, the question will be how well he can work with up-and-comer **Texoccer**. While quiet by mic, Tex's play speaks volumes for his ability to rack up returns. This former ALTP player will be in for a quality season and week 1. Both players have reputations for being good in-base defenders - but stats on EMERALD have shown that prevent is not an indicator winning due to short bursts of caps by opposing teams. Communication to the offense will be a major key for this duo.

Carp understandably has an enormous amount of faith in himself, with his countless seasons of league play and losing in Superballs speaking to his veteran savvy for the game. However, his decreased activity coming into the season tip-off begs the question if these two less-dissected maps, especially EMERALD which makes its NLTP debut on Tuesday, will be an issue for him to perform well on. Pups will once again be a major part of Carp's game to break down this smart and formidable 877 defense. Launch Class meme and offender **Tauchovie** will need to maintain smart, stable support offense in order to not get repeatedly capped on in similar fashion of last postseason's matchup with the Holy Seehawks. If Tau can't play well in game 1, expect Squeeb to pull another coup and start himself game 2 on offense to the rest of the team's horror. (Am I joking? Squeeb I'm joking right?)

Watchability: 8.4 / 10. Carp's ability to make defenders look silly will be tested against 877's defensive strength. EMERALD's NLTP debut should have periods of probing for grabs interrupted by bursts of caps for both teams if anti-re is not achieved successfully. Bamboozler seeks to shut down critics of his offensive ability. Squeeb could bench someone.

The Prediction: Neither offense will be consistently good this week, and Coup's pup prowess will allow them to scrape out a few caps against 877, while 877's defense will still largely perform as expected to get them a win. **Split.**

Match 3: **Insane Cap Posse** vs **Circular Logic** @ 8PM PST

Ferret returns to captaincy and resurrects his franchise Circular Logic, while 2P1S is back at it again with the Insane Cap Posse. Both captains have drafted former teammates of the other, resulting in an intriguing Genesis (formerly Krieger)- 2P1S matchup.

Insane Cap Posse

Projected Offense: - 2P1S, Tiger

Projected Defense: - Glide, Trapsin, TagProfessor

Glide switches back to defense for Season 7 after playing both offense and defense on a chaotic and inconsistent Chudley Flaggons team Season 6. While at times an extremely quiet player, Glide should be able to better communicate this season aboard a team he is likely more comfortable on. Glide is a good defender and quietly a steal in the third round. Glide returns FCs well and finished 8th in prevent two seasons ago in minors. The question is how good **Trapsin** can be in A-team minutes. He's been a consistent B-teamer for four seasons now, but his per minute stats don't suggest a smooth transition: just 0.77 returns per minute and a middling 10.40 prevent per minute - making him the third best defender on the Layin' Boosts last season. Season 6's team success may have masked Trapsin's ineffectiveness, and perhaps we may see the GOAT memer **TagProfessor** get minutes if Trapsin can't do his job, as Prof is a rapidly improving defender who stood out in ALTP-A last season. Honestly, I think Prof could get the start over Trapsin if he does well in 2P's eyes.

ICP's starting offensive lineup is much more certain; **2P1S** is easily an elite offender in NLTP with several seasons of experience under his belt. Accompanying 2P1S is veteran **Tiger** (formerly SpaceTiger), who perhaps did not get drafted to minors simply because he was originally signed up as captain this season. Both players are skilled yet intelligent; expect this duo to get out often and efficiently and maintain consistent O/D. Between Tiger, Glide, and Trapsin, this lineup can afford to play more positionless Tagpro with its well-balanced skillsets. Overall this team shouldn't struggle to at least get chances of scoring.

Circular Logic

Projected Offense: - DobisPR, BALLoCRUSHER, Air“M”Jordan

Projected Defense: - Genesis, Ferret

Formerly known as Krieger and Doncho Tromp, **Genesis** finds herself in a very different situation on Circular Logic. Genesis's going to be transitioning from a bit of a safety net for Brainiac last season to working alongside cerebral captain **Ferret**, who is seeking to prove to NLTP (and MLTP captains wink-wink) that he is the cream of the NLTP crop after trudging through a messy Chudley Flaggons season (alongside new ICP defender Glide). Ferret is known to prioritize smart and safe play over dank snipes, which meshes well with Genesis' reputation. On a map like Monarch that requires good positioning and numerous contains, this pairing should fare rather well. On the chaotic map MEMERALD, however, this playstyle might not prevent caps even if prevent-time numbers look good, with dank snipes and 1-man grabs going to be needed in difficult situations. Still, the experience and intelligence this defense carries will be a definite plus.

DobisPR is one of the better offender bodies in Tagpro, as it is a blessing, girl. Dobis was arguably no less important to Salt City than offensive partner Carp, capping 32 times on the season, although he also had a somewhat inefficient campaign with 7.57 seconds of hold per grab (one of the worst A-team marks in that department last season). **BALLoCRUSHER** got some A-team minutes last season after several rounds of B-team, playing four halves in Week 7 against Salt City, and managed to get 3 caps on 55 grabs that game. **Air“M”Jordan** has had seasons of either great B-team play (last season, season 4) or trouble keeping the A-team afloat (season 2, season 5 on an awful Pingslayers team). Neither BALLo nor Air seem like an obvious choice, but both have shown potential. With Ferret as one of the most experienced captains in the league, one of these two should be coached well enough to play at the A-team level this season. With ICP drafted as offense-heavy, this week could be a good stepping stone for Circular Logic's offense.

Watchability: 8.6 / 10. Will Genesis use last season's plethora of scrimmages to shut down 2P1S? Which former Chudley will start to shed last season's shitcloud first? Who's the fourth piece to each starting lineup? Lots of questions to answer this match.

The Prediction: Dobis has a surprisingly big week, leading to few reset situations for ICP to cap during and plenty of caps for Circular Logic with a solid defense.

Circular Logic 2-0 sweep.

Match 4: **Mo Money Mo Poplems** **vs Army of Re @ 8 PM PST**

Disciples of 2P1S face off, with ICP Season 6 cocaptain B.I.G. Money and his 99 Poplems playing against the team of ICP Season 6 Jugaball and now minors player Spjork. Two of the best Western offenders will see who has a better week.

Mo Money Mo Poplems

Projected Offense: - B.I.G. Money, Pnaoxt

Projected Defense: - DrunkDefense, Neon

DrunkDefense makes his NLTP season debut after finishing first in returns and returns per minute in ALTP Season 1. Easily outperforming most if not all of ALTP, we will see if DD can hold his own much more experienced offenders at the NLTP level. **Neon** is someone we all are extremely curious about; few degrees, few pub losses. Unique IP, (apparently) unique voice. Not sure if someone's managed to troll NLTP, or if we're about to get the rudest awakening in a while by a rookie. Accusations of botting have also been reported; I say that Neon should take that as a compliment. A quick look at his public profile shows 1.49 returns/minute, which is as meaningful or meaningless as the reader wants to make it. Focused, tryhard, and possibly overcommitting a ton are options of how Neon plays before many of us witness him firsthand Tuesday night. This defense could lowkey surprise the league or be a bigtime flop - possible against one of the biggest weapons in the West, alvin of AoR.

B.I.G. Money returns to NLTP after a season of minors, and his fifth season of NLTP should be a good counterpart to this shiny new defense. His last NLTP-A season (71 minutes in Season 5) featured a very higher pup% (15.80) which bodes well for getting out and letting his defense face pupless enemy offenders, and he had 12.93 seconds of hold per minute. **Pnaoxt** also dropped from minors to NLTP, after a season in which he received little playing time. As experienced as B.I.G. Money with a Muperball win in his pocket, Pnaoxt has a good chance for redemption this season. Expect the BIG M and Pnaoxt to get out often and be an elite holding team, supplemented with healthy pup control for both games.

Army of Re

Projected Offense: - alvin, dr. juke

Projected Defense: - McNerdy, psychic

A B-team all star last season, **McNerdy** graduates from returning fools from his truck in a hotel parking lot, to hopefully returning BIG and Pnaoxt from the comfort of his basement. His partner, the aspiring child or sex therapist, underwear model, and defender extraordinaire, **Psychic**, hopes to recreate the magic of his Nuperball winning season. While neither player can be described as shutdown, the two are hoping that this defense can be more than the sum of its parts; they'll certainly have their hands full this week.

Obtaining his M.D in juking as a part of the Jugaballs last season, **dr. juke** brings flawless fundamentals, interesting boost routes, and a top 10 play or two to this matchup. His partner, **alvin**, the former MLTP offender, hopes to tear up this season in the National League. With IRL commitments to his race car and hooping (Ball is Life™) leaving little time for practice, alvin needs some instant chemistry with dr. juke. Nevertheless, after all is said and done, it should be a good pair of games, I'm excited folks.

Watchability: 8.7 / 10. The stage is set for Alvin and Pnaoxt to duke it out. Who can be this season's ccga? Will neither perform well? Will the young-blood Poplems defense stun the league or fizzle?

The prediction: 10-7 MMMP EMERALD. 7-6 AoR Monarch. B.I.G Money has 99 Poplems, but scoring 'aint one. If the defenses can ever get resets, alvin and Pnaoxt will definitely be looking to cap. Sorry defenders, this isn't your week. **Split.**

**TUNE INTO THE GAMES TONIGHT!
BEST OF LUCK TO THE PLAYERS,
AND TO THE VIEWERS,
ENJOY THE SEASON TIPOFF.**