

####Jogo vs Zod:

##Guy 1:

* Retread of prev round, speed is the most importantest stat. Jogo is fast. Zod is nod.

* Superman scaling - he's way faster in one specific scene where he's being the bad guy than any appearance ever again. "[In a fight between Superman, Wonder Woman, and Doomsday, they all are able to hit and block and catch each other out of the air at about the same rate.](#)"

I think I can buy that Superman scaling to the Flash is a speed outlier, but the quoted section is not something I really give credence to.

I once read a page on vsbattles wiki for Donald Duck from kingdom hearts. For his speed, they call him "massively hypersonic" and the logic given is, "keeps up with Sora." In the game what this looks like is Donald waddling around the same arenas adjacent to Sora during fights. I'm making this comparison because I don't think simply existing in the same combat as another character is a great metric for comparing speed, especially in a fight like this one where Clark / Diana are basically just taking turns hitting Doomsday one at a time.

* Disputes mach statement - "it is visually extremely obvious she is not moving mach 1 when she moves her limbs." Kryptonians move fast in straight lines, not generically supersonic limb movements.

* Zod is vulnerable to Jogo's sonic attacks.

* Jogo's fire is > the reentry friction of a human body.

* Jogo is stronger than Zod and his casual hits are comparable to blows that phase Zod.

##Ken 1:

* Kryptonians are "able to throw punches in some cases that are faster than the speed of sound."

This is like, pretty incontestable. I'm not sure why Guy tried his luck here.

* Jogo only has feats for how fast he can move, not reactions. Jogo needs demonstrated 90ms reactions to dodge Zod's initial charge.

* Maki scaling isn't clean - she's worn down by the time she fights Jogo.

* Maki isn't consistently fast - gets tagged by Mr. 24 movements a second. "Tagged by subsonic opponent 3x Zod's size."

Second feat seems to be the same as the first just relinked. It has the word subsonic in it but I'm not seeing a giant 3x Zod's size here.

* Zod charge does big crater, knocks Superman through skyscraper, throws him through 12 buildings, generally staggers him where he tanks train hit.

* Jogo's durability feat shows him afterwards puking and shitting and with his jaw torn off.

This is kind of damning.

* Reentry heat argument. "Even the most conservative estimates for reentry are 7000 F."

This says that spacecraft reentry fields need to be designed to take 7000 F - Guy's contention was that a human body is smaller than a spacecraft and would generate less heat and friction.

I don't know enough about physics to say whether a human body undergoing reentry would reach comparable temperatures. I think Guy is going to pick at this.

* Zod takes heat vision collateral anyway.

* Zod isn't hurt by the attacks as badly as Guy claims he is.

* Zod's sonic weakness predates him getting to grips with Yellow Sun powers - as stippled, not a problem.

##Guy 2:

* "Critically, my opponent is running the character Zod from the film Man of Steel, not the character Zod from the version of the film Man Of Steel that existed in the visual effects artists' mind."

I don't think so man, sorry. I recognise that this is not the director making the statement but I don't think it being the VFX guys is a huge enough distinction that it doesn't have authoritative meaning.

* You can see motions in relation to falling cars.

This seems like a retreat of the WW falling roof rubble bullet feat.

* Mach cones don't look similar.

I think they're pretty similar actually.

- * Maki is fast supplemental feats. Characters who go even with Maki call Jogo fast.

Ken's major point was that Maki was worn out and exhausted by the time she fought Jogo, and therefore wouldn't be as fast as when she completed those feats.

- * Jogo is worth 8 fingers and 2 fingers Sukuna is > arrow timing.

I think this is suspect for the same reason treating Grey as linearly faster because he got X times more mana is. We'll see what Ken says.

- * Naoya 24 fps antifeat mitigated because Jogo clowns on him.

- * Zed's sonic weakness isn't mitigated even as stippled - sound loud enough to tear apart concrete is going to wreck him.

- * 7000 F figure is for rockets, not human sized objects. It may not even be terminal velocity because their descent is controlled by their flight powers.

Yeah.

- * Zed also only experiences these temps for a few seconds compared to constant heat surrounding Jogo.

- * For collateral heat vision feat, the heat vision doesn't seem to affect the steel outside of the narrow part it hits.

- * Zed vs Jogo str/dura comparison. Jogo being bloodied is fine because "he mostly fights by regenerating."

How good / fast is Jogo's regen?

- * Zed building feats are a lot of glass and empty area.

- * Zed knocking Gojo away with hits gives him time to regen entire limbs.

##Ken 2:

- * Guy's arguments against the WOG mach statements are lame and bad. "Even if it was 'only the effects coordinator', do you think he did it without Zac Snyder's approval?"

Yeah.

* Ken references the falling rocks meme.

* Maki fighting Jogo is still very worn down and not in good shape compared to when she gets her feats.

* In the feat Guy links Jogo's ally says Mr. 24 fps is probably faster than Jogo.

* The evidence Guy uses for Zod still being sensitive to sound is from before he's stipped.

* The insects Jogo uses as a vector to make the sound attacks have no flight speed. Zod simply outflies them.

* "Ask yourself if the human body could survive re-entry. Obviously not. Ask yourself if a pile of asphalt could survive re-entry. Again Obviously not."

I don't really know this actually. Guy showed that heat from reentry is a result of compressed air underneath an object. The reason meteors would burn up is because they start with a large surface area and then shrink down to the final smaller rocks when they land (if they land at all). IDK if/how this would be different for objects that started smaller.

* [Zod survives hits from Superman](#) when [Superman is extremely strong](#).

I'm not sure if this is a mislink but this is the kind of lame wall feat in the Faora fight. Maybe you wanted the train punch?

* Superman and Zod trade hits that topple buildings during their fight and a feat that does significantly less damage to a building incaps Jogo for a considerable amount of time.

##Result:

Let me try to summarise the points I think most matter to this fight.

- 1) Does Zod get OHKO'd by Jogo's heat or sound?
- 2) Can Jogo react to Zod's opening charge?
- 3) Can Jogo take hits from Zod in melee?

To point 1: I think Ken is absolutely right that we don't know enough about Jogo's bugs to say whether they'd keep up with Zod. Zod obviously flies extremely fast and the bugs clearly need to cross some distance to effectuate their sonic attack.

That leaves the heat. I'm more swayed by Guy's interpretation of atmospheric reentry on a human body than Ken's. I think Zod is obviously superhumanly heat resistant to some extent, but I don't think he is reaching the claimed 4000 F temperatures, especially because he is

entering under the speed of Superman's controlled flight. I think I would buy that Zod doesn't spontaneously combust from being near Jogo like the humans in that restaurant, but I'm uncertain if he'd cope well with a direct hit from one of Jogo's asphalt slagging volcanoes, especially because Zod wasn't really given any evidence for being able to fight through tissue destroying egregiously painful injuries like burning alive.

Point 2 is the important one. Zod's argued opening move is to immediately fly at Jogo at supersonic speed, and Jogo's speed is heavily reliant on a single point of interaction. Maki in her fight with Jogo is bleeding heavily from her side and distracted by Nanami's death (she is literally in the middle of screaming his name when Jogo hits her). I still think this interaction implies Jogo is fast, but maybe not a 1:1 with the feats Maki has when she is fresher.

I think I'd give a lot more weight to Jogo being unfavourably compared to Mr. 24 FPS Man if their fight was any less one-sided but Guy is correct Jogo clowns on him in one page after he defeats Maki.

I think Jogo is appreciably fast.

Point 3 is where things sway more towards Zod.

I think Jogo is obviously a much flimsier character than Zod is. Smaller interactions with buildings in Jogo's durability feats leave his body falling apart. While Zod does get meaningfully staggered by lesser impacts that don't topple buildings, he's still demonstrably able to withstand those hits without lasting injury to his body.

Zod's crater feat is I think comparable to Jogo's leaving them at roughly even footing there, but given the disparity in durability, I think Zod outlasts Jogo in a melee of any duration. Guy makes a pretty good point that Zod's hits tend to launch which gives Jogo more time to recover with his regen but seeing what the building feat does to him really doesn't make me confident in his chances.

That leaves two outcomes for this fight. Jogo either hits Zod with the lava and wins, or Zod drags Jogo into melee and then bullies him until he's paste.

I think there is a reasonable chance of either happening, but if I had to put my finger down on one being more likely than the other, I think Zod's wincon requiring him to complete a charge while Jogo can effect his melee or at a distance means that Jogo gets more chances to win in every iteration of this fight than Zod does. Call it 55/45 in Jogo's favour.

****Jogo Wins.****

####Goku vs Grey:

##Guy 1:

- * Goku's offense >>> Grey's durability
 - * Goku blocks Trunk's sword with a finger where Trunks cuts cyborg Frieza.
 - * "It's easier to cut through butter than silk"
- Lmfao idiom scaling, affectionately, fuck off Guy
- * Grey gives forewarning when he does the "teleports behind u" trick by quipping.
 - * Goku also teleports and has bullet reactions.
 - * Grey's reactions are contingent on a feat where the guy making the statement is making an off the cuff estimate that may or may not be accurate, and assuming a direct multiplicative correlation between how much mana you have and how fast you are.
 - * Grey's fight with Mr. 50ms Reactions was not purely outspeeding him it was Grey exploiting a loophole in the spell that makes him fast.

##Ken 1:

- * Trunks wasn't trying very hard when he sparred with Goku.
- * Goku was super saiyan in that feat and isn't stippled to be that.
- * Trunks cuts through a single armoured opponent. Grey cuts through two armoured opponents at once and their metal weapons. Grey cuts through solid metal spikes as well.
- * The statement in the estimate is "at least ten times more." If the statement is inaccurate, then it's underestimating, not overestimating.
- * Getting more aether is repeatedly stated to improve reflexes.

Yes but linearly is the question.

- * Grey has objective speed feats. Dozens of kills per second, fractions of ms perception of time.

Finally! This was all you needed.

- * Goku speed antifeats

- * Grey doesn't have Ki to hone in on for Instant Transmission.

##Guy 2:

- * Trunks treats sparring with Goku just as lightly as he treats no-diffing Frieza. His comment after suggests he was swinging with the same force he used to kill Frieza.

- * Butter vs silk again.

- * Goku getting hit by bullets is in the context of an ambush. He reacts to other missiles he just chose not to dodge that one.

- * Ken still hasn't proved linear 10x more aether = 10x faster yet.

##Ken 2:

- * Grey can teleport without warning and on a dime from any position.

- * Grey's opening move is to telestab Goku.

- * Even if you reject 10x Aether = 10x speed, the other speed feats still stand.

- * Restating - Grey's piercing feats are better than Trunks.

- * "Grey quips before attacking" this literally happens constantly in dragon ball.

- * Frieza threatened to exterminate Trunk's planet and kill his parents. Goku is a family friend. Obviously Trunks didn't go all out trying to kill Goku.

- * Guy's idiom scaling is dumb.

Yeah.

- * Goku either can't or won't reliably dodge bullets and rpgs. Either one is a problem.

- * Goku is obviously threatened by the sword. Grey is obviously more consistently fast.

##Result:

I don't think Guy was arguing his best here.

Grey's piercing feats are flatly better than Trunks'. Two men covered in armour + their swords is obviously cutting through more metal material than one partially armoured cyborg. The butter vs silk idiom scaling just doesn't land.

"Dozens upon dozens" is, at the most conservative interpretation, 48 men (2 dozen upon another 2 dozen). Assuming one attack to down each soldier, that's a strike every 21 milliseconds plus covering whatever distance between each goon assuming they're not literally all bunched up around Grey.

Goku is inconsistently able to react to submachinegun rounds from 90ft~ where 9mm rounds would cross that distance in about 69 ms.

Guy qualifies Goku's antifeats by arguing he either chooses to tank instead of dodge (in the case of the rpg) or gets blindsided by an attack outside his field of view (in the case of the sniper). Choosing to try and tank or block Grey's sword as he does to Trunk's would be bad for his health for obvious reasons. As argued, Grey will also be blindsiding him like the sniper bullet by telestabbing from behind.

****Grey wins.****

####Naruto vs Kim:

##Guy 1:

* Kim can either be in Saintess form, or in forms with esoteric abilities. Saintess form has a paucity of feats.

* Most of Kim's relevant feats are his dragon form's tail.

* Weaker version of Naruto than ran can take Saintess punch crater easily and blocks + throws huge cratering opponent's charge.

* Kim has the regenerator's curse where he stands there are tries to tank piercing. Naruto's Rasenshuriken "systemically attacks every cell in the body."

* Rasenshuriken is a huge AOE and Naruto will be distracting Kim from dodging by spamming shadow clones.

##Ken 1:

- * Naruto has no speed feats.
- * Even given generous assumptions for distance crossed in 1 second Rasenshuriken is only 152 m/s. 180ms to cross starting distance.
- * Kim speed feats I remember these.
- * Naruto has no piercing res and his favourite thing is to get stabbed while trying to close. Kim has lots of piercing options.
- * Kim can regen from huge bodily destruction. Why would Rasenshuriken be too much?
- * Kim outspeeds Naruto, stabs him to death, if pushed into drawn out fight Kim wins due to regen.

##Guy 2:

- * All of Kim's relevant offense requires him to shapeshift out of the form he starts as, and his submission justification says he won't do that.
- * Kim frequently sits there and brags about how his regen will let him tank piercing while people stab him.
- * Kim has no feats for regenerating from total body cellular destruction. "Its effects are more like poison than a linear attack."
- * Kim's strikes aren't stated supersonic. Mantis shrimp punch at 50 mph.
- * Kim antifeats - fails to dodge ballista bolts, mundane swordsmen, etc.
- * The bullet feat is sketchy---it seems like he's just getting shot in the teeth. Scar on his cheek that wasn't there before.

I think that black mark is supposed to be powder from the gun.

- * Uh oh. Guy buddy looks like you forgot to link your scaling feat
- * Sasuke scaling is linked though that's fine.
- * Naruto endurance - impaled by metal rod and is fine to have long conversation.

##Ken 2:

- * Kim's punches make visual sonic booms. Other stuff.

I think the "Kim's movements cause sonic booms" feat is real but I'm unsure about the other ones. With the fighter jet feat, I'm convinced he might've just gotten hit by that.

Looking at the bullet bite feat again it really does look like a powder smudge though I think Kim's reactions are real and guy's interp is wrong.

- * "Ask yourself how long it would take a raindrop to hit the ground from ~4 feet up. 1 whole second? 10 seconds? it's literally impossible to tell."

Idk, this doesn't seem that unknowable. Google says average terminal velocity is 7 meters per second, so like, 170 ms to fall 4 feet?

Either way Guy didn't link the feat of Naruto catching Haku so it's moot.

- * Sasuke didn't dodge that soundwave, he aimeddodged it then moved after the smoke cleared.

- * Rasenshuriken speed is undisputed.

- * Mr. Kim always stabs for vitals, won't let Naruto live. Anyway the 15 minute conversation isn't and naruto passes out after.

Incidentally, the six hydra heads feat looks more like a sonic boom for the mantis shrimp than what was linked.

- * Kim can mix and match transformation abilities. The slower form cited in the signup specifically refers to full dragon mode.

- * Kim's crater is much deeper than Naruto's.

- * Naruto distracting with shadow clones wouldn't work because he'd be making a big obvious energy attack in the distance.

- * Kim speed antifeats aren't. He reacts and simply chooses not to dodge.

##Result:

Sorry to say but Guy made one mistake that is going to hurt him a lot.

Because the Naruto catching Haku feat wasn't actually linked I can't really comment on it as it relates to the debate.

I think Sasuke crossing the clearing before those goons can react is solid. The sound attack dodge is shaky for the reasons Ken described. Kim's own speed is also a little loose, but I don't buy Guy's disputation of the bullet bite, and I kind of buy at least the one mach boom movement feat given the explicit SFX for it.

The Rasenshuriken is not very fast given the 1s distances, and is big and showy and obvious to charge up to the point I don't see how Kim wouldn't notice it even with the Shadow Clones running at him. I think Kim can preempt it and dodge it even if it gets thrown.

Ken demonstrated the Kim can combine transformations, so I buy he can generate some form of piercing offense, and his striking crater is visibly deeper than Naruto's durability one.

****Kim Wins.****

####Fem vs Kirbin Feedback:

Fem - I think your rebuttals on Garou vs All Might are you at your best. You dispute Kirbin's comparison between Darkshine and All Might pretty thoroughly with the Hammerhead scaling chain. Ironmanning the highest interp of All Might vs Garou's redirection is pretty rhetorically compelling as a power move. The point also that All Might's best feats all come when he's uniquely motivated in a way he won't be for the Garou fight is also a good angle to take. Specifically citing the comparison between OFA's redirection strat and Garou's go to move is also very solid. I came out thinking Garou had most of the advantages, and his disadvantages were pretty moot at least in this fight. I remain convinced Garou is one of the best picks in this tournament, especially for combining piercing and redirection at once in his go to stance.

Kirbin - I think arguing Sukuna's capabilities exist outside of Alita's frame of reference is a good angle to dispute her skill advantage. However, I think the better iteration of this argument is the one where you're submitting particular Alita antifeats where she gets taken off guard by surprising techniques rather than the "Hehe sukuna's not a robot" argument. Fem's deid richt that Sukuna is just visibly a horrible demon and Alita would be prepared to expect something weird from him.

Fem again - Superman is just not great I'm sorry. The Kirbin feat you say would be bad in Spider-Man tier is like, at least as good as Superman's half of the Zod clash dust crater. The attempted downplay pointing to the hole in the tower ignored the fact the demon he punched kept going through and shattered the whole wall of the fortress on the other side. The "I grapple you" strategy does not work when the opponent has such better striking than you do that you don't WANT them to be close to you. Maybe heat vision could've made up the difference if you

pressed it harder than charge + grapple, but melee is not the spot you want to be with this character against most picks in the tier outside of frailer picks like Jogo.

The supersonic punch spam demon you cite as an antifeat is like dramatically better than anything Superman can effectuate so it just comes off as unhealthy for Superman that *that's* what it takes to bring down Kirbin's Madalan.

The argument the Madalans have inconsistent characterisation was an interesting start but I'd have liked to see more specific arguments how this plays into Superman's strengths.