1. A Blockwork Orange O: kl, Victor messi D: JARVISLANDRY, BurtReynolds

You think I'm not putting us first? We could have been even better than we will be but kl trolled and drafted vic so our ceiling is lowered but we still finish first here. Kl is a god tier player as his performance in majors week 1 showed, a real contender to be the best offender in the league this season. Hes impossible to tag on all areas of the map, and is a powerful grabber who can generate opportunities by simply ramming into flag tile. No matter how much space he has, he can juke his way out of base, and then live forever. He can create capping opportunities out of thin air when the blocks aren't ideal, and is also underrated on OD. There is no better combination of skills for a player to carry an offense in minors. Victor messi is still pretty bad at this game, not a particularly hard solo if you stay focused and making so many mind boggling decisions that will inevitably lead to the other team getting excess caps, it is good that he is in a situation where he does not have to do very much this season. He also has the perfect partner because kl has the flashy skills that can burn defenses alone that will eliminate the need for Vic to be the main playmaker. Vic is better in situations where he can take handoffs and already be basically past the defenses, or operate in space where defenders are either out of position or having to account for kl. Hes fine at holding the flag and running in a circle if we tell him not to come into base, and his ability to make clutch plays has continued to rise. And also he did better in scrims than I had expected so if that is maintained he will actually be better than expected. Hes also doing much better with comms, might hard carry the team in that aspect. This offense will be very good this season, having the mechanical power to cook any defense and the skills out of base with the flag to maintain what they generate and eventually weave their way into base for captures. On defense I should not have gone for 50 because I am not that good but I'll still be a top 5 defender this season doing my normal thing of hard reading people on defense for solos on every offender in this league. I'll make a more conscious effort to stay ahead more and not to press the keys too hard to prevent people from getting ahead of me, and when I'm actually doing that, I'm even better. Plus when I decide to just run o instead of risking losing a contain in big space, which is a weakness for me, I'm solid on OD when rushing people and a great emergency grabber to hold when necessary. My main negatives will be the inconsistency, prevent, large area contains, and trying to restrain myself from yelling at vic for being a fucking dumbass whenever he trolls. BurtReynolds was a mega steal for 0, ping tut said he was the steal of the season and I was like nah ur wrong but then realizing the draft board and a brief

reconsideration of past experiences I now agree with that assertion. Hes a great in base defender and will help me out with team prevent and ez returns next to flag tile that I sometimes troll and miss, and is an underrated player from the standpoint of midfield play and game understanding. Will he solo the better offenders well no but that is what my job is, and this means hes the perfect support defender. This combination will shut down most offenses and the ones we cant we will counter with low mistake decisions and simply get ahead to prevent caps. Despite having Victor on the team we will still finish first because kl is so good and puts vic in a perfect position and our defense will be a great partnership and the low risk approach we will take plus the ability of everyone to make clutch plays will put us into first place and give me back to back rings.

2. Ron Stoppaballs O: king krule, Exo D: 360broscope, WRIG

As soon as this team got king krule for 50 they were guaranteed to be a top 3 team because how on earth does the guy who hard carried his team to the muper last season (dont believe me? Watch literally any of the playoff series particularly the f4) go for 50 tcs to a team that already has an elite defender?? Captains seriously trolled in this draft more than I think I have ever seen and this is one of the most egregious examples available. In minors, king krule is a total powerhouse who is like an unstoppable force and has the gigaclutch gene. He can grab at will, hold forever, come into base expertly, play midfield/defense, win powerups, and make the most clutch plays imaginable. He has the mechanics to sauce up almost all these defenders. The weakness continues to be the occasional troll plays where he randomly dies or misses an easy mechanical action or ends up wildly out of position. Exo hasnt played in a while and still has school preventing full commitment but is still a strong player, more of a microjuker who causes headaches for defenders constantly. Hes a weakball who cant really grab well but with king krule that will not be an issue, exo will be able to rack up hold both in base and in midfield, and is pretty good at bringing it into base. He doesnt understand the game to the level of some of these minors players and decision making might be a problem especially when krule is slightly more prone to trolling than optimal. But this offense will be a nightmare to play against because both players have the mechanics to get out of base and king krule is overall a top 3 player in this league. The defense is slightly weaker but still very good. 360 always puts up great numbers and is a total monster in base both from the standpoint of prevent and RIB skills. Playing against him is annoying because no grab comes easy and you need to use teamwork or map elements to have

any chance of getting out of base. He struggles out of base more than other elite defenders. Apparently WRIG is gone for half the season which is not good, when hes there you know youre not getting a cracked player or anything but still a solid 4th ball in minors. Playing offense recently has made his midfield skills improved which will help 360s weakness. In base hes stronger at prevent but not too hard to juke 1v1, but if he can contain people into 360 that will be where he is most valuable. Looking at NLTP on the board they have a fair amount of options including Spheroid who is a total ? on defense but would probably be fine, huuuuuuuuu who has potential but should not be in minors, Trapsin who has his moments and is also good in base but is very inconsistent, Ducky who is also solid in base but has weaknesses in decision making and returns further from flag, and the rest is a fair amount of players who could maybe succeed by 360 but who knows. No matter who they take here itll be a downgrade from WRIG but as long as this player doesnt try to do too much and focuses on contain and not trying risky plays this defense will still be very strong. Great offense and great defense with easily identifiable weaknesses that they should be able to work past, they finish second.

3. Blue O: spacetiger, Jer32 D: Irony, Porps

Obviously the most well rounded team in the league here. Space is a solid lead o player who will excel at grabbing and getting out of base and holding forever. He's not the best at coming into base for caps comparatively but with solid blocks he makes it work. Hes not particularly hard to solo, especially in tight spaces, and is prone to making awful flaccid grabs that leave him out of position, and more generally troll decisions that he immediately regrets. Still, I trust him to be an effective player especially bc hes playing with a lower risk player in Jer32. Jer used to be way more up and down where it was a season by season thing whether he was going to be good or awful but now I think he has become far more consistent. With spacetiger being generally good at grabbing (and even when he flaccids) Jer will be able to work one of his strengths which is operating with handoff opportunities to actually make them into past 2s. I expect him to have more caps than space because hes less good at running in circles to hold but better at coming into base and finishing off caps even when its not obvious how to come in. Still makes some mistakes that are mostly mechanical, getting himself into situations where there is no way to proceed (like going into a corner as fc or getting blocked out on od). This offense may concede caps with these types of play where no ones really talking and they both start playing without confidence and

doing things that are mechanically very dumb. But besides that, both of these players are good and counter each others weaknesses, I think teams will have a hard time keeping them in base, getting returns when space is holding, and stopping excess caps when Jer is coming in. I can never decide whether Irony is an o or d player, its pretty even for both positions. On defense he isnt really a prevent god but if you grab without a plan you are going to die, hes great at running at people anywhere on the map and getting the returns, and is very strong on boosts and bombs. Hes like a roomba, flying all around the map and farming returns on unsuspecting offenders. When his team needs a sparkplug on offense or a grab to prevent an incoming tp lead or 2v1 block he is capable of providing this, but my only worry is that he will grab too much and either die rapidly or force it into base and die at a bad time, he doesnt really know when to go for a cap vs running in a circle. And his style of defense makes it easier than it should be to just block him out as someone else grabs and get an easy out. Still tho, this is a great 2 way ball who will have opposing offenses backtracking and panicking a lot. Playing with the more conservative and prevent heavy Porps, I think this is a perfect partner for him. Porps will not make crazy plays out of base or farm returns all around the map, but instead focus on prevent and contain which is good for Irony. Porps is hard to grab on 1v1 and can generally be relied on to not make troll decisions, so it provides a good counter to Irony's weaknesses. They can still get burnt by coordinated offenses that block out Irony, grab with momentum, and juke past Porps, but overall I think this defense will do very well. Theyll drop a couple games from a bad space flaccid or Jer surrendering mechanically or Irony failing an attempt at a god mode play but this team is still very powerful and well rounded and they will finish 3rd.

4. Bottle Otters O: titanblue, J24gordon D: Squeeb, RKT
Whether you like it or not nothing is going to change the fact that titanblue is obviously the best player in this league. As he "ping abuses" (not real) people, he will be a nightmare to tag. No defender can stand up to the mechanical talent of titan, he can run in circles for days, microjuke out of tight corners, weave past OD for caps, and grab at will. The textbook example of pure offender in minors, all defenses playing against him should be shaking in their boots as they attempt to contain but really just watch in awe as the obvious manipper steamrolls in a league he should obviously not be in. No one is perfect tho, and titan will still make some troll plays and bad decisions that are more obvious in majors. Larson is a player I have always been a fan of and

advocate of. He is a very reliable and stable player who wont be an unstoppable grabber or cracked juker or anything but with titanblue generating every opportunity larson will do great. Larson knows how to play the game safely, especially on offense. He will be able to get out of base when there is sufficient space, use map elements to hold, and play a good midfield/OD game. He will sometimes be relegated into getting blocked out easily or juked but besides that he is a perfect high floor low ceiling player that will do particularly well being paired with titanblue. Very powerful caps that will only be weak when titan occasionally fails risky plays and larson gets mechanically overpowered. The reason this team isnt higher is I am not a fan of this defense. I've been slowly convinced that Squeeb isnt as bad as I once thought he was and he shouldve gone for more coins but hes still not someone I would voluntarily draft with other options available. Hes solid all around the map with a good ability to play offense but is only really good in base while preventing or soloing. I think he plays an overconfident game on defense where he goes too hard for returns and lets the flag past him despite calling in vc to get ahead. His decision making is shaky and it feels like he doesnt understand optimal positioning during the game, his ideas of what works are outdated. I am a massive RKT hater and the reason why is because his decision making is atrocious and mechanics are unimpressive. It is quite coincidental that both of the people in the BDL household are way overrated in this game. RKT cannot be relied on to do much of anything, but has bright points in his gameplay. He gets returns at critical points and is good at midfield, and is still improving. He is just way too shaky and not hard to grab the flag on, juke in base, or block out. With slightly better signups in the league, both housemates would belong in one league lower than they currently play in. This defense will be ok, not too hard to get out on but with a fair share of great moments with a lot of troll moments. Expect a lot of hold offs but they will cap a fair share more than their opponents because titan will die later and the defense will occassionally rack up multiple returns at once. With titanblue carrying and a serviceable defense, theyll finish 4th.

5. The Green Beans O: TheEpicBlob, Sir Cle Jerk D: Prime, MC Ride
As we begin tier 2 we start with a weird draft from Blob who is an elite defender but spent everything on another defender and is now playing himself on offense. He's pretty good at offense tho although its definitely his weaker position. I think he will be able to generate good grabs pretty easily and play competently enough to make his way out of base, whether its using

map elements or blocks or handoffs. The lack of pure offensive talent will certainly hurt this team, as he cant be relied on to hold forever or do crazy things coming into base. He does make a lot of clutch plays tho and will be a force on OD and midfield. Sir Cle Jerk helped win me a buper last season and as stupid as it sounds I have no idea whether he was good or bad, but in minors we can expect the same old Sir Cle Jerk, a below average support ball who wont do anything crazy good. I think a big element of his gameplay is feasting on players who dont know what theyre doing, especially when grabbing and holding, so he will obviously have to change that in minors. Hes just meh at everything offense related and is only particularly scary when he has a lot of space to operate with. This offense is very lacking in raw offensive talent, and theyll struggle more against the big mechanical defenses of the league. But they shouldnt give up too many dumb caps, and will use teamwork over solo plays which is good. The defense is the better part (partially because Blob will be on temp d a fair amount and hes very good at defense, never lets it out of base) of the team, Prime is still kinda shaky rn but he'll probably tryhard and get good at defense quickly. Usually hes good at botting people everywhere on the map, and is surprisingly strong at prevent. He understands the game well when playing seriously but still sometimes trolls and goes for risky stuff that doesnt work. It really depends on what version of prime shows up to determine whether hes hard to juke or not. MC Ride is everyones sleeper and I am on the hypetrain too, hes very good at in base defense with a strong prevent and contain game. When necessary he can do moderately well on offense too, which will be a big help when Blob is on d. I think if you press the keys hard enough you can get past him, but not always. Together, this defense will be pretty powerful and annoying to get out of base against. They must limit troll plays to have more success, which is their main weakness rn. Averageish offense, above average defense, good position switching, excellent teamwork, strong powerup control, they finish 5th.

6. Look What You Made Re Do O: dingbat, iM RADICAL D: jazzz, Maradona
Another team with an d player on o and an o player on d and they will do about the same. Dingbat is kinda underrated on o it seems but tbh idk I havent seen too much of him on o. Seems like a usual defender on offense, doesnt have the cracked jukes but knows how to grab properly (just not as frequently) and block and play OD and play intelligently and safely. He strikes me as someone that could be good at racking up hold by running in circles but that is mostly

speculative. He will obviously struggle against the strong mechanical defenses that bot people but still be able to get his team out of base with moderate success. Im radical is someone I dont know too much about either and I think shes better at d but on o it is more of a ?. She seems like someone who cant generate many opportunities but excels when opportunities are made by someone else and will generally play a low risk game. As a b teamer the decision making and game understanding will be a weakness at points and she seems like a weakball whos easy to block 1v1. If dingbat is as good at grabbing and blocking as he should be she could be ok at minors offense. Not too scary of an offense, but a low risk approach and the power of dingbat being generally one of the best players in the league will make them serviceable. Plus when jazzz ends up on offense she will best be able to grab and use great jukes to get out of base, so perhaps she will be the spark plug they need to really be a scary offense (or maybe just play o full time? Which would be pretty dumb bc the flag would never be in base). On defense jazzz is still surprisingly very good at the position, she knows when to play prevent (not a major strength) and when to play a little softer and instead go for returns. Shes good at keeping the flag in base using this strategy and is pretty hard to juke, although not a straight up botter like some other elite defenders. Her decision making has skyrocketed in quality recently and that is probably the biggest reason she can now be considered an elite minors player, so much less mistakes than before. I think shes beatable if you block well enough or use map elements to get out of base (instead of grabbing). As a resident of the great state of Connecticut, she gets an automatic buff simply by being in a location with an elite governor, a friendly population, severely underrated natural elements, strong internet connection, low vulnerability of getting hit by a storm, the basketball capital of the world, and perfect seasonal climate. Maradona is not very good tho, a very inconsistent player with no real awesome qualities, he might weigh this team down with subpar mechanics and disastrous decision making. When hes not playing like a knucklehead he can be an average support ball in minors who is particularly good at RIBs. Playing next to a low risk player in jazzz, he will be able to be kinda serviceable if he just sits back on anti when the flags out and help out in prevent or contain when the flags in. I also dont think he has the commitment to improve. This defense will still be above average because jazzz is very good and Maradona can operate next to her strengths as someone who can perform well at contain and prevent on good days. This team will not get scored on very much because jazzz has no problem getting ahead, Maradona has no problem getting anti, and dingbat should be very good at OD,

and theyll win games by this low risk approach where they take advantage of their opponents eventual mistakes and roll in caps when the opponents offense dies twice in a row. They dont have enough offensive firepower or powerful support help to finish any higher than 6th tho.

7. Over the Pants Handoffs O: Accel, Activ D: D Rek, Ted

Why does this franchise still exist? Ig we have missed our time to permanently ban this disgrace of a team from all of NALTP permanently, once and for all. I can think of no more satisfying experience in tagpro than defeating these pathetic losers in the f4 last season. Oh and guess whos back again, this time as the npc pick, Accel! The bigoted troll and extremist is still allowed in this league because everyone kinda forgot about all of that and doesnt care anymore. Anyways as a tagpro player accel is still kinda overrated by people, sometimes he pulls off insane jukes but other times he plays way too overconfidently and just dies really stupidly. It can be a headache to solo him, and hes great at grabbing to create space immediately. The great discrepancy comes after the grab, whether he does a crazy microjuke or just forces a dumb play and dies, making him a very inconsistent player. Also even when hes playing good hes not impossible to kill if you dont mirror his micromovements and just run at him. Hes fine at defense but not great, awful at prevent and only better at returns, but his skill at the position will be more important as this team rotates a lot. He must limit risky plays to be more successful. Activ is kinda washed and it is hard to predict how much he can regain his main strengths, which is grabbing and juking and holding. Hes a pure offender at heart but has gotten increasingly easier to solo over the seasons. He will need to play more conservatively and lower risk and limit his idiotic decisions to be a better support player. I think in principle he knows how to grab as a team and not flaccid but he never actually executes it. This offense can be very clicking if theyre playing to their highest levels individually or a trainwreck if they both try stupid plays that fail immediately and always get soloed. D Rek is a great choice for lead defender, another roomba type player who flies around the map and gets returned, but in a less risky way. Hes also better in base than most of these types of players too, a strong prevent player and great container. He doesnt really have any major weaknesses to exploit, making him a necessary glueball here that will be especially helpful with a risky offense. His ceiling is not as high as other elite defenders, and elite o players shouldnt be overly concerned with outmeching him to get out of base and hold. Everyone was like oh god seriously when NameLEss drafted Ted because no one knows who he is. In scrims Tuesday night

he was pretty good, not an obvious star yet but he soloed me a few times and seemed to be generally all around good, with only up to go. This defense will be very good at not fucking up but also doesnt have the firepower to be an elite flag in base 24/7 defense, so elite offenses wont face too much resistance to what they want to do. Very inconsistent offense, strong defense but not insane, good rotational ability, they finish 7th. Yes they beat us in most scrims tuesday night including 8-0 g1 but kl was lagging and burt is still unrusting and basically all the games were close so it doesnt really mean anything.

8. Returns of the Jedi O: Button, kolmogorov D: HYPE, bbb

There is a question on whether bbb will be on o or d here and I think this team will finish in the same place no matter where he plays. It appears he is on d tho. Idk if Button is still lagging to Dallas but if he isnt then he is one of the worse but still capable lead o players, hes a basic offense player who will grab, juke, and get out with decent success, There is nothing special about his gameplay besides the fact that it works a lot, but I also think a lot of his success on o depends on playing bad people. Good defenders can just run at him and kill him with relative ease because when there is no clear path out of base, Button becomes patient and tries to outsmart people with map elements. It works sometimes, but other times an opportunity just goes away. Against overaggressive defenders, he will have great success, and is also very good at capping with good or ok blocks, playing OD, and not making mistakes. Kol-mo-go-rov is not an offender in any way and I did not pay attention to nltp last season so idk if he was good on o, pretty good stats. I think in minors he will get absolutely thwarted by most defenders from a mechanical standpoint. He has gotten a lot better at not making dumb decisions tho, and is a good blocker. Against most defenses, this offense will mostly be shut down, but they can outsmart bad defenses to get out of base, and depending on the playstyle of the opponent, Button could do some nice solo work too. Obviously if bbb is on d the defense is very powerful and one of the best in the league. Hype is overrated just slightly by the community, hes easier to juke than most people think but still his in base positioning is very strong and I expect him to get a lot of returns where the offender is not able to get far from the flag tile after grabbing. Hes pretty good at getting ahead too, and doesnt make many mistakes, but has outdated game understanding. Bbb is a beast in minors who locks down his base by making life constantly miserable for opposing offenders. From a pure prevent standpoint, hes not that terrifying, but hes good at forcing bad

grabs and tracking down people all around the map. He makes more dumb plays than hype but has more up to date game understanding, he will need to limit troll decisions and the times where he is too passive and gets cooked to be even better. It also depends which bbb shows up as a character, is it the normal, positive, supportive bbb, or the toxic asshole and depressed doomer version? Usually its the former but the latter can come out when things go wrong. This defense is beatable by people who know how to immediately create space after grabbing, use teamwork to get out, and have insane microjuke skills. Assuming this is the alignment they use (and their ability to switch positions midgame is a positive too), a weak offense that can sometimes be good and a great defense that is only sometimes beatable will allow an 8th place finish.

9. The Kneecappers O: BallAnka, sweatypete D: coos, Chalksy

BallAnka is a tough player to evaluate because sometimes you see him play and think he finally has great mechs and other times hes a total potato who cant juke or grab. In a giganto league like this I think he will be able to abuse some of these second defenders at any point, and just be better than them to get out of base. Elite Anka could be scary to every defense, average Anka is not. When he is holding, he uses intelligence and map elements to stay alive instead of microjuking, which is a good thing. I feel like when he comes into base he almost caps a lot of times but fucks up at the end and fails. His OD is average, and he sometimes has a clutch factor where he makes crazy plays at the right times. He is a low risk player who understands the game well and usually maintains the philosophy of just get ahead and get pups and is a good team player who can get a more mechanically scary partner out of base. He still sometimes makes idiotic decisions that turn out to be costly mistakes, either trying something too risky or thinking that he doesnt need to help out on a situation where he actually should (pup fights, OD, contain, etc). Sweatypete is a novice destroyer but I think most of his game is abusing bad players who cant handle a lot of jukes being thrown at them and they end up giving away boosts and bombs. Hes very readable and someone I never have trouble soloing because he just always tries to juke and its easy to read. This strategy will still work against some of these former b team defenders, and if a defense tries to go with the strategy of best player focuses on Anka, worst player focuses on pete, they will fail unless both players are above average. He still takes too many risks and thinks hes better than he is. If the blocks are there, he will score, but OD just needs to maintain control of most of the area around base to prevent that. This offense will work pretty well

together, with Anka giving pete the opportunities to get out of base and having a generally conservative style to override petes wild plays. Expect them to give up a higher than ideal amount of bad caps where someone trolls and the other person doesnt expect it. Coos has unrusted pretty quickly it seems, not the strongest ball but he has a fantastic combination of contain and solo skills meaning that offenders will struggle to get past him no matter what their playstyle is. The way to counter this is to just block coos and 1v1 Chalksy. Coos is also a smart player and field general who will get ahead and get pups and is not a bad fc. He must improve at soloing good fcs to truly become a top 3 defender in this league. Chalksy is still someone idk much about, he seemed pretty bad when we played him not really a scary player at all, easy to grab on and juke past. Maybe in his second season back he will unwash more but we also played him week 7 so that might be unlikely. It seemed like he made some mistakes too where he just wasnt in tune with what needed to happen and how quickly, If he plays safe like coos does it will be the best thing he could do for this team. I think this defense is going to do pretty well with coos being so good and Chalksy being maybe serviceable maybe just as a low risk player, but theyll struggle to rack up returns against jukey elite offenders when the flag gets out and regrab trains roll. Above average offense with some bad decisions costing caps, above average defense lacking the ability to return microjukers but playing safe, they finish above average in 9th place here.

10. Pugrats O: CatPuke, Scorch D: flaccid trip, ballsack123
CatPuke hasnt played in a little while but he doesnt strike me as someone who would be washed. Underrated mechanics in the community, hes a good flag carrier with better microjuking skills than you think and is a good macro player who takes the simplest ways out of base to prevent anything from going wrong, which is good. Hes not an electrifying grabber and will have more struggles against prevent heavy defense, but when he uses boosts and bombs and teamwork to do so he is most effective. For defenders who play confidently and aggressively and can read people, returning him isnt too difficult, but for defenders who try to react and contain, they will get burnt. Hes average at coming into base for caps and intelligent when holding. His OD is meh and his game understanding is partially outdated, and he wont make overtly idiotic plays but still some that hurt the team. Overall I think he is a good choice for lead o tho and will overperform expectations. Scorch has been playing o in tpm which seems dumb and maybe theyll switch it

since apparently ballsack can play both but Scorch is just not an o player. He wont have the mechanics to grab against or juke basically all of the defenders here, but could be fine getting opportunities off of handoffs. Getting frequent good grabs may be an issue here, but if they use boosts and bombs to grab the flag, they will probably be fine. Scorch has improved a lot in decision making and game sense too, sometimes hes a little too passive and gets beat but otherwise hes fine (update we scrimmed them he was pretty good at just running past us to get out on giganto base joji but was very readable). On defense flaccid trip is actually good at defense, similar to jazzz he knows when to put up raw prevent (also not a major strength) and when to bail on that and just farm returns. I think he might swing and miss a little too much on offenders he thinks he can solo but besides that I am a believer in his ability to get returns both soloing and containing in a partnership, and he has good base knowledge so handoffs should be covered etc. Its just that when they need a return on someone whos been holding a while I dont trust him to solo in midfield a lot, and he will fall victim to good jukers in space. Seems like a lot of teams have defenders like this who are just missing that x factor characteristic of getting solos in midfield when both flags are out against top tier o players. He also must keep playing confidently in order to be successful. I have never seen ballsack123 play a game of tagpro. Apparently hes pretty good, hopefully a balanced player who can do prevent and returns well (update we just scrimmed them he was ok). I like the lead balls on o and d here and the supporters are ?s with high variability. A lot of these middle tier teams could be ranked in so many different orders it is tough to put them numerically, I just think this one has more questions and less pure firepower and no real hard carry ball so theyll go 10th.

11. Reset Theory O: Dragon Ball, Carp D: Acuraun, BertAndBort
Bert wanted to draft a "no scrim team" and doesnt really have one it seems. Dragon Ball is pretty good, seems to be everyones new sleeper pick, in TPM he shows flashes of brilliance both with and without the flag, juking 2 people or hitting a crazy snipe. He did make a fair amount of mistakes tho especially not knowing how to play around powerups, and is someone that will probably be shaky and unreliable from the game understanding component of tagpro. With a little sample size, there is not much more to be said, but the potential is there and he seems like someone who could capitalize on it. Carp is very washed but was a very smart guy back when he was playing who would confidently do what he thought was correct. This often resulted in

positive results, usually in the form of not giving up a stupid cap or maintaining OD or winning a pup, but other times it turned out to be very dumb decisions such as dying unforced or missing an easy grab or fucking up a contain. He will have to reactivate his brain to full power to stable out the unpredictability of dragon ball. Hes not too hard to solo 1v1 but will catch the defense sleeping a lot and seems to know how to get out of base against worse players without pulling off crazy moves, but we must remember he hasnt played in forever. A lot of unpredictability with this offense, and their performance will be the main decider of how this team finishes. On defense Acuraun is a very inconsistent player who goes through multiple-month long stretches of alternating between being great and terrible and rn he is great so hopefully for this team he can keep that up. When hes playing great like he is rn hes a monster in base who racks up prevent and RIBs and is also underrated at getting returns in midfield too. He can be a total botter who actually gets clutch returns to get resets. Hes still a riskier player than an ideal elite would be because I feel like he struggles to get ahead sometimes and can get burnt if people just straightline towards a map element. But despite this, his decision making is still generally very good. Bert is a total idiot who is still overrated by this community by a wide margin. Hes ok at prevent and will get returns against fcs who try to do too much, and with a newfound skill for offense he is now more comfortable with just running ahead and grabbing or playing OD. But he still thinks hes better than he is and this causes him to miss returns a lot and end up way behind. Hes also not too hard to block out, but with Acuraun being so good, Bert will have to solo a lot if the opposing offense is smart, which will probably be bad for this team. This defense is still going to keep the flag in base for more time than most. When it gets out, the extent of the damage will be whether the players are willing to just run ahead or whether they try to go for returns and get cooked. If Bert stops making out with random cute girls for 3 hours in the middle of the night, maybe he will improve at this game. This team is very volatile. How cracked will Dragon be? How fast will Carp unwash? Will Acuraun stay in his great phase? Will Bert try? I think itll all balance back and regress to the mean, and this team will finish right in the middle.

12. Respawnsiballs O: kelvin, Thanos Ball D: Jake from SF, Aura

This team has a lot of mechanical upside but I think they will get burnt in game sense and decision making. Kelvin is an elite o player in this league who has a hypetrain that I am on, very good at grabbing the flag and microjuking people and holding forever and coming in for caps.

Hes a mechanical monster where defenses usually have to just get ahead and if not they get cooked. I think the better defenders will be able to return him if they use patience and prevent him from grabbing if they work together. Hes an elite player, but not a gamebreaker like titanblue or king krule. He cant carry a team from offense, lacking in the midfield and OD and 3d and game understanding elements. The numbers will definitely be there. Thanos Ball is a very high risk high reward player because he is also a very good grabber and juker and holder and capper (although to what extent this is just abusing bad opponents is unclear). Quite literally just kelvin 2.0, I cant remember any offense where the players are basically the same playstyles and strengths with one being marginally better than the other like this one is. This also means Thanos is way more prone to trolling and making idiotic plays that fail and thinking hes better than he is. Theyll put up great numbers which will mean they will be able to outhold opponents at time and roll in caps, but also give a lot of caps when theyre making plays that are too wildly and fail epicly. And they arent an unstoppable force, patient defenses can have success against them. Their defense is more up in the air and the weaker part of the team, Jake hasnt really made a full return yet so he still has to unwash a little and its very tough to tell with him. It looks like he was pretty good on o last season, and now on d I genuinely have no idea how to predict how he will perform. For what he went for he better be pretty damn good, and idk if he has the mechanical ceiling to reach that status, but maybe as a prevent and contain ball he will do best. I remember from some scrims and also NFTL he made too many very troll decisions that cost his team caps. This seems to be a common theme within this team. All of these players have good qualities about them but they all make too many costly mistakes. I have never seen Aura play tagpro, apparently theyre very good mechanically and was close with asap in ofm, but another trustworthy inside source tells me that theyre very new and still have a lot to learn. Hopefully they have a dedicated coach, with Jake still unrusting and not being ultra reliable idk if hes the guy who can lead Aura to greatness. Offense will wreck a good amount of defenses mechanically but troll too much, defense is very up in the air with the potential being present but also the option of being a completely useless unit. I predict 12th, their ceiling could be slightly higher but their floor could be way lower.

13. Cap City in Blue O: boogie, depptonic D: Rick G. #853, tha king
Typical Rick G team with no really good players but no really bad players. This team does not

have the quality of players as other balanced teams such as Blue and OPH. Boogie is very washed and isnt the scary player he once was. He tries to play like he is his old explosive self anyways, and this leads to a lot of failed holds and bad grabs. He still pulls off some high firepower plays where he will juke right past a slow contain or hit a crazy boost route. He just seems to constantly fail when a tight mechanical play is required. His game sense is still outdated and it always seems like he doesnt know when to be aggressive and when to be passive. I think hes a good team player tho and still generates a fair amount of outs somehow, especially against passive defenses. Depptonic is a player I once thought was insane but then played a season with him and my mind irreversibly changed. Hes not very jukey and flaccids a lot, but the biggest issue is he tries to play thinks like a competitive player too much and this causes him to overthink and end up failing completely when really a more aggressive action or "pub" play would be better. I do not trust him to not consistently mess up and cost his team free outs and give up free caps. As with boogie, hes a good team player on normal offense and I think if they scrim a lot they will both be able to get each other out of base a moderate amount of times, but this offense isnt scary at all. After meeting Rick G irl and not getting murdered, I cannot say negative things about him. I go back and forth trying to decide whether hes better at o or d and what that probably just means is that hes equally good at both. A smart player who gets ahead first, his risk limitation will be very valuable for this team of questionable decision makers. His mechs are slightly underrated but still not great, with strength in containing 2v2 and weakness in prevent and soloing. He wont make any flashy plays and isnt the x factor that will create many caps for his team. People have said a lot of varying things about tha king, seems like a pretty good and enticing pubber who might be cracked or might be useless. He seems like a fastball who runs around the map and gets returns, but Ive almost never seen him play defense so idk whether he can do the contain strategy that Rick likes to do or whether he can actually solo people. His performance will probably be the x factor here, if hes cracked this team could be a little higher in the standings and if hes useless they could go lower. Since rick found mr awesome, I tend to think itll be closer to the former. Below average offense with a lot of mistakes being made but solid teamwork, and average defense with a big ? with upside, this team will finish 13th as they struggle to create enough caps to consistently beat better teams.

14. Nuclear Jukes O: Penis Wings, pk D: RedBull, G1nseng

Wings had a great start to this draft by stealing RedBull, one of the top players in the league, for only 30, but then hard trolled the final two picks and will barely sneak into playoffs. Wings is a perfect example of a great holder but awful decision maker. When he gets a good grab, which he is ok at generating, he can sometimes go on bonkers runs of 2 minute long holds where no one can tag him and either end it in a kiss or cap. This ability will certainly create extra caps for this team, but the rest of his gameplay is kinda yikes. Sometimes when it looks like hes starting a crazy hold he will just go for a bonehead boost or just stop pressing the keys and die immediately. And without the flag, his OD is sometimes ok but other times nonexistent, and he is often behind the flag tile or team killing or going way out of position and the other team caps. Pk is still one of the lowest upside players in the entire league that will doom a teams chances of being cracked unless he goes for like nothing. Hes so easy to block out, creating a weakness for his ability to both grab and to play OD. His ball just moves too slowly, and he isnt particularly jukey. His decision making is often panicked and this causes his team to miss out on capping chances or allow the opponent to hold longer. He is only good at getting out of base when theres a lot of room (that a sometimes electrifying player like wings could generate at his brightest moments) and coming into base for caps when blocks are good. There are so many better players available than pk and yet teams continue to spend a significant amount of coins on him. This offense will be mostly shut down this season, but still generate some caps when wings goes god mode or when pk has a lot of space. Their main sparkplug might come from redbull running o from d. RedBull is a top player in minors and will singlehandedly win his team some of these games. Hes a total monster on defense, moderately good prevent but very good at getting returns anywhere on the map. He also fits the description of a "roomba type player" because he is always everywhere and tracking down the fc. Hes a total headache to get out of base on, and if that is achieved, hes a total headache to outhold forever. Hes equally good at o as d and as hes flying around the map he will be able to generate outs by himself and juke past everyone. A rare player that can not just carry a defense, but carry a game from defense. Teams could be exploit his average prevent skills by just grabbing a lot and either setting up handoffs or blocking him very well. I drafted G1nseng 2 years ago as he was still very washed thinking he would return to his super winning form and it just did not happen. He is very ineffective at all elements of defense, prevent, contain, returns, and teamwork. Almost no offenders will have difficulty grabbing and getting out against him, and hes not very good at midfield or offense either. The

washed player type mistakes are frequent too, and it just seems like hes always behind the opposing fc and doing nothing important. He will be at his best when RedBull is feeding people towards him and he kinda just has to stand there and press the arrow keys a little bit to get the return. Although not that good, his prevent seems to be what improves the fastest, so if he can prevent for a little while and after eventually letting up a grab get the fc not running full speed ahead, then RedBull can get the returns. This team has too many weak players to finish any higher than 14th despite RedBull's best efforts and wings occasional god mode plays.

15. The Land Before Timers O: Tinderfella, might dino D: eee, black magic

It seems like every recent LBT team ends up like this, Tinder, black magic, and players with pretty good name recognition but arent as good as their fame would suggest. This team has no sparkplug, no firepower or terrifying players. Tinderfella on minors offense is consistently a total disaster, with little ability to grab, juke, hold, or cap at this level. His play depends on his opponents, so he will only be able to succeed against players who are usually in NLTP. He is not a reliable decision maker either. This offense wouldve needed a hard mechanical carry to be good, and they dont have it. Everyone loves Tinder but the harsh reality is hes just not good enough to have any importance on winning teams in this league. Might dino is a very smart glueball that is attractive to many teams but is washed and never really had the mechanics to be a great first offender. Hes effective at getting his partner out of base and not having errors in game sense. Hes a stabilizing and calming force who can prevent cap trains and keep the team together. But for pure offensive skills, hes just not that scary to play against. Sometimes he can power through a defense to get out of base, but usually hes kinda just there trying to make a team play. Hes not hard to prevent from grabbing and isnt particularly good with the flag. It seems like a lot of times he almost beats you but never actually does. This offense will be most effective when might dino can successfully generate a lot of space for Tinderfella to get out and run in circles and eventually maybe setup some regrab train or something, but against most defenses theyll just get shut down entirely, not being able to grab or juke, even considering might dinos expertise at team play. Eee is kinda washed but coming back pretty quickly, he seems like a natural o player who has been forever stuck on d because hes good at it. Hes pretty good at prevent and RIBs, it seems like he puts himself in bad situations a lot and then does something amazing to get out of them. He doesnt get a full strangehold on base, but it still pretty hard to actually get across the

map against. The issue is he is vulnerable to both microjukers and smart fcs, sometimes his save attempts fail, and he ends up on o too much where hes a less impactful player and leaves this teams defense totally helpless. The more and more I write about black magic the less and less up to date I get on how he is playing recently, the guy is never on tpm and I never scrim him. From my limited recent data points and longer history of knowledge I can reasonably assume we are getting the same old black magic, awful mechanically, tries to play safe, and usually succeeds at doing so but also makes troll plays that usually involve being too passive. He will be most effective if he can contain people into eee who seems to fly around the map more, but 1v1, almost everyone can grab and juke against him. This team will be slightly less prone to unforced errors than other teams near them in these rankings, but their lack of explosiveness and their disadvantage on powerups prevents them from climbing higher than 15th.

16. Eternal Turtle O: Hjalpa, Morpheus D: Nati, Niplepotamus
One of the most unbalanced teams in recent memory, idk why they thought this was a good idea. Hjalpa is actually underrated as a player imo but this should be in the context of novice and not minors. He is a smart guy who knows when to grab and how to figure out the best way out of base. As a support o player for a normal first offender, I think he would be a fine pick. He definitely doesnt have the mechanics to compete in minors, his knowledge of when to grab going to waste since he cant grab and cant really juke either or run in circles with the flag. His vision and execution coming into base for caps is solid. But being paired next to Morpheus, an ok b team defender last season that I dont think Ive ever seen play, disaster is imminent. Theres just no way this offense will be able to do anything against any of these defenses. Theres a small chance Morpheus is actually good and that potential is probably their biggest encouragement, but judging the past history of the WTP crew and drafting NLTP players, missing the B team playoffs in S20, S21, S25 (no NLTP S22, S23, or S24), losing the B team play-in S26, and not existing S27 or S28, they have absolutely no idea how to draft good players in NLTP. Truly unbelievable failure from a franchise wide perspective, unlike anything weve ever seen before. Obviously the defense that they spent their entire budget on is going to be good, same one that made the muper last season before being humiliated to one of the greatest levels imaginable by king krule and Crowman. I havent understood the Nati hype ever, and my opinion of him has improved slightly but I still think hes way overrated. Hes pretty good at playing a fast version of

defense, where he returns you before you can even try a juke. He plays like a wannabe RedBull like a roomba except he usually ends up way out of position and missing multiple returns and isnt hard to juke. Another strength of his is timely prevent, hes not someone who will follow you all around base and always prevent grabs but he can put up a pretty good shield at the right times, which is annoying to play against, but counterable if you just boost or bomb at the flag tile, or block/backboard well. His decision making is mediocre. Niplepotamus is a solid in base defender with good all around prevent skills and usually able to run at people under control when the fc is in base and get the return. With both of these players, the amount of space immediately generated after grabbing the flag is a key determinant on whether the fc gets out or not. Niple also misses a lot of returns tho and isnt really a good 2 way ball, oftentimes ending up out of position and in areas where hes uncomfortable. This defense is moderately strong, but not as cracked as you many think. They will barely sneak into playoffs with this terrible offense and not elite defense because Hjalpa wont give up easy caps like other 0 tcers, Morpheus or their callup could be solid, and they will do well on pups, specific strengths that other bottom level teams do not have.

17. Converse Ballstars O: Gnas, Omnivore D: PrincessLeia, Scrapper8o

Gnas is one of the worst players in this league, taking a page out of my S20 book and captaining to play in the league he wants. He will sometimes sauce up defenders with a cool microjuke or boost route, and his straightline flag carrying has improved. But in minors, he is going to be a terrifying offender in the perception of absolutely no defenders. He will not be able to grab the flag or hold or cap. He has always been a pure offender, not paying much attention to things like blocking or midfield or 3d, and his playstyle will not be feasible for his mechanical level in this league. His decision making and game understanding is also not good, he makes troll plays way too much and doesnt understand what proper positioning is. His success will come against overaggressive defenders who arent particularly skilled at prevent, and this is the only sliver of hope for him being useful for his team. Omnivore is a very overrated player whose gameplay is basically the same as Gnas except slightly better. Omnivore is a very inconsistent player who is sometimes kinda good but other times (and more frequently) just awful. When he is good, he can be an effective grabber who gets out of base quickly and can hold forever. When hes awful, he cant grab or juke and makes really risky plays that fail and is out of position a lot. The mean of

these two extremes creates a player who should not be a lead offender in this league, and yet here he is. This offense will occasionally do great things but the rest of the time be ineffective mechanically and commit costly errors at high rates. The defense is obviously way stronger, Leia is good but not worth 70 coins. She is an annoying to player to play against because shes good at both pure prevent and farming returns in base, both far and close from the flag tile. Shes too hard to juke 1v1 to have that be a successful offensive strategy. Her weakness is defending against boosts and bombs, I feel like its way easier to get by her both when using boosts and bombs and when threatening to use them. Most elite defenders can use these elements to their advantage, or at least limit the offenders abilities to use them effectively, but it doesnt feel like Leia can do that. Shes also slightly inconsistent at her main strengths. Scrapper is a good support guy for minors, not a cracked preventer or returner but using teamwork and contain and cutting off the lane they want to go to for his advantage. He was the most important player in our nuper run last season as a glueball for an nltp team with solid mechanics. Idk if his success in nltp was just him being the only smart and consistent guy in the lowest level of play or whether hes actually good, apparently he played 3 weeks of minors last season and doesnt have the best of stats there but maybe he was fine. He may struggle transitioning from the role of best player who keeps everything in check to support ball lacking a mechanical advantage and game sense advantage. But he will still be a moderately good support defender. This team is very similar to ETT, awful offense, averageish defense, replacing ETT's low risk low reward offense with this high risk high reward offense, so there will be more total caps scored in this teams games. Their pup usage (mostly on offense) will be a downside, and I trust ETT to get reset more when both flags are out, so ETT slightly edges out CBS and unfortunately for CBS they barely miss playoffs.

18. The Last Flairbenders O: Gleg, Blaster D: Hibana, Ray-Ray
The most exciting and noteworthy story of the league this season. I love the idea from Gleg to try this out, they got nothing to lose and are all friends and wouldnt care if they get constantly smoked. Gleg is a top player in this league who has the playmaking ability to carry a team here, especially recently hes been better than usual. He can play either position and will always be doing the right thing in midfield. As an offender, hes not really a microjuker, instead a high powered burner who will fly right by you if you move too slowly, always having the defense on their heels. Hes good on boosts and bombs and is generally a reliable decision maker. His

weaknesses are that hes always looking to create something, and never looking to prevent something bad from happening, and with a shaky rest of the team, this is not good, and hes also sometimes too overconfident and tries something that is doomed from the beginning. Blaster is the best eggball player of all time and in CTF he will have great mechanics with the flag, a hard solo for most of these defenders. He shouldnt have to grab too often playing next to Gleg, operating off of handoffs more. Defenses that can prevent well will have success if they can block out Gleg well and force Blaster into grabbing a lot. Despite the raw talent hes still not as good as an fc as most other players in minors but the flashiness and microjukes cannot be ignored. Obviously the biggest weakness is he has no idea how to play CTF at a minor league level, and will look more lost and confused on the map than me holding the egg. So many caps will be the fault of him and Ray just because they havent played enough CTF to know how it works in minors. No amount of coaching will be able to fix this to a significant enough level to predict this team to have any real success, the players are just too inexperienced, and also play too crazily and mechanics heavy to learn a lower risk support playstyle. Ray has more experience than CTF than Blaster but still doesnt know how to play the game properly. On d hes kinda good at soloing people sometimes but other times its just a free out going 1v1 against him. Not too good at prevent either, he wont be atrocious but also wont be good on minors d, probably the worst defender in the league. Hibana as a lead defender in this season of minors is a total yikes and might actually be the biggest problem on this team. The analysis continues to be the same every season for him: very good within a 3 tile radius of the flag tile, and completely useless outside of it. It is hard to imagine any more extreme example of a player who is really good at one specific thing and really bad at everything else. Hibana cant contain well, cant solo, cant get ahead, doesnt know how to make decisions, and cant play midfield, and is supposed to be successful as a lead defender on a half rookie team. This will be a season that is a disaster for him. At least itll make Ray look better since he will be the guy primarily getting the returns after the offense gets out of base. Gleg will carry this team away from last place, and the mechanical flashiness will result in a few crazy caps that will win a few games. But besides that, yes this team will actually finish near the bottom of the standings like they should.

19. The Trailer Park Balls O: RandyB0Bandy, drewfa D: #SelfySyntax, ess

Randy in minors is an interesting player because it is hard to tell whether his past success is because he plays b teamers and cooks them or whether he can actually operate as usual against better players. I dont think hes a particularly hard solo or effective grabber. That is most of his game, generating good grabs without boosts and juking out of base to get past 2, and then holding forever. In minors, I think he will be generally shut down by most defenses. It isnt more complicated than his mechanics just arent good enough to grab and juke these players. He also plays like a weakball when he faces any good resistance from his strategy of just plowing into flag tile to grab. His OD is meh, and his game sense is outdated, he doesnt play 3d or midfield and doesnt seem to know when to go for pups vs stay ahead vs grab. Drewfa is someone that I still think gets underrated by the community. It really is a shame because he is so fucking unbearable in vc, "I'm so good" "omg get REKT (defender name)" " hahaha got him on skates" its like dude stfu even if you are "memeing" as you claim no one wants to hear you bragging and never taking responsibility for when things go wrong and passive aggressively saying someones name and then laughing when they fuck up. Anyways as a player I do like his skills with the flag, hes very hard to return and generally knows how to use boosts and bombs well, both to hold and to cap. Hes not an elite grabber, but a serviceable one against non prevent heavy defenses. The main weakness still comes in decision making, the amount of low intelligence plays that he makes are far too frequent, either he will be too overconfident and fuck up something he shouldve never tried or just not understand where on the map to be during critical moments like pup rounds, when the opposing team is out, and when his o partner grabs. He has the mechanical power to be a good lead offender, but not the brains and decision making to complete the necessary profile of a good lead offender. This offense will sauce up a few defenses but mostly be halted and give up excess caps. Please stop making selfy play d, he is not good at d compared to o. Hes kinda just there with the name recognition but doesnt really do anything positive on defense, not good at prevent or soloing, his only strengths being contain to an extent and boost/bomb management. Most offenses will have little trouble against him. He also trolls a lot and makes plays a little bit too late. When he runs o he will be more valuable for generating better grabs for the mechanically stronger players. Ess hasnt played in forever, his last season being S18 and I was on that team, I filled in one week for rob and played with him on a team and he was just average, nothing special. He says hes not good at the game rn, and will likely take forever to unwash. I dont really have much to go on to give an assessment of his strengths and

weaknesses, but it seems like he is a pure defender who is an in base specialist. I just dont see him being good enough both mechanically and decision making wise to be an effective defender. The flag is always going to be out of base against this defense. Drewfa going crazy and maybe ess being ok and Selfy being a veteran means they wont finish dead last, but this is going to be a very grim season for this team.

20. Pup Patrol O: Borgus, IcePlatypus D: im a goat, GospelofJuke
I really dont want to put this team last because theyre all my friends, especially ice and gospel, but I have to. They just dont have the talent that all of the other teams have. Borgus is a very overrated player in this community, he isnt very good at anything in tagpro. He used to be known in b team for being a glue ball and game manager, kinda like scrapper last season, but now in minors he is unable to fill that same role. He does not have the mechanics to back up the style of play he wants to use. His grabs can start promising, but quickly they end up in disaster as he mishits a boost or bomb, jukes into a corner, or severely misreads his momentum in comparison to the defender. He plays like he is in NLTP still because the things he tries and the glueball style he tries to use just doesnt work for him in this level of play. The minors game moves too quickly for him, and he cant play conservative with defensive elements. Not an effective grabber or hard solo, I struggle to understand why people think he is good. Iceplat is the better player here, and I feel like he has to play against worse players to be effective. His skills with the flag are solid, a decent microjuker but better at figuring out where to go on the map to stay alive, returning him 1v1 can be a pain. When the blocks are good in base, he can cap moderately well, but when they arent, he usually just leaves and waits. This can be a good strategy, but also cause him to miss out some caps where better blocks might develop only after he enters base. Without the flag, hes great at OD but is still a weakball that is easy to block out, creating a weird situation thats hard to describe where hes simultaneously having success on OD but also getting bodied by defenders. His struggles with grabbing highlight that weakness more, and he still thinks at the NLTP level. I think he struggles to understand when he can and cant trust his teammates, often leaving him in just bad positions. Most defenders will be able to solo him in base too as long as they still maintain some elements of contain and patience. This offense will have big struggles with all parts of the game because Borgus is not a good minors player and ice is limited by his mechanics and the level of the game he is used to processing. On defense goat is an interesting player,

continues to be cracked like 10% of the time and not that good the other 90% of the time. When hes on his best game hes flying around the map hitting every boost and keeping the flag in base and you watch it and think wow hes a god. But the rest of the time hes an ineffective defender because hes not too good at prevent or contain or soloing. He plays like a solo ball and not as a duo, which is bad news. He just lets the fc past him too much either by swiping too hard or fucking up a boost/bomb. He must improve on this element of decision making, and really just decision making in general to be a good support defender, he is too unstable and too unpredictable on the tiles. Gospel is the best player on this roster, which is not a good sign in this season of minors. Him and ice are legends and permanent ball of fame members of the Miami Ballphins. Hes right on the line of being a first defender and second defender, he plays a simple game of defense where the offense is either grabbing and getting out or grabbing poorly and dying quickly. Theres no middle ground where he contains them to midfield and runs to OD or forces them into a place where multiple teammates are and plays anti, the fc is either out past 2 or dead. Hes pretty good at raw 1v1 prevent, but struggles when offenders use boosts and bombs to grab because he cant really read their momentum after they have taken the flag, and they are too far away for an immediate and obvious return. Sometimes he solos you, other times its easy to figure out how to get by him. He doesnt really make the same mistakes over and over again, he just is unable to either cover all areas of base or be assertive and successful in getting the solo. Its kinda hard to predict whether you are going to make it or not when you are getting chased by him in base. I feel like its easy to run in circles around him in midfield once you have gotten out of base, and his decision making lacks in terms of getting ahead fast, how to play handoffs, and when to go for pups. He wont be atrocious as their lead defender, but will be more vulnerable than most lead defenders. The flag wont stay in base much unless you have a situation where goat is going god mode and gospel is playing one of his better games. Overall, this team has no one that can step up and create caps when necessary. They are all nltp players at heart, and the minors game will move with too much pace and too high quality for all 4 of them to be successful as a team. I think their losses will either be total blowouts against a team that overpowers them or close heartbreakers against a moderately good team that has an x factor player that can create a game winning capture and prevent this team from doing the same. There is just no team I see them having an advantage over in the game, and therefore I think they will finish in last place. Another added benefit to ranking this team last is if the THC curse

(blessing?) from S27 happens again this season, this team would win the muper, which would be an outcome I would love to see.