

# Year Two



This document's purpose is to list the metas of Amity Arena's second year through a community effort. Later to be inserted into the library for eventual historical value.

Whatever information you wish to provide, please **ADD** to the timeline via Google Doc's built in suggestion function.

Please include detailed descriptions, how certain cards were utilized during the time, and why they were used that way.

*Reminder that ALL perspectives are accepted, do not be afraid to add your own input.*

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## ● October 30th - Manticore Release

- In theory, they chain AoE jumps like Scythe Ruby, but with two of them, and knockback, and the ability to fight aerial units, and are aerial units themselves. In practice, they are much more limited due to the weaknesses of traditional pushes.

## ● November 6th - Maria Release

- Failed to make much impact on release, as an assassin with fairly low HP, she filled a fairly niche subset of decks.

## ● November 13th - Mutant Creep Release

- The health is just high enough to be annoying to kill. If even one Creep gets through, the damage per aura is very good. However, the prevalence of structures and other defensive tools means the Creeps don't get in for damage that often.

## ● November 21st - At Last Volume 7 Update

- Ironwood proved to be very niche for a value machine, as his bombing skill can be punished by disablers.
- In this update, Neon is finally no longer invincible meaning it is possible to stop her with cheap swarms. However, due to high shield HP, she remains hard to kill without swarms.

## ● November 27th - Penny 2.0 Release

- Penny offers very high stats and flies. She is devastating against single units, and does well as tanky ranged DPS. However, her high cost makes her hard to use.

## ● December 4th - Clover Release

- Clover's contribution to the meta is situational, but his Active is proved useful against units with active skills.

## ● December 10th - The w/interim Update

- Nuck's contributing the meta as a high cost tower rusher, with his active punishing cheap units, and dodging disablers. His passive is nice ability to punish potential problem-causers

## ● December 25th - Jinn Release

- Busted on launch, causing large amounts of stalling, being able to freeze everything and reset skills at the same time, making Spawner units much more effective.

### ● January 9th - Holiday Hangover Update

- Sienna Khan was a very niche, yet weak card, so she did not see much play at first.

### ● January 13th - Jinn Nerf

- While needed, this did little to take Jinn out of the current meta.

### ● January 22nd - Burrowed BDS Release

- Burrowed BDS introduced a new chip wincon, which largely wasn't used due to easily being cancelled out by common cards such as Penny or Jinn.

### ● February 6th - A Sweet Update

- Marigold opened several possibilities with her ability to hide all units within an aoe until attack, but was rendered nearly ineffective due to said units placement voice lines still being played. This was fixed with Watts' release.
- With an Aura increase, Fox becomes less popular but still remains highly powerful yet underplayed.
- Shadow Blake is given a wrist slap nerf which only further incentivated playing her as her DPS was increased.

### ● February 19th - Marrow Release

- Marrow's kit in mind was made to be basically a poor man's Ice Flower, however, he didn't make as much of an impact at launch despite this. For the reasons being that he couldn't hit all of his targets that were in the affected area of his skill and his skill's length was heavily reliant on leveling up the card to increase the duration of it.

### ● March 5th - The High Wattage Update

- Watts proved to be very niche at launch, being able to hack enemy structures, but only if you had the time and supporting units to do so, as he took his sweet time walking to structures.
- Ironwood is now more viable through drastic range buff.

### ● March 18th - Wyvern Release

- Originally the Wyvern's skill was somewhat underwhelming, and most of the card's value came from the Ice Sabyr it spawned, which guaranteed benefits due to the Sabyr's death skill having a large AOE. Nonetheless, the Wyvern was free chip which could only be blocked by Jinn, and served as a fan favorite request and a tease to the Ice Sabyr release.

### ● April 2nd - April Fools Update

- White Fang Barracks were given a buff in that instead of one White Fang Gunner there were now two that spawned every four seconds. This has created a new meta where Barracks would be constantly used as it now generates incredible value for only five Aura.
- Wyvern is given a substantial buff by increasing its skill damage by 62%, making it something of a win button by easily destroying most pushes and following it up with the Ice Sabyr which was a guaranteed benefit due to the Sabyr's death skill.
- Tock offers a more balanced version of an invulnerable card, unlike Neon, but remains unpopular due to being easily countered by cheap defense like most single melee units.
- Neon is made easier to kill via speed decrease. However, her decrease in speed also means her taunts last much longer thus she halts pushes for longer periods of time which makes her even more obnoxious.
- Ursa Major was given a small nerf in the form of a 10% decrease on his HP. Making him significantly harder to use when having it in your deck, but at the same time it is significantly easier to counter when facing against one. This change caused Ursa to see less play because of this.

### ● April 8th - Ice Saybr Release

- Popular with Barracks, meaning that they're much cheaper than BeoPack, and deal guarantee damage upon death. That means it's much more painful trying to counter with melee units.

### ● April 15th - Megoliath Release

- The Megoliath's skill requiring its targets to be hit against a structure made the card too specific to be properly used and underwhelming for its high Aura cost.

### ● April 28th - Cinco De Mayo Update

- Redundant Barracks HP nerf
- Arachna Mines were given a nerf duration, HP, and speed, making them more balanced but still incredibly strong on the defense.
- Tyrian is given a nerf to his death skill, making him less oppressive on the defense.

### ● May 13th - Elm Ederne Release

- Her active can be slow to start up, able to snipe any structure or bank her to build a push while dealing chip with her rockets.

### ● May 27th - The "Autograph" Update

- Flame Cinder's release provided a different counter to the Barracks through her active skill, but due to a wonky targeting AI and high Aura cost equivalent to the more viable Wyvern, she remains a niche unit with a higher skill curve.
- Banesaw reverted back to his original aura cost, but granting him more health and power meaning he's a force to be reckoned with. With 5BDS helping him deal with Neon stalling.
- Clover's bind now lasts a few seconds longer meaning he can punish global offense or defense plays.
- Flynt is now popular with the damage boost helping the state of the meta from max level gunners.

### ● June 10th - Frost Glynda Release

- Having a slow moving storm, she can help build up pushes. Her piercing shots can deal fast damage and land the tower like a ABT on mid.

### ● June 25th - Splish Splash Summer Update

- May Marigold now being reduced to 2 Aura made her more usable, though her weaknesses remained and as such she is still not very effective.

### ● July 8th -Harriet Bree Release

- Harriet proves that she can counter many situations depending on the support, meaning her passive can shove slow attacking units stunlocking them to death. Her active proves she can stun absolutely everything, including airborne units.

### ● July 23rd - Missing Pieces Update

- As underwhelming RPyrrha was, she had the potential to punish WFGs but
- unfortunately failed as contender for SBlake. Her low health and only ground only targeting proved too situational, a week later they hot fixed her to attack air units now.
- Kevin (Wyvern) had taken a damage nerf meaning he can't one shot XF Junior +4 levels above him.
- Sabyrs took a cost increase and lower health meaning they're easier to counter via knockback.

### ● August 5th - Centinel Release

- The Centinels did nothing to change the meta as they lack many advantages over Ilia.

### ● August 20th - Summer Update Pt.2

- Barracks get another health nerf by -18% but are still trucking through the meta with strong combos.
- Rifle Pyrrha now more viable (especially in friendlies) through an increase in health and range, but still unusable in ladder due to WF Barracks. She had also gotten a hotfix on July 27th, where she now hits aerial units.
- Moonslice Adam was added to the game. He is shown to be useful with his skill where he could absorb damage and sends it right back to deny sizable pushes when he absorbs enough damage to trigger the triple damage on his Moonslice. Despite this, he didn't make much of an impact in the meta due to the fact he is only unlockable at Arena 9 making him one of the rarest legendaries to obtain.

### ● September 2nd - Colossus Release

- The Colossus proved to be massively disappointing and weak due to a poor HP gain mechanic and glacial attack speed. It did nothing to change the meta and is one of, if not the worst card in the game.

### ● September 17th - September Update

- Barracks duration and Gunner spawn rate slightly reduced, but the card becomes infinitely more oppressive as it is given a death skill which spawns a wave of four gunners upon destruction, guaranteeing value from the card no matter what and making the task of destroying the barracks more difficult due to after effects. In addition, the 4 gunner spawn added an immense backline support for extra chipping
- This wasn't as popular but the Atlesian Airship has been more oppressive because it spawns 2 AK-130s upon death. While annoying and hard to win against, adding WFB into the mix makes it very oppressive. Played well, not even penny can deal with it on her own. The tactic is to use the Atlesian Airship as a penny bait. After that, you're free to drop WFB anywhere you wish. Along with Flynt, Neon and Mines, this deck is just as annoying as the WFB meta.
- Fiona also proved to be a Meta-Viable card with the colossal stats on the Armored Truck. Combinations with other summoners or spell cards could produce a push too large to defend, though her power was overshadowed by the abundance of WFB and Atlesian Airship use, neither of which she countered. Furthermore, she was vulnerable to being nuked by Wyvern prior to reaching her target and was vulnerable to swarms.
- Moonslice Adam received a buff that would increase his absorption duration from two seconds to four seconds. This proved to be a good buff in doing so as he is now highly guaranteed to absorb enough hits to trigger the triple damage from his Moonslice. Furthermore, he is able to stall an enemy's push for much longer making him even more viable than before. Despite this, he is still seen little play because of how hard he is to obtain and because of how oppressive Barracks are.

### ● September 30th - Dropship Formation Release

- Dropship Formation was released as a last-minute emergency unit in place of another unit due to game development issues. Having originally been in the game's code since launch, the Dropship Formation proved to be an essentially useless card due to its absurd cost for value.

### ● October 15th - Anniversary 2

- Due to the reduction in efficiency of Barracks (which still remains quite strong) and Launcher Nora, Neon/Mines and chip units have returned in full force.

- Harbinger Qrow is a very niche yet effective card which didn't see much use.