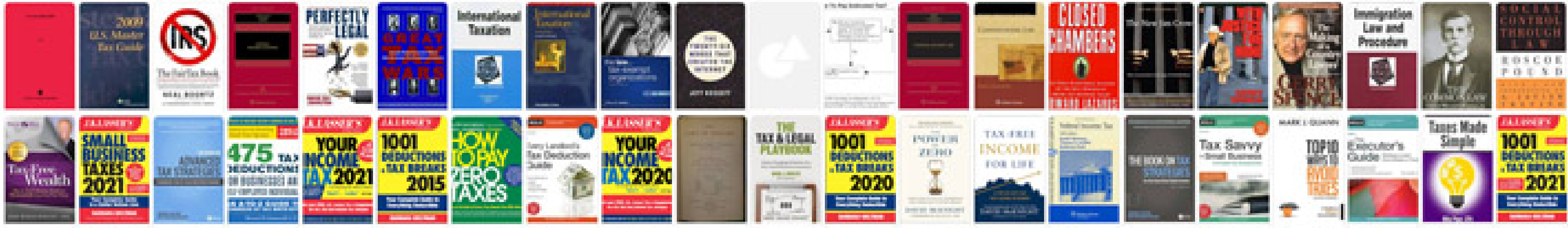

Cycle deck

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Cycle Decks are small decks that use Alchemists and healing potions to heal each other continuously. This allows cycles to withstand large amounts of damage without breaking. Cycle decks are also useful in building up a large repetition of buffs. The stability of a cycle depends on the number of alchemists and potions there are compared to the number of other cards. A fully stable cycle should always have at least one alchemist in deck, and fewer other cards than the healing power of the weakest potion. A cycle with too few alchemists may break because all the alchemists are drawn into hand. Three alchemists are recommended to prevent this happening, though it is possible to build a cycle with less. Some cycles will fail when a potion is drawn into hand. This is usually a result of too few alchemists, but can be countered by using healing cards or extra potions. Alternatively, self-depletion can be used to keep a cycle going. Many players will choose to add extra cards to a cycle, beyond the absolute stability limit. This is known as overloading. The cycle has a slighlty increased chance to break, but there is a better chance of drawing useful cards on hand. Some typical examples are given below. More information on cycle stability is available on this forum post. Players can overload safely with cards that banish on deplete. Because these cards banish they never become part of the cycle. This could cause the cycle to become unstable if the player is not able to draw an play it. Having some extra cards like Martyr mainly benefit a lower level cycle that may only be running with 2 Alchemists as it will be less likely to pull both Alchemists on first draw. Chaluan Hydra is also a safe add because even though it adds cards which would normally cause the cycle to become unstable all of those cards are also banish on deplete. This increases the player's attack without increasing absorb. Duelist and Archmage are alternatives stat-gainers for this deck type. Lotus Fist is used for unpreventability and healing. Greater Ferocious Cleave is used for self-depletion. This means that the cycle becomes more protected against normal damage the more that it is hit. However, it will still take indirect damage, e. This type of cycle can result in alchemists doing huge amounts of damage themselves. This combination can kill most enemies in one turn. Many other variations are possible! Banner of Dread is an ememy talisman that prevents NPCs from being drawn into hand. If no attacks are left in deck, then a potion is drawn rather than an NPC. If no other cards are in deck, then the player is defeated. Both of these are problematic for a normal cycle, but it is possible to build a cycle that can cope with Banner of Dread, known as a null-npc cycle. Extra attacks are used in the cycle that would usually cause the cycle to become unstable. Furthermore, extra precautions are taken with healing to ensure that there is almost always an attack in deck to be drawn. This is a work in progress. When it is done, it will probably be one of the longest pages on the wiki, so please be patient. If you have any suggestions, please use the Comments section or make edits yourself. Only send messages to my My Talk if you have a suggestion s for multiple pages I've been working on. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. A typical cycle deck Contents. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. Greater Healing Potion. Infernal Steak and Kidney Pie. The Commander's Wine. In this video we have Asaf on the channel who is one of the best cycle players in the entire world. At only 2. When using a cycle deck you need to play aggressive throughout the match and keep trying to bait out spells and then punish the opponent when their spells are out of cycle. The miner and wall breakers are you main offensive units however the spear goblins and bats can also be used on offence if they have a miner or knight tanking tower damage. On defence the bomb tower should be used to kite units into the centre of the arena, you can use bats, knight or spear goblins to help chip away and then try to counter push with these units. Bomb tower is also a good defensive option against x-bow or mortar when placed at the bridge. The two spells in this deck have great synergy and both have a knock back ability which can be utilised to reset certain units throughout the match. When using the spells on offence try to get tower chip damage whenever possible while also hitting their troops. Miner is a very versatile card that should be used on defence and offence. When using this card on offence you will looking to get tower chip damage as well as using him as a mini tank for the wall breakers, goblins or bats. Remember to keep playing him in differnt locations on the opponents tower. If you're against a bait deck you might need to use this card to snipe the princess or dart goblin in single elixir to stop the opponent from stacking them. Spear goblins and bats will be your main cards you use to bait out the opponents small spells. They also both target air and should be used to help stop air units with the support of the bomb tower which will be used to kite them. If you need these guys on defence you can play the wall breakers so your opponent uses their spell on offence and keeps the goblins alive longer on defence. The biggest tip I can give you guys for using this deck is to keep cycling this card to keep up the pressure, eventually your opponent will mess up and you will get a tower connection with this card. Their death damage can also kill skeletons and goblins. You have lots of options for starting plays with this deck however the top three are wall breakers split, miner on the tower or spear goblins at the bridge. Try to go into

double elixir with a tower damage advantage. When playing defence try to use units that you can counter push with! Once you hit double elixir you can start using your spells more on offence to help chip away at the opponents towers as well as supporting your troops. It is a very fast paced deck so practise with your clan mates first before using this deck on ladder. Good luck and don't forget to check out the video to see how today's pro stops some huge pushes with this deck! Players Clans. Advanced search. Step 1 Launch Clash Royale and tap your name. Step 2 Copy your Player Tag by tapping it under your name. Step 3 Paste your Player Tag in the search field and click the Search button. Ash posted 1 month ago. Elixir Cost. Arena Level. Card Rarities. Card Types. Cards Guides. Spear Goblins. Wall Breakers. Early Stage Gameplan. Late Stage Gameplan. Popular Decks. Facebook Vkontakte Discord Twitter. Official Apps. This content is not affiliated with, endorsed, sponsored, or specifically approved by Supercell and Supercell is not responsible for it. For more information see Supercell's Fan Content Policy. See our Privacy Policy for additional details. Manage Cookie Settings. You will have to figure out your playstyle for yourself, but in this article I will try to line out some of the general tips and tricks as well as some input from professional players! Individually, none of the cards is strong, but together, you can win many matchups with ease once you have mastered it. To put it simply, this is a chip deck, where you defend as much as possible while playing hog riders with minimal support for damage. Minimal support includes cards like ice spirit, ice golem, and later into the game, prediction spells. Cannon, musketeer, and fireball are primarily the cards that you will want to be saving in response to your opponent. Generally, you will not be supporting your Hog Riders to brute force its way past defences, but you will be trying to place Hog Riders when they are vulnerable without elixir or the proper defences in hand by either out-cycling or waiting for the right moment for when they overcommit their elixir or if they use their defensive card elsewhere. This deck is very cheap, and this allows you to get back to the same cards very quickly, which is important for defence and offence, like getting to a second musketeer on defence, or getting to a second hog before the opponent gets to their defence again, for example. Generally, it is ok to wait and leak elixir at the beginning of the game if you have cannon in hand, but you should not wait any more than that, since you are playing a cycle deck. Try to play Hog Rider, or your cycle cards to start the game. Knowledge of building placements is key in Hog Cycle 2. If you are not sure about placements, this is the main placement that will work most of the time. The only exceptions are Balloons placed in the bypass position, and Lava Hounds placed at the edge. This is the standard placement to use against Lumberjack loon if the balloon is not placed in the bypass position. Same with Giant Prince. Same with elixir golem placed in the back a second elixir golem can be placed at the bridge. Same with golem placed in the corner, being pushed by another unit. Note: This placement will usually pull all ranged units and melee units in the left lane. On the right lane, it will only distract magic archer, dart goblin, princess, and firecracker. This cannon placement does activate king tower for firecrackers in the left lane. This is the maximum pull position for any big tank. You just have to know when it is safe to use. This an anti-fireball position for big tank decks that use Fireball, which includes Giant and Goblin Giant. This is the anti-lightning or anti-earthquake placement. Generally used against big tanks placed at the bridge that have lightning, or royal hogs that has earthquake. Note : The placement still pulls Balloon. This is used in case the opponent might send flying units to kill cannon, so that you can place units in front of the cannon to protect it. This is only for pulling Balloon placed in the bypass position. This does not pull Lava Hounds placed in the corner. This is the main placement used for the double Cannon Balloon pull to the king tower. It is directly in front of the king tower, 3 tiles from the left princess tower, a placement. This placement also works with the double cannon pull second cannon goes in the same spot. This placement is also useful if you need to play a late cannon against any hog riders or ram riders. It is great against dual lane pressure, but it risks spell value if you need to place Cannon in the center as well. This is nearly the same as the placement in front of the king tower, except it is delayed a little. In particular, this can be used against Lava Miner decks, since the Musketeer is in range of the second princess tower, as opposed to placing the musk at the side of the arena. This placement is used when you think you will possibly also play cannon during a defence. Generally used against any push with a big ground tank. This placement serves the same purpose as the side of arena placement, except delayed. Generally used as the starting response against golem in the back. In order of prioritization, you need to protect your Musketeer and your Cannon and in some cases, your Skeletons. Usually, failing to protect these damage dealers will result in a botched defense that just ruins the rest of the game. Use all of your cycle cards to their utmost potential in order to protect in most matchups, this also includes log. Instead, you need to get to a second hog rider while destroying the building, and make sure that SECOND hog rider gets the damage. Against decks that can potentially get rid of your Musketeer or Cannons with spells, it is important to play them early as a setup, so that in case they get rid of them, you can quickly get to another one. Experienced opponents will just stack units to deny the lane you are attacking, so you need to make sure you can threaten to win on both lanes. Sometimes, you have to stop playing Hog Rider. This is especially the case when you are at a disadvantaged state. Advanced Guide by zigge, a bit outdated but most are still great. Primary win condition. Always a good starting move, play him with or without either of your 1 elixir cards personal preference. The most essential card in this deck. She is your main source of DPS and your only reliable air counter, so use her cautiously; never, ever, ever do you want to throw her away. Most of the time you should try to protect her with skeletons, ice spirit, the logâ€¦ whatever the situation calls for, against incoming miners or barbarian Barrels. The only situation when I would play her in the back is behind an ice golem. The reason for that is because it poses a threat to your opponent without you having to expend you hog. The second most essential card. I could go on and on, ice golem probably counters more than half the units in the game. Not only that, it has a great synergy with the musketeer, shielding her from incoming attacks, protecting your main damage source on defense. How you want to use your ice golem is up to you; where you see JACK often save it for offense, Lucas uses it on defense quite a bit. A prediction fireball can allow your hog multiple additional hits, taking a chunk off buildings like cannon and furnace, knocking back units such as electro wizard and mini pekka, and completely taking out barbarians and minions. A cheap and all around great defensive building. This is a huge mistake. Cannon also performs well versus x-bow and mortar, two generally tough match ups for hog decks. It can become quite a mind game. Then there also are the most basic tips such as saving your log for their swarm cards and to always try and hit their princess tower with it when possible. If your log is not high enough level to one hit princesses and dart goblins at your trophy range I would suggest replacing it with either snowball or zap. In combination with a Cannon they work very well against all sorts of ground tanks. Countless nerfs later, we arrive at the frosty boy we have today. Despite the numerous hits to the card, the ice spirit still remains in the original hog cycle deck. Although it has the least consequential role out of the 8 cards, its primary use being cycling the deck, it does a great job at it and is an essential part of the deck. This is especially true when playing a cycle deck like 2. Due to the fast cycle, you should keep in mind not only the tower damage of one round of spells, but two. For example, at tournament standard one fireball deals damage to towers, and a log deals 84, combined they deal damage. This is the magic number for when you can in most cases completely abandon your defense and throw your spells at their tower. Keep in mind that you might still have to defend in some fashion if you have to use two rounds of spells to finish them off. Another thing to note when using spells against towers is their travel time. Spells that travel from your king tower exceptions being lightning, poison and zap have to travel the arena before they deal damage. Something I learned from watching the 2. You can also place a hog with a surviving musketeer or ice golem forming a counterpush, even if you have more damage in the other lane. How much damage have I dealt to the other tower? Am I facing a deck that I can afford to play same lane against? They defend your hog rider and ice golem push with a prince and a mega minion. You have 7 elixir to defend this push, and you can count on your opponent adding in spells and a Miner when they have the elixir to do so. When thinking back to what went wrong, you try to come up with a better defensive strategy, better card placements and better timing, but the mistake happened way earlier, when you allowed them to build up all these units in the first place. Decks you should consider switching lanes against are: golem, lava hound, graveyard, miner control and especially giant. There are mainly 3 relevant placements when it comes to spawner buildings. The high placement, 3 tiles from the river, which will pull your hog in from either lane. When it comes to the high placement, you can easily snipe their spawner with a musketeer at the river, but be ready to fireball any troops they may place to defend their furnace. Defensive buildings are also tricky. The real challenge is when it comes to the cheaper buildings â€” cannon and tesla. This section is about when you should completely abandon defense and go all in with an attack. But how do you do that? And when should you? This is when you should consider making an all in attack. Placing a hog rider and a musketeer in the pocket in quick succession can be a surprisingly effective strategy. When playing a cheap cycle deck like 2. If you have a cheap card in hand and there are some units approaching that are gonna deal over damage, play it! One of the most important parts of using this deck is learning how to use the 1 elixir cards efficiently. When played correctly they can counter cards in a way you had no idea was possible. Using either one or both of the 1 elixir cards can deny all or almost all damage for a positive elixir trade. Note that the timing and placement is critical for each of these interactions to work out. One of the most underrated and overlooked skills in the game. Spacing out your units out and avoiding spell value will win you the game more times than you can count. This skill mostly applies to defense but there are some situations where you can use this on offense to your advantage. Against an incoming push you should almost always place you cannon in the center, attracting enemy tanks, and your musketeer on the outer side of the princess tower, allowing her to take out enemy support troops. Also make sure to protect her by any means necessary, even if it means using a panic fireball. Against giant, royal giant and golem, the Cannon placement is ideal, 4 tiles from the river, 3 tiles from the defending tower. The tank excluding RG will get targeted by both princess towers and will go down in time for your defending tower to re-target onto the supporting units. Lava hound is no doubt the most difficult match up for 2. Having only one air counter forces you to come up with some interesting ways to defend, such as pulling the balloon to your king tower with cannons and cycling back to another musketeer after having used your first one. When their push approaches, play a musketeer to snipe the balloon it will divert from the lava hound and go for the cannon. Then play another cannon in the spot shown below to pull the balloon to your king tower, making future defenses easier. The musketeer will then go on to pop the lava hound and you can use an ice golem or skeletons to sponge the lava pups. You can place it behind the tower to take pepper down the larries without risk of being destroyed, or you can place it on the inner side of the tower to also help take out a ground tank. The best cannon spot against hog riders is the placement, 4 tiles from the river, 2 tiles from the defending tower. From the beginning of the game to the very last seconds of overtime. For the first few seconds, look at your starting hand. What do you do if your opponent just waits? What will you use to defend if they rush you immediately? Your ideal starting to play is either cycling a 1 elixir card split skeletons in the back, ice spirit at the bridge or going aggressive with a hog rider either paired on not skeletons or ice Spirit, personal preference. If none of those are an option, you can log the bridge for chip damage. The reason for that is because your opponent might attack with an x-bow which you will have no chance against without ice golem. A big no-no is playing your musketeer unprovoked. If you went aggressive the game is gonna keep flowing pretty nicely. If they invest a card in the back, cycle back to, and rush your hog in the other lane, forcing them to split their elixir into both lanes. If they rush at the bridge you ideally want to shut their push down for a positive elixir trading, meanwhile not allowing them to deal more damage than you did. If they defend with something heavy like a pekka and then counterpush, you can easily shut it down and be at an elixir lead, with surviving troops and with the hog rider in your hand, ready for another push. Rinse and repeat. Examples of these being night witch golem , furnace royal giant , pekka bridge spam , elixir pump three musketeers , tesla x-bow. This is the least complicated phase, but often the one where you deal the most damage. Double elixir time. You have your musketeer and cannon on the board, hovering your fireball waiting for them to clump up all their units. What went wrong? We will ignore ones out of your control: lag, under-leveled cards, Did you push the same lane as your opponent, allowing them to build an even stronger push? Did you not space out your units correctly? Or did you defend inefficiently earlier, setting you back a ton of elixir. Every match is winnable, and watching your replays to see what mistake you did is maybe the best tool to help you improve, not just at a deck but at the game in general. Deep into overtime. The pressure is high. Will you get that 12th win or will you be one of countless people who end up at a mere 11? The post late game may be the hardest part of the game. As you can see in the GIF below, you can surprise your opponent with an all in attack in the pocket. Most of the time however, this will not be an option as they will be expecting something on that nature and preemptively place cards to block your attack. No deck guide would be complete without a section about how to counter every type of deck. You want to go opposite lane from them, not allowing them to build up a counterpush off of your push. Defend with the typical center placed cannon and outer placed musketeer. Protect her from miners, spells and incoming units at all cost, delaying the push while your cannon and towers are taking out the giant. A common mistake I see when defending a giant push is placing the musketeer in the center, behind the cannon. This gives you opponent spell value on not only your musketeer, but it also allowed them to hit the cannon, allowing their giant to march for the tower. Utilize the skeletons to get as much damage on the giant as possible, forcing them to waste a spell. If you opponent makes the mistake of placing the miner on the corner tile of the princess tower near your king tower, you can use a log to push it onto your king, activating him and adding extra DPS to your defense. As yarn once said, the best way to stop a big golem push is to never let it happen. In regular time you want to get as much damage as possible, always pushing with an ice golem in front to prevent them from activating their king tower. Ideally you should also try to identify what kind of spells they have; poison, barbarian barrel, tornado, lightning. Most golem decks will run barbarian barrel, accompanied by tornado and sometimes lightning. If they do run lightning, you have to space out your troops and be very cautious when it comes to stacking musketeers on defense. Keep up the pressure. Pressure, pressure, pressure with hogs. Never allow them to build up a death ball push with two tanks, graveyard and poison. Defend the graveyard with cannons as shown earlier, take out the tank as quickly as possible so your tower can pick off the skeletons one by one. It helps a great deal if you have a log ready for when they push, but prioritize using it on offense to get rid of tombstones. Never push right into their build up of troops, which will just allow them an even stronger attack. This will force them to play their units further forward, limiting the size of their push. If they fireball your first cannon before the balloon is even pulled by it, place another one down in the same spot, place a musketeer so that it shoots the lava hound, then when the hound pops, fireball all the pups and knock back the balloon, preventing almost all damage. You could also do the trick where you cycle a musketeer, then push with your hog and cycle back to another one, giving you way higher DPS. As for offense, just like against any beatdown deck you should keep up the pressure. Using ice golems with your hogs is not as important in this match up however, instead always save your log for them tombstone and sometimes you can go in for a predictive fireball against minions or a mega minion. Fireball pumps, attack when they invest and pull everything towards the middle of your arena on defense. Save your cannon for the battle ram and get value from your fireballs. Just like against any other beatdown deck, your musketeer is very important on defense, so keep her alive. This matchup is kind of similar to three musketeers, since they run similar cards, the main difference being pekka and poison, where 3m runs pump and obviously, the three musketeers. The ice golem and musketeer are gonna be your most important cards against bridge spam. Keep in mind some easy interactions, such as an ice golem just being able to counter a bandit with the help of one princess tower, and a cannon just being able to shut down a battle ram. Going on offense can be difficult though, since their pekka or mega knight can shut down your hog after only getting one hit. Try to as often as possible use ice golem with your hog, allowing him to get swings. You could also try to out cycle their pekka, but this is a risky strategy since it puts you down elixir and opens your opponent up for a counterpush. Is it the classic with inferno tower and knight or is it one of the newer variations running rascals and prince? Save your log for the goblin barrel and kite the prince and rascals around. Be careful about when you fireball inferno towers, since it puts you down so much elixir for just one if any hog swings. If they play a high inferno tower you could also snipe it with a musketeer across the river. Watch out for bridge placed princesses, they can be very tricky to counter if you have no musketeer or cannon in hand. Typically seen as a hard counter to hog decks, you may be surprised at how well 2. In the worst case scenario you can use a hog against the x-bow. There are a few different strategies you can employ when facing x-bow. You should switch up how you counter it as much as possible to remain unpredictable. Some of my favorite ways to defend against an x-bow are:. Simply place the cannon in the center like you would if there as a hog approaching. Then you can use a musketeer or hog to take down the x-bow. Going on offense when they x-bow is one of my favorite strategies. It forces them to choose between defending their tower or their x-bow, and since the hog is a more immediate threat than their x-bow, you can often get away with a standing tower even if they choose to ignore your hog. You could also try to out cycle their tesla. This can catch them off guard the first time you do it. Another siege deck. This one is even harder than x-bow from my experience. The reason this is a harder match up is because mortar cheaper than x-bow and they have tornado and rocket. All I can say for this is be hyper aggressive and good luck. Mortar bait is manageable but not easy, they can beat you in the chip game since they have a miner added to their direct damage arsenal. You have to be aggressive and force them to use their mortar on defense, severely weakening their offense. I would recommend either barbarians or flying machine, Barbarians will completely shut down your hog and flying machine is extremely annoying to counter without musketeer. Any of them should be fairly straightforward but just one mistake will lose you the game. There are two main balloon decks going around right now, the cheap cycle ones with inferno tower and miner, and the more expensive ones running freeze, pekka and tornado, both equally unpleasant. Against the pekka ones you can at least out cycle their pekka, but they will also have tornado and lumberjack as back up counters. Your best bet against both decks is to pull the balloon to the king tower, since neither deck runs a big spell. First off: are they running fireball or lightning? Against both spells you obviously have to space out your musketeer. Just like against the regular giant, use the skeletons to get damage on the royal giant. The cannon placement works against the RG too. So how do you deny that? I highly suggest trying the Hog 2. With the increasing number of players in Clash Royale , there are a lot of decks which are experimented and not all achieve good results with it. In this article, we have listed five best Hog cycle decks in Clash Royale , tried and reviewed by our team GamingonPhone. This might an old deck to start with but definitely worth a shot. Try practicing it out in friendly challenges, because not many would get the instant knack of it. You also can use archers and firespirits as they provide solid counters to bandit, ram rider and battle ram. Since it would be very efficient to null heavy attacks thanks to the Inferno and Knight, make sure your hog gives maximum damage by fireballing the defenses out and clear out the path for your Hog Rider. Less cost but a big push cycle when you take full advantage of the 2x, with pekka acting as a tank. A mere 2. Hog is again used for taking out enemy towers, whereas Cannon-Freeze combo is cycled back to defend. Its offers you an upper hand if you are able to distract opponent cards with efficient elixir utilization. Using Mini Pekka as a tank to defend is sometimes a gem of an idea. It is because that Mini Pekka would remove out heavy rushing troops, for example, the Elite Barbarians by dealing maximum damage and giving you the elixir advantage. Advised to not to heavily rely on tower defending because of the limited defensive options. A popular ladder deck and was one among the most used decks in Clash Royale for climbing trophies, still takes a place in our list of best Hog cycle decks in Clash Royale. Most of them failed with this deck because of the lack of offensive awareness and due to mismanagement of cards and priorities. With limited defensive options, try to figure out distractions as quickly as possible. During double elixir time, cycle back to hog and pressure and take out his crown tower. Another quick cycle deck which would provide great offensive and defensive potential, with the correct use of the elixir cycle. One of the best f2p cycles in the list, the deck is also easily upgradable. Very appreciated and surprisingly has been versatile throughout. Do not quickly try deploying hogs if there is a big push from the opponent, as patience is very necessary for consistency. Avoid unnecessary spamming your cards because it can easily cause your opponent to have a large elixir lead. The deck would struggle against heavy elixir decks because of not having enough defensive options so recommend you to hit them on the counter and take advantages at the right time as quick as possible. One of the evergreen decks in Clash Royale, the 2. If you have faced this deck, you would have got annoyed because of the repetitive distractions of those 1 elixir Skeletons and Fire Spirit. Still acknowledged as one of the best ladder decks, make sure you experiment it out in friendly battles because to ensure you are confident in trying out for pushing. Good against both air and defense, because you can easily break them if they are hoarding attacks all along by distracting them with your ice golem and kill majority of the attacks with your musk. Try attacking as much as possible to take full advantage of the X2 and outcycle the opponent. If necessary, replace Log with Zap. Did we miss out on any deck? Feel free to leave your suggestions and queries in the comment section below! Also, if you are looking for a group of mobile gamers, feel free to join our Discord server. What are the best Hog cycle decks in Clash Royale? Hog cycle deck. Related Articles. Supercell to launch new games as beta in , confirms CEO February 16, Hog Princess cycle. Read â€" Clash Royale 2v2 Challenges: Are they fair? Hog-Rascals-Mortar cycle 3. Read â€" Top 10 most annoying emotes in Clash Royale. Saurabh February 11, Last Updated: February 11, 0 4 minutes read. Show More. Saurabh Enjoying the little moments of life by playing games, ofc. Would love to talk about games, sports, movies, and memes. Managing things between graduation and the building interest in the tiniest of things in life, always felt the latter is and will always be better. Feel to write at: zeusatcoc gmail. Curious to know more? Subscribe to our mailing list to get the new updates! Enter your Email address. Notify of. Inline Feedbacks. Would love your thoughts, please comment. Close Search for. Introducing: 4-rare aggro cycling. The most rotation-proof-iest-safest-craft-iest deck that has ever graced Standard. Aside from these cards, you could probably build this deck out of the chaff box at your LGS! There are, however, some great uncommon options for removal spells if you are set on taking it to BO3. Go for Blood x4 Memory Leak x4. Footfall Crater x4 Reptilian Reflection x4. Mountain x7 Plains x5 Swamp x2 Savai Triome x4. Footfall Crater Illustration by Jenn Ravenna. The goal of our deck is extremely straightforward: go fast, cycle, and win with a big finisher. A great way to add firepower to your board which avoids board wipes unless cast on your turn. Works great on curve and late game. The perfect starting hands are going to have two lands, a Fox, a Stinger, and cards that cycle for 1 mana. This deck draws so many cards, so you can flood quite easily if you keep a four-lander from the go. An aggressive mulligan to five is totally fine when compared to keeping a bad six-card hand. The best turn 1 play comes from playing a land and Flourishing Fox. Turn 2 will always give you at least one extra card draw to avoid missing the land drop. Flourishing Fox Illustration by Ilse Gort. The trap here is to play a threat turn 1 and then follow it up with another threat or tapped land turn 2. If you do happen to keep a one-lander, your game plan should pivot to prioritize cycling rather than further establishing a board presence until you smooth out your mana excess. Each cycling card that enters your graveyard is future damage for your Zenith Flare and digs you one card deeper to it. This is critical to feeding your engine as you want to be able to cycle as many cards as quickly as possible. And basic lands, obviously. If your opponent has creatures or removal, our game plan derails pretty fast. This example is purely to show how quickly the damage can stack up. Occasionally fighting a creature with your Fox means you can do more damage to face. Memory Leak is hand disruption with cycling. Often this card can straight up eat or take the place of the counterspell your control opponent was saving for your Zenith Flare. This card will mostly be cycled, but in some matchups can be the MVP. These cards are often the hardest to determine the appropriate action with. A common situation sees you having one in hand turns 3 or 4 with a few threats already committed to the board. The question actually becomes more difficult when you have to determine the clock. Can the Fox speed up the win? If so, I want to cast it. Getting us a card closer to Zenith Flare or triggering a Reptilian Reflection is much more relevant more often than not. Drannith Stinger is even more difficult to figure out the right play. Despite being one of the best cards in the deck, you may find it more valuable to dig. So, the extra draws can very often play out. Your Reptilian Reflection will do work in this matchup. Winning this matchup requires you to weigh up your options when committing creatures. This matchup sees you relying more on your healing to extend the game. Drannith Healer becomes more important in this match, and Zenith Flare will win you the game every time. Life count versus Zenith Flare. Always pay attention to whether a Zenith Flare off the top will give you lethal. This should influence all of your decisions once you reach the mid-game. Board wipes or removal spells that destroy your threats actually pump up your graveyards unless they exile. Drannith Healer Illustration by Scott Murphy. It digs you a card deeper into the deck and feeds your Zenith Flare s. Always do this. When piloting the deck, you should always consider how many cards deep you are into the deck. Drannith Stinger Illustration by Denman Rooke. This deck is incredibly good given its cost. There are some reaso

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nable upgrades that will make the deck even stronger without breaking the bank if you find yourself looking to power it up with some more premium land or sideboard tech. See you on the ladder! I might defer to the author on this one but I suspect that it is a reasonably competitive deck, but I doubt you are going to be smashing tier 1 decks with it unless the metagame is very specific. All rights reserved. The copyright for Magic: the Gathering and all associated card names and card images is held by Wizards of the Coast. Table of Contents. Matthew is a writer for Draftsim, an avid Arena grinder, and loves all forms of Simic degeneracy in commander. You can pick him out at your LGS as the person asking "Would it be busted if they printed a card with 'busted-mechanic-concept'? Deckbuilding 0 0. Christian Hendl July 11, am. Dan Troha July 11, am. Christian Hendl July 11, pm. Add Comment Cancel reply Your email address will not be published. Login Register Forgot password. Reset password.