

CZ0510: "REBELLION RISING" BUDGET PRECON UPGRADE GUIDE

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- 1) INTRO JOSH AND RACHEL

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Phyrexia: All Will Be One is almost here! It's time for our budget upgrade guide for "Rebellion Rising," the Boros tokens Commander precon deck. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out for under \$30!

BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: STEPHEN WAGNER****

- 2) MAIN TOPIC: - **"REBELLION RISING" PRECON BUDGET UPGRADE GUIDE**

The rules: 10 cards in, 10 cards out. Total budget of around \$30. We'll leave the mana base as-is.

NEW COMMANDERS:

NEYALI, SUNS' VANGUARD (main commander)

- *Neyali wants a ton of aggressive tokens, either with evasion or high power/toughness to maximize the double strike. Plus, she has card draw built in to help you churn through your deck when you attack different players with those tokens.*

OTHARRI, SUNS' GLORY (secondary commander)

- *Otharri is more of a Rebel Commander. She makes tokens but they are only 2/2s without evasion so I would think Otharri wants multiple combat steps to rack up the experience counters and flood the board with Rebels.*

"REBELLION RISING" DECK STATS

- Ramp - 9
- Card Draw - 8
- Single Target Removal - 5
- Wipes - 4

- Make Tokens - 40
- Token Synergy/Payoff - 15
- Equipment - 8 (*This is loosely tied to the Rebels "For Mirrodin!" effect, but seems odd*)
- Rebels - 5
- Protection - 3

WHO SHOULD YOU RUN AS THE COMMANDER?

Neyali, Suns' Vanguard

- *There are only 5 cards that support Otharri's Rebel theme, but over half the deck is ready to support Neyali. Plus, she's card advantage in the Command Zone which is invaluable, especially in Boros decks.*

REPRINT VALUE:

***PRICES TAKEN PRIOR TO DECK REVEAL**

This only takes into account the value of the reprints (68) NOT the new cards.

Total Reprint Value is \$106.50

(Average Reprint Value)

Forgotten Realms	\$115
Midnight Hunt	\$103
Crimson Vow	\$75
Neon Dynasty	\$73
New Capenna	\$97
Baldur's Gate	\$104
Dominaria United	\$97
Brothers' War	\$95

NOTABLE REPRINTS (all cards worth MORE than \$2)

4 cards that are \$5 or more, and **9** cards between \$2 and \$5

Reprints \$5 and Above:

- Flawless Maneuver \$25.00
- Elspeth Tirel \$14.00
- Finale of Glory \$6.00
- Court of Grace \$5.00

Reprints Between \$2 and \$5

- Path to Exile \$4.00
- Talisman of Conviction \$4.00
- Legion Warboss \$3.50
- Castle Ardenvale \$2.50
- Generous Gift \$2.50
- Furycalm Snarl \$2.30
- Boros Charm \$2.30
- Call the Coppercoats \$2.00
- Silverwing Squadron \$2.00

BEST CARDS IN THE DECK (* denotes a reprint)

- Loyal Apprentice*
- Idol of Oblivion*
- Felidar Retreat*
- Clever Concealment

MIDROLL BREAK

Quick discussion about our evaluation of the deck right out-of-the-box and what the goal of the adds/subtractions were going into the "cards to add" section:

CARDS TO ADD

(remember: our total budget is around \$30 for this exercise)

TOKENS

- **Jaxis, the Troublemaker \$0.60**
The deck is light on big impactful tokens, and Jaxis is a great way to make them! Plus, she gives you a little bonus card draw.
- **Starnheim Unleashed \$3.50**
Angel tokens are the best tokens with Neyali because they are evasive and huge.
- **Chandra, Acolyte of Flame \$0.79**
An underrated planeswalker that makes disposable tokens and helps reuse interaction spells and token X spells like Martial Coup or Finale of Glory.
- **Combat Calligrapher \$0.35**
Inklings are great with double strike. The Inklings don't trigger her second ability but are a lot of power in the sky.

DRAW

- **Commander Liara Portyr \$0.35**
An underrated bomb from Baldur's Gate that adds draw and mana reduction

BUFF

- **Inspiring Leader \$0.35**
A huge overrun attached to your commander makes your evasive tokens into a real threat.
- **Divine Visitation \$6.50**
This deck makes a ton of tokens and Divine Visitation makes them all into evasive beaters.

INTERACTION

- **Chaos Warp \$2.00**
A flexible interaction spell that hits what you need to hit.

WINCONS

- **Moraug, Fury of Akoum \$8.50**
Extra combats is great with your commander's second ability and the anthem effect is doubled on your tokens with double strike. He's a great way to close out the game even with one landfall trigger.
- **Elturel Survivors \$0.35**
This card is an underplayed game ender. While the Myriad tokens don't trigger your commander's second ability, she does give them double strike which is extremely powerful in the end game.

Total = \$23.29

HONORABLE MENTIONS

- **Fabled Passage \$7.00**
With Moraug, Felidar Retreat and Emeria Angel. This deck wants some fetch lands. The only one in the deck is Myriad Landscape. Even Evolving Wilds or Terramorphic Expanse would be helpful.
- **Battle Angels of Tyr \$17.00**
Giving your myriad tokens double strike is powerful, but they do not trigger Neyali's second ability.
- **Entreat the Angels \$2.00**
A lot of the cards you're drawing will be exiled, which makes it less likely you'll be casting Entreat with the Miracle cost. It's close though.

CARDS TO TAKE OUT

- **Goldwardens' Gambit**
This deck has a strange equipment subtheme that is unnecessary and gums up your synergy.
- **Mace of the Valiant**
Could be strong if you have it early, but dead later in the game and expensive to equip.
- **Maul of the Skyclaves**
No additional synergy with tokens.
- **Loxodon Warhammer**
No additional synergy with tokens.

- **Jor Kadeen, The Prevailer**
17 artifacts or cards that make artifacts left in the deck. Not guaranteed that you hit Metalcraft. A fine overrun, but not artifact-dedicated enough.
- **Phantom General**
A little squishy and overcosted as far as anthems go.
- **Assemble the Legion**
I think this card is just too slow. Can eventually take over the game, but not worth taking turn 5 off to make one token on turn 6.
- **Heroic Reinforcement**
It's expensive for its impact. Not strong enough late. Not cheap enough early.
- **Chain Reaction**
The deck doesn't need 4 board wipes and this one is the most difficult to take advantage of.
- **White Sun's Zenith**
This is just too expensive to make 2/2s without evasion.

HOW THE DECK PLAYS

You're trying to flood the board with tokens and use them and your Commander to keep churning through your deck. Your deck wants to be aggressive out the gate, but be careful not to overcommit to the board! Use Neyali's exile ability to cast spells and keep your hand full in case of board wipe.

3) TO THE LISTENERS

What do you think of the "Rebellion Rising" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****CARD KINGDOM OUT** **ULTRA PRO #2****

4) THE END STEP

Something cool outside the world of Magic:

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Arthur Meadowcroft; Ladee Danger; Manson Leung; Craig Blanchette; Josh Murphy; Jake Boss; Patrick Nan; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem and Jimmy Wong.**

-Shout out to **Geoffrey Palmer** for the living card animations (@LivingCardsMTG)