CZ0528 - MOM "CALL FOR BACKUP" PRECON UPGRADE GUIDE

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CLAP AND SLATE

1) INTRO LADEE AND RACHEL

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March of the Machine is here! It's time for our budget upgrade guide for "Call for Backup," the Naya (white, green, red) Backup Commander precon deck. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out for just \$10! BUT FIRST:

CARD KINGDOM **ULTRAPRO #1** **PATREON: KEVIN PHILLIPS**

2) MAIN TOPIC: "CALL FOR BACKUP" PRECON - BUDGET UPGRADE GUIDE

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

NEW COMMANDERS:

BRIGHT-PALM, SOUL AWAKENER (main commander)

 Backup is a new mechanic in March of the Machine that temporarily donates an ability to another creature by putting a counter on them. So Bright-Palm gives a creature a counter and the ability to attack and double the number of counters on a creature. It's also harder to block.

SHALAI AND HALLAR (secondary commander)

 This is a very powerful effect similar to the All Will Be One enchantment from the last set. Like All Will Be One, Shalai and Hallar goes infinite with a lot of cards: namely Red Terror and War Elemental.

"CALL FOR BACKUP" DECK STATS

- Ramp 15
- Card Draw 4
- Single Target Removal 8
- Wipes 1
- Lands 38
- +1/+1 Counters 38
- +1/+1 Counter Payoffs 11
- Grants Evasion 7

WHO SHOULD YOU RUN AS THE COMMANDER?

Shalai and Hallar

• Shalai and Hallar are SO much more powerful than Bright-Palm. The fact that every +1/+1 counter counts for damage now, speeds the deck up a full turn.

REPRINT VALUE

This only takes into account the value of the reprints (77) NOT the new cards.

Total Reprint Value is \$89.50

(Average Reprint Value)

Commander 2019 - Average Reprint Value \$80

Commander 2021 Strixhaven - Average Reprint Value \$88

Commander 2021 Forgotten Realms - Average Reprint Value \$115

Neon Dynasty Precons - Average Reprint Value \$73

Baldur's Gate Precons - Average Reprint Value \$104

Brothers' War Precons - Average Reprint Value \$95

All Will Be One Precons - \$101

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

1 card that is \$5 or more, and 10 cards between \$2 and \$5

\$5 OR MORE (there is 1)

•	Kalonian Hydra	\$19.00

\$2 TO \$5 (there are 13)

•	Flameshadow Conjuring	\$4.50
•	Strionic Resonator	\$4.50
•	Gyre Sage	\$2.75
•	Gavony Township	\$2.50
•	Kodama's Reach	\$2.50
•	Semester's End	\$2.25

•	Sol Ring	\$2.25
•	Chaotic Aether	\$2.00*
•	Jund	\$2.00*
•	Grove of the Dreampods	\$2.00*

BEST CARDS IN THE DECK (*denotes a reprint)

- Kalonian Hydra*
- Champion of Lambholt*

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 \$10 for this exercise)

PROTECTION

• Snakeskin Veil \$0.25

Opponents will have to kill your commander, let's add a little extra protection

EVEN MORE COUNTERS

• Invigorating Hot Spring \$0.25

Gives everything haste and starts stocking creatures with counters

• Evolution Sage \$1.50

Add huge amounts of counters all at once

• Felidar Retreat \$1.00

Board in a box or an incredible anthem

• Lae'zel Vlaakith's Champion \$1.25

Turn 1 counter into 2

• Halana and Alena, Partners \$0.75

Continue to be impressed with this card. If you can put more counters on H&A, she's even better!

• Grumgully, the Generous \$0.25

Make sure every creature enters with its own counter. (11 humans, 28 non-humans)

DRAW

• Return of the Wildspeaker \$2.25

Refill your board or end the game, always good in a deck with big creatures

• Snake Umbra \$1.00

A GREAT draw engine when attached to your Commander

• Tadeas, Juniper Ascendant \$1.00

Budget Toski! Definitely underrated

HONORABLE MENTIONS

• All Will Be One \$12.00

You already have one in the command zone, but adds redundancy

Kodama of the West Tree \$11.00

You're handing out counters like crazy. Giving all of them trample and getting an additional land off of them is a huge boon to the deck.

CARDS TO TAKE OUT

• Strionic Resonator

Less necessary without a backup commander in the command zone

• Enduring Scalelord

Expensive for a 4/4 that doesn't do anything on his own

• Falkenrath Exterminator

Going to be difficult to connect with it in the late game. No way to put counters on it with S&H

Flameshadow Conjuring

A little strange in a counters deck - better with Backup

• Flamerush Rider

A little strange in a counters deck - better with Backup

Emergent Woodwurm

Powerful effect, but an expensive way to cheat permanents into play.

• Ichor Elixir

Lots of ramp in the deck. Not a very efficient mana rock

Fractured Powerstone

Lots of ramp in the deck.

• Path of the Pyromancer

Three colors makes this hard to utilize and not guaranteed to have many cards in hand to get value out of it.

• Triskelion

Better with the original commander, not as powerful with S&H

HOW THE DECK PLAYS

You're trying to play your commander early game to get as much damage out as possible with all your +1 spells and ETB's. Your main goal is to play creatures, put counters on them and swing out while dealing damage with your commander's ability. Tokens and counters on those creatures will allow you to set the pace early in the game. Just be sure not to overcommit or overreach.

3) TO THE LISTENERS

What do you think of the "Call for Backup" 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

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