

CZ0530. "CAVALRY CHARGE" PRECON BUDGET UPGRADE GUIDE

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CLAP AND SLATE

- 1) INTRO DAMEN AND RACHEL

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March of the Machine is here! It's time for our budget upgrade guide for "Cavalry Charge," the Esper (white, blue, black) knight-themed 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: EDOARDO MIES****

- 2) MAIN TOPIC: **"CAVALRY CHARGE" 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:

SIDAR JABARI OF ZHALFIR (main commander)

- *That's right! Eminence and back and only slightly less powerful than before. Eminence encourages you to get cheap knights on the battlefield quickly to start drawing cards. And as long as you can keep a board, you can keep looting! A strong reanimator commander whether heavily focused on knights or not.*

ELEND AND AZOR (secondary commander)

- *This is a BIG attacker, but the draw rate is not good. 4 mana for 1 card is an emergency-only rate. This deck seems to focus on drawing as many cards as possible (with cheap cantrips or permanents as you do have to have a 6 mana commander on the battlefield) rather than a knight theme.*

“CAVALRY CHARGE” DECK STATS

- Ramp - 10
- Card Draw - 14
- Single Target Removal - 8
- Wipes - 3
- Lands - 39

- Knights - 31
- Creature Tokens - 10
- Recursion - 8

WHO SHOULD YOU RUN AS THE COMMANDER?

Sidar Jabari of Zhalfir: *Sidar is a stronger knight-themed commander and it's hard to beat eminence. It's free and difficult to interact with. Plus, he's cheaper and won't get blown out by a board wipe.*

REPRINT VALUE

This only takes into account the value of the reprints (70) NOT the new cards.

Total Reprint Value is \$120.30

(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)

4 card that is \$5 or more, and 9 cards between \$2 and \$5

\$5 OR MORE (there are 4)

- Vanquisher's Banner \$20.00
- Adeline, Resplendent Cathar \$14.00
- Hero of Bladehold \$12.00
- Herald's Horn \$10.00

\$2 TO \$5 (there are 9)

- Vona, Butcher of Magan \$4.50
- Promise of Loyalty \$4.00
- Path to Exile \$2.80
- Syr Konrad, the Grim \$2.30

- Sol Ring \$2.30
- Turri Island \$2.30*
- Sokenzan \$2.30*
- Knight Exemplar \$2.00
- Corpse Knight \$2.00

*Planechase Cards

BEST CARDS IN THE DECK (*denotes a reprint)

- Knight Exemplar* - *Giving all of your knights (including your commander) indestructible is very strong. Protects from all kinds of removal and board wipes, 10/10 tribal card.*
- Haakon, Stromgald Scourge* - *This card does all of the things the deck wants to do, it rewards you for discarding it and it lets you cast your other knights you discarded or that died.*

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)

CHEAP KNIGHTS

- **Forsworn Paladin \$0.25**
The deck is low on low mana value knights. Cheap knights are very powerful in this deck. Starts the looting as soon as possible.
- **Dauntless Bodyguard \$0.50**
Cheap knights are very powerful in this deck. Starts the looting as soon as possible.
- **Changeling Outcast \$0.50**
Cheap knights are very powerful in this deck. Starts the looting as soon as possible.

BUFF KNIGHTS

- **Silverblade Paladin \$0.25**
Double strike is very powerful with a commander that has a combat damage trigger
- **Mirror Entity \$0.50**
Buff up your team of knights with this brushwagg/serpent/knight!
- **Skyhunter Strike Force \$0.50**
If you control your commander, this cat knight buffs your board into huge threats
- **Wonder \$0.50**
Very strong with a free looter in the command zone. Give those knights flying!

PROTECTION

- **Guardian of Faith \$4.50**

This deck wants to commit to the board! Let's add some more protection

INTERACTION

- **Cavalier of Night \$1.50**

Great knight to recur with your Commander. It even helps bring back other knights from the yard

- **Dark Withering \$0.25**

Madness cards are great in a deck with free looting in the command zone. Efficient and powerful

Total = \$9.25

HONORABLE MENTIONS

- **Kinsbaile Cavalier \$3.00**

Turns your knights into double-striking threats

- **Battle Angels of Tyr \$17.00**

One of the better knights in the game, but a little spendy

CARDS TO TAKE OUT

- **Maul of the Skyclaves**

No knight synergy. No equipment synergy.

- **Sigiled Sword of Valeron**

Expensive to cast and equip. Everything's already a knight. Tokens don't necessarily help.

- **Time Wipe**

Don't need a third board wipe.

- **Xerex Strobe-Knight**

Don't expect to be doing a ton of double spelling?

- **Josu Vess, Lich Knight**

High mana value, low likelihood to kick.

- **Knight of the Last Breath**

Extremely high mana value for the effect

- **Arvad the Cursed**

Not enough legendaries to justify

- **Syr Elenora, the Discerning**

High mana value, not impactful enough

- **Liliana's Standard Bearer**

Hard to take advantage of.

- **Temple of the False God**

39 lands is a bit high.

HOW THE DECK PLAYS

This deck thrives in the midgame. You really want to get in early with small knights to get Sidar's card selection online as quickly as possible and you want to leverage this card selection and graveyard fueling in the midgame to reanimate big beaters and finish off your opponents. This deck isn't as aggressive as most tribal decks are and has a ton of staying power with Sidar's abilities so use this gradually accumulated advantage to defeat your enemies.

3) TO THE LISTENERS

What do you think of the "Cavalry Charge" 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! **Craig Blanchette, Arthur Meadowcroft; Ladee Danger; Manson Leung; Josh Murphy; Jake Boss; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem; Josh Lee Kwai; and Jimmy Wong.**