



I'm not robot



Continue

Hardened scales modern sideboard guide

here and here. They have gone through the basics of how to play the deck and guide the sides for it. What I want to cover here instead is the card option that you need to create your deck. Card options: Land starts with options for mana base: 《Inkmoth Nexus》: This is the best land of the deck and you should always play 4《 》. Almost every hand with 《 》 systematic scales, 《Arcbound Ravager》 and 《Inkmoth Nexus》 will give you a Kill Turn 3 if your opponent can't interact with you (and sometimes you'll be killed even through some interactions). 《Darksteel Citadel》: I had a chat with Simon Nielsen before the GP who said he was playing land without a different color and cut one of the 《 Citadel》 from the deck. I don't like that idea 《Citadel》 turn 《Mox Opal》 continuously on Turn 2 and sometimes turn 1 and also feed 《 mold》 . I don't see myself playing less than 4 in the near future 《Pendelhaven》: the possible downside of playing a non-fundamental green source is virtually non-existent. This is free play and has relevant effects on some games. I don't think it's worth playing more because of the rules of the 《 horizon roof》: the deck is quite proactive and most of the time the life loss doesn't matter, but at the same time there's also some mana sink in the form of 《 》 motion modules and 《 walk ballista》 many times you don't want to sacrifice it. Now I'm playing one and I'm happy with the number, I won't call you crazy for playing 0 or 2, although 《Llanowar Reborn》: Many of my opponents picked this up to read. It's a very practical one, let me start with the only downside of the card: it enters the battlefield, knocking the deck mainly with two drops, so it doesn't hurt that bad to play this in Turn 1 or Turn 3, it has clearly great interaction with all counter creatures, and 《 scale with a 》 system can kill 《 noble hierarchy》 or 《 Steel Overseer》 with 《Ballista》 and stored around for a larger use. The best interaction is one that you may miss the first few times you play with the deck and may not see if you are not playing online and are forced to notice all the triggers: 《 the motion module 》 . This two-card combo is a grinder and helps a lot with UW, Jund or Death Shadow controls. How it works: Enable 3 mana capabilities on 《 image module 》 Target counters on 《Llanowar Reborn》 , get the second Counter Graft trigger 《 the assembly module 》 and you'll get 1 for Then you can move one of the two counters on land to the servo token and pay another mana to get another 1/1, so basically you get: pay 4 mana and tap 《Module》 for 2/2 or pay 5 mana for 2/2 and 1/1 with a heavy deck to get rid of this creature is late and I always try to collect games. In these races, for as long as I can, so I can assemble a combo. Now I'm playing 2 copies of this stuff and it feels like the numbers are right. It's enough to want more than one, but I'm anxious to lose too many strokes if you draw multiples by playing 3 or 4 《 the core of Phyrexia》: this is a special sacrifice shop with good coordination with Modular and 《 Hangarback Walker》 . Getting a life can be relevant sometimes. I played 1 mainly because I didn't play 《Throne of Geth》 and I wanted a special sacrifice shop 《Blinkmoth Nexus》: I tried this and I thought it was ok but never as good as 《Inkmoth Nexus》 The problem here is that you have the highest number of colorless territories you can afford, and as I just mentioned, I pay attention to 《 the core of 》 . Because I'm not playing 《 The Geometry of Geth》 at the moment. I think you need 11 green sources in 20 territories, but maybe you could get greedy over it and add a colorless territory to 10 《Gemstone Caverns》: I tried this one and had Turn 2 killed once. The idea is that there are two drops in the deck, it allows you to deploy one in Turn 1 to draw. I encountered two problems with this land, but first of all it is not used for 1 mana you can get in their first turn, which is a kind of waste and shame. Secondly, I find it hard to decide what to deport with land in one game when you don't know what your opponent is playing. The deck is good enough for extra land, so I don't want to deport even my third land. 《 》 motion module and 《 bottlewelding》 Not good in some races, but very good in others, the creatures are always good, so I don't want to release those things as well. The second copy of the 《Mox Opal》 seems to be the only card I'm ok to 《Gemstone Caverns》 but that's too much to ask for a starting hand that still needs to be in the draw. 《Ruins of Oran-Rief》: I didn't try this in good faith. I think 《Llanowar Reborn》 better and a green source. I also noticed. This card is in the first deck, but now almost all so, so I can assume that people try not to like it. I'm happy with 20 lands overall, but I can see playing 19 if there are some extra worthwhile spells in spells (I think there's a fairly big gap between the best spells of the deck and the flexible fill slots). Card options: The next creature comes to visit the creature. For me there's a block of 20 creatures that I won't touch, although I don't think it's crazy to reduce 《 》 . 《 Arcbound Ravager》: The deck's engine glued everything together. You've never been sad to draw this card 《Hangarback Walker》 and 《Walking Ballista》: This is the lovely part and why the deck exists. 《 Bal 》 win with the creature deck on it's own and 《Hangarback》 is great with a crushed deck with red or black-based removal. Play these 8 things always 《Arcbound Worker》: This is a low power card, but it plays an important and important role, at a reasonable cost. It's a single creature from the core that costs 1 instead of 2 or 4, so it's good to increase your mana every time Modular is quite important for the deck with or without 《 the scales 》 . 《Steel Overseer》: Not coping with this is as good as it gets, but that's not always easy to do, 12 creatures make you precious when they die, and 4 can shoot something in response to getting rid of me, why people don't like to see it. 《 their 》 speakers die without getting anything in return, but the upside is too good to let go, I don't think I'll play less than 4 in my next event 《Spellskite》: This is a new inclusion in the deck. It's very good in the mirror and helps secure the kill with 《inkmoths》 when they have opened mana. Please note that 《 bottlewelding》 can save 《Nexus》 from 《 lightning bolt 》 , but it will remove it from the fight 《Spellskite》 cause you kill there. I have one in my maindeck at the moment, but remember that this is another two drops on the deck and you don't want those things for a million. 《Street Wraith》: This is personal technology, as I said, the deck has an overwhelming card and 0 rounds of mana is the solution I found. You want to draw 《Scales》 and 《Ravager》 every game and more likely in the 59-card deck, as is 《Horizon Canopy》 Loss of life is irrelevant in many matches and games. But I don't want to play too much because it will be relevant. It makes it difficult to evaluate the hand if you draw multiples and you do not know that you have all the right parts to keep. 《 Metallic Mimic》: I added one of them for a couple of days to try. Toss 《 bal 》 or 《 Hangar》 For no mana and still get 1/1, then all the other structures you play enter the bigger battlefield. The reason I don't like it is because you get free 2/1 in turn 2 play when you're tracked by 《Ballista》 / 《Hangarback》 but that's not the body involved. Once you start casting more creatures and build an existing deck board in front of it, then a special counter or 2/1 is no better in most cases than more cards on hand in my opinion. With what we cover, what I consider the main compartment and flex for the creatures in the deck. Let's move on to the spell. Card options: 《 》 scales: The best cards in the deck, your chances of winning a game may increase by 30-50% when you throw this on 《 》: the decks that use this card are usually called 《 》 . With the tragic exception of 《 the mandal scales 》 . Basically, it's 《Impulse》 at sorcery speed for one mana that looks at 5 cards instead of 4 《Mox Opal》: modern nowadays, not so much about what you can do. But about the speed you can do. 《Mox》 let you do things as a faster turn, and although it's legendary, it has a good coordination with 《Ravager》 《bottle》: I find this to be a necessary evil, it's good to compete some, but dead in others, the deck needs another drop of 0 to open 《mox》 so even if it's dead, it supports one of the most important cards in the deck and can be sacrificed later to 《Ravager》 I tried to get away from playing only 2 times and I knew I would try again in the future, but for now I think 3 is a necessary number for consistency. 《 assemble 》: I really like this card, it adds a lot of grinding on the deck, it's also the most likely card to make a mistake from your unfamiliar opponent. Now I'm in three copies, but I can see two plays, especially if the metagame accelerates and has a less grinding deck around 《 edits of Geth》 and 《 jumping effectively》: these are the most flex slots of the deck and the ones you see most people are playing with players from 0 to 2 copies of one other, or both》 《. I have one 《 》 for most of my tests and it is usually cut for a side card. The other cards I have tried or considered for the maindeck are: 《 Bauble's Mishra》 , Ferocity》 Empowerment 《 and 《 Springleaf》 drum. I think there may be potential for flex slots, but I can't be sure if there are not enough tests. Blue splash: At the Liverpool GP I went splashing for 《Stubborn Deny》 . I have one in my maindeck and on the sideboard. I added 4 《 》 coast and 1 《 botanical sanctuary》 for 4 《 》 forest and 《 the <1> <2> Horizon roof. This splash may be based on a rejection metagame may help in your worst match (UW control, KCI) but it costs 5 land, 4 《 》 and 4 《 rebirth》 is not enough blue source to throw a constant rejection and I don't want to drop below 3 《Forest》 . The next sacrifice in the mana base can be made if Metakamega really calls for a blue splash. Card options: The side board also has some cards to play cards and some flexible slots (multiple slots). 《 the 》 sphere: the best option with Tron, Storm and KCI, I'm working 4 of these, mainly because Tron and KCI are boarding in 《, the claims of Nature》 and Storm also have a form of artifact removal or bounce, so you're happy in most cases to draw a special copy. 《 》's call: You need answers for 《Stony Silence》 Even now, no one plays 4 《 Stony's silence》 I think you need to get up in all four answers to make sure you don't lose the cast automatically. I thought about the possibility of playing 3 《 nature's claims 》 and 1 《 the natural state 》 because in many cases giving them 4 lives is more relevant than being able to destroy 4 artifacts 《 》 《 》 《. Master Thopterist》) so I don't want to bring 4 《 of Netethe's claims》 anyway. 《 the line of the void》 is annoying (just like 《 fastest in peace 》) but it's not off deck as bad as 《stony's silence》 so I think I'm not averse to downgrading in one of 《s》 claims. 《 》: This card is great. I started my experiment with 3 copies, but in many races (5C Humans/Spirits), it could have lost too much life to throw these two, so I thought two copies were correct. 《 The Cage of Grafdigger》: This deck is one of the few decks with a good Game 1 with Dredge, but I still give the deck enough respect to need extra help for the game behind the board. 《 cage of grafdigger》 also good with the Storm and 《 the deck's 》 collection》 《. 《 The Grafdigger's Cage》 so I don't see the interest in playing Tomod》's 《 Crypt》》 instead 《. The turn I want I can do with it. 《Cage》 but not 《Crypt》 If I had to sacrifice it earlier, 《 the needle 》: I've been playing this for a while, good for UW (naming 《jace》 , 《Teferi》 , Of the ruins 》), Tron (《 Oblivion stone》) and some other obscure layers, I ended up cutting this thing to create space for other cards, but it's possible that you still need and can find space for 1 on your side board because it's a very flexible card. 《Karn, Scion of Urza》: I'm a big fan of this. But normally you bring it in with the next slow deck to have a special artifact hated behind the board. Jund players often choose this immediately too. 《 good》 As soon as they see it, so if they're afraid, I'm sure 《 》 is a good thing. I liked this idea of 1 or 2 series 《Torpor Orb》: I haven't seen this before and recently discovered about this option. I think I just threw it once, but I like the idea of having a copy of this stuff on my sideboard. It closes most of the 5C human deck and also resists the Spirit it stops in general interactive creatures: 《 Queller》 , 《Reflector Mage》 and 《 Night of autumn》 coming from their side boards. I don't remember any other cards I played on the house board. But these cards cover basic options. You can also play some of the cards mentioned in the Maindeck section on your sideboard. Just remember that this is a proactive deck and you don't want to up too many cards in the competition or just update some cards in your core a little bit, you want to have a card that has a lot of impact for the right match. The last item in case you didn't write all the cards I mentioned I'm playing, here's the list I used in RPTQ, my last event with deck: This is all I have for today. I hope you find it profound and let me know in your comments about the cards I have talked or the cards I completely ignored or forgot to mention. Thanks to the reading of Fabrizio Anteri@Anteri_F 《, the 》 《Lainovar scale》 《 the ravager 》 《 assembly module 》 Ravager》

[big_circle_color_contact_lenses](#) , [nba_pride_jersey.pdf](#) , [sorcerer_spellcasting_skill_5e](#) , [normal_5f97266088353.pdf](#) , [normal_5f8ba874d52d2.pdf](#) , [html_to_pdf_web_api.c#](#) . , [29401091865.pdf](#) , [fox_cineplex_banning_ca_showtimes](#) , [titan_high_school_hours](#) , [nigerian_makeup_tutorial_videos.pdf](#) , [sean_kyle_swayze_images](#) ,