

CZ448: NEO "BUCKLE UP" BUDGET PRECON UPGRADE GUIDE

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- 1) INTRO JLK and Damen

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Tease Main Topic: Neon Dynasty brings us two new Commander precon decks. On this episode we're revving up the Azorius Vehicles "Buckle Up" precon. We're gonna go over all the STATS and then suggest 10 cards to add and 10 cards to take out - for less than \$30!

BUT FIRST:

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON: GINO SCARIM****

- 2) MAIN TOPIC: **BUCKLE UP - 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:

KOTORI, PILOT PRODIGY

1WU - 2/4 - Moonfolk Pilot

Vehicles you control have crew 2.

At the beginning of combat on your turn, target artifact creature you control gains lifelink and vigilance until end of turn.

What do we think of Kotori?

SHORIKAI, GENESIS ENGINE

2WU - 8/8 - Vehicle

1, Tap: Draw two cards, then discard a card. Create a 1/1 colorless Pilot creature token with "This creature crews Vehicles as though its power were 2 greater."

Crew 8 (Tap any number of creatures you control with total power 8 or more: This vehicle becomes an artifact creature until end of turn.)

Shorikai, Genesis Engine can be your commander.

*Important to note, pilots crew for 2 more, so if you can buff the pilot it can crew for more than 3.

What do we think of Shorikai?

KATSUMASA, THE ANIMATOR

2UU - 3/3 - Moonfolk Artificer

Flying

2U: Until end of turn, target noncreature artifact you control becomes an artifact creature and gains flying. If it's not a vehicle, it has base power and toughness 1/1 until end of turn.

At the beginning of your upkeep, put a +1/+1 counter on each of up to three target noncreature artifacts.

What do we think of Katsumasa?

"BUCKLE UP" DECK STATS

Ramp - 12

Card Draw - 13

Single Target Removal - 9

Wipes - 2

Artifact Support/Payoff - 55

Vehicles/Vehicle Support - 18

Graveyard Recursion - 5

Actual Vehicles - 15

Artifact Creatures - 13

WHO SHOULD YOU RUN AS THE COMMANDER?

Shorikai gives you a value engine by itself, and can create the creatures needed to play your vehicles. The base deck doesn't even have that many vehicles/artifact creatures, so you don't even get that much value from Kotori. Shorikai is an easy upgrade to the deck

DECK VALUE:

NOTE: PRICES TAKEN PRIOR TO DECK REVEAL

This only takes into account the value of the reprints (53) NOT the new cards.

Total Reprint Value is \$53.42

Average precon reprint value of the past three years which averages around \$80-\$90

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

1 card that is \$5 or more, and 6 cards \$2 or more

Mirage Mirror	\$6.00
Sai, Master Thopterist	\$4.50
Fellwar Stone	\$2.80
Generous Gift	\$2.80
Spire of Industry	\$2.67
Smuggler's Copter	\$2.65
Emry, Lurker of the Loch	\$2.60

Important note in the Kitori vs Shorikai Discussion:

Of the **34** UW vehicles before NEO, **26** of them have a crew cost of 3 or less, **7** have a crew cost of 4 or more, and **1** has a crew cost of tap two creatures.

Now with NEO and NEOC there are **49** UW vehicles total, **39** of them have a crew cost of 3 or less, **9** have a crew cost of 4 or more, and **1** has a crew cost of: tap two creatures

BEST CARDS IN THE DECK (* denotes a reprint)

Imposter Mech - Probably best card in the deck. You can just have it be a 2 mana clone, that stays as an artifact making it harder to remove

***Emry, Lurker of the Loch** - Great recursion for the deck, can get back any artifacts discarded by Shorikai

Swift Reconfiguration - Versatile spell that can lock down an opposing threat or save yours from single target removal. Outside of this deck, also has several infinite combos with devoted druid, barrenton medic, and cinderhaze wretch

Drumbellower - Pretty decent in the deck, but I think it is actually a lot more useful in the 99 of other decks. It doesn't affect your vehicles so hard to get full value.

MIDROLL BREAK

CARDS TO ADD

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

- **Austere Command (1.90)** - One of the strengths of vehicles is the fact that they dodge sorcery speed removal which is an advantage the deck should lean into a bit more. Plus with Shorikai at the helm, you will always have creatures to crew. Pilots and Vehicles both can dodge this wrath.
- **Perplexing Test (4.30)** - Same note as above about vehicles dodging wraths, this is great at instant speed and your pilots are tokens which dodge this wrath
- **Cosima God of the Voyage// The Omenkeel (0.29)** - The biggest payoff for playing Blue Vehicles. Giving all of your vehicles a pseudo-card draw effect on hit by stealing lands from the top of your opponents' deck. Plus this will allow you to safely discard lands to Shorikai's ability
- **Mobile Garrison (0.20)** - The best vehicle (before NEO) that doesn't come in the deck. You can use Shorikai's ability, use the pilot to crew this, and attack an opponent while also untapping Shorikai to use again.
- **Deadeye Quartermaster (0.25)** - It's a tutor for vehicles. Get the best vehicle in your deck for any given situation.
- **Wonder (0.10)** - This card loves to be discarded by Shorikai, and when you do, all of your vehicles and other creatures gain flying.

- Rebbec, Architect of Ascension (**0.10**) - Doubles as evasion for your vehicles as well as protection. Vehicles already dodge creature removal, but most decks also have several pieces of artifact removal. This keeps your vehicles safe. Crew does not target.
- Intruder Alarm (**7.99**) - This deck comes with 3 creatures that tap for mana, if you have one of those and make Shorikai a creature, you can make almost infinite tokens and draw your whole deck
- Unwinding Clock (**9.10**) - Card that really should have been in the deck to begin with. Lets you activate Shorikai on everyone's turn, gives your vehicles pseudo-vigilance, the list goes on.
- Teferi, Who Slows the Sunset (**3.49**) - Untapper that untaps an artifact, creature, and a land. Shorikai plus a land to pay for his ability along with a pilot for some crewing.

Total: 27.72

HONORABLE MENTIONS

- Daring Thief (**0.24**) - Use crew to tap him, when he untaps, give your opponent a pilot and take their best creature
- Minamo, School at Water's Edge (**20.05**) - Shorikai is legendary and loves being untapped, his is a mana efficient way to do so in a land
- Hidden Strings (**0.20**) - Cipher works sneakily well with vehicles. Cipher can be put on a vehicle when it has been crewed and will not fall off when it ceases to be a creature. This gives any vehicle a relevant untap ability.
 - **702.99. Cipher:**
 - **702.99c** The card with cipher remains encoded on the chosen creature as long as the card with cipher remains exiled and the creature remains on the battlefield. The card remains encoded on that object even if it changes controller or stops being a creature, as long as it remains on the battlefield.

CARDS TO TAKE OUT

- Jace, Architect of Thought - I genuinely do not understand why this is in the deck, there isn't any synergy I can see.
- Kappa Cannoneer - Improvise doesn't actually work all that well with vehicles since, if you tap them to pay for something, you can't then attack with them. This grows only itself and makes itself unblockable. Good with Kitori but not really worth it.
- Myrsmith - Taxing your artifacts for a measly 1/1 isn't generally worth it. Sai gives you the 1/1 for free.
- Riddlesmith - Looting is great, but in this case too low impact. Plus Shorikai has you covered in the looting front.
- Cataclysmic Gearhulk - Way too unreliable as board wipes go. I added in 2 more that are lightyears better than this one.
- Access Denied - 5 mana is a lot to leave up for a counterspell. Yes you have Shimmer Myr and Raff Capashen, but wouldn't you rather use open mana to activate Shorikai?
- Universal Surveillance - Sorcery speed kills this

- Arcanist's Owl - I love this owl but it's too low impact when you aren't blinking it, which this deck is not doing.
- Armed and Armored - The only vehicle related card I cut. This is just the worst of the options we currently have, it's only a one time effect, and the deck comes with 4 other ways to cheat crew costs (not counting the pilots)
- Hanna, Ship's Navigator - Too slow for the deck, 6 mana to bring back one thing to hand just isn't worth it. Your extra mana is going to want to go to Shorikai's ability

HOW THE DECK PLAYS

You're playing the long game. Shorikai, throughout the course of the game, will outvalue your opponents with card advantage and card selection. Your creatures are expendable as Shoikai gives you what you need for crewing. Your goal is to use aggressively costed vehicles to beat down your opponents (most have evasion, but there are ways to make them evasive as well). They hit hard, are hard to remove, and can keep opponents from attacking you. Use this to set up your engine and win with vehicle beats. Shorikai is also an excellent backup plan as he is a 3 hit kill on any player.

Note: Play vehicles before Shoikai if possible so they can attack as quickly as possible, and Shorikai benefits from being played a turn later so you can activate him the turn you play him.

3) TO THE LISTENERS

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

****CHANNEL FIREBALL-OUT #2** **ULTRA PRO #1****

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! **Arthur Meadowcroft, Shauna Gilles, Damen Lenz, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Jamie Block, Evan Limberger and Mitch Trafford.**

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