

## CZO500: BRO - TRANSFORMERS (AUTOBOTS)

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- 1) INTRO JLK & Jordan

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*In The Brothers' War Set and Collector booster packs you can find TRANSFORMER cards. These are Universes Beyond cards and they have their own set code: BOT. They aren't Standard-legal but they are legal in Legacy, Vintage and Commander.*

*Now, there are 15 of these Transformer cards and they're ALL legendary creatures. If you know anything about the property, the good guys are Autobots and the bad guys are the Decepticons. On this episode we're going to talk about the 8 Autobots.*

BUT FIRST:

**\*\*CARDKINGDOM.COM/COMMAND\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON:ABE HAZWAY\*\***

### 2) MAIN TOPIC: AUTOBOTS SET REVIEW (TRANSFORMERS)

*Again Transformer cards only come in Set and Collector Booster packs from The Brothers' War. They are available in two styles 1) Regular and 2) Shattered Glass. The shattered glass version can only be opened in Collector's Boosters.*

#### **HOW DO TRANSFORMERS WORK?**

##### **CONVERT**

*All of the Transformer cards are double-sided. One side is a legendary creature, and the other side is a vehicle (except for 2 of them). They all have the ability to "convert" and flip over from one side to the other based on certain conditions, etc. (Why wasn't this called "Transform"??)*

*Note: it works like Transform. Flipping over does not cause it to now have summoning sickness if it wouldn't have before. If you blink/flicker, it will enter on its front side.*

##### **LIVING METAL**

*Note: The vehicle sides of these cards have no crew cost. They all have an ability called "Living Metal" which means that during your turn they are creatures. This is very powerful because it means they naturally dodge a lot of removal and board wipes.*

#### **"MORE THAN MEETS THE EYE"**

*They also all have an ability called "More Than Meets The Eye" which allows you to cast them as their back side, for an alternate casting cost, if you so choose.*

### **OPTIMUS PRIME, HERO // AUTOBOT LEADER**

*Jeskai +1/+1 counters (notice it says EACH End step)*

**COUNTER SYNERGY** Lae'Zel, Vlaakith's Champion, Denry Klin; Counter lords—>Ainok Bond-kin, Abzan Falconer, Akki Battle Squad (modified), The Ozolith; Simic Manipulator, Sage of Hours; Modular creatures—>Arcbound Shikari, Arcbound Javelineer, Arcbound Ravager; Together Forever; Persist Creatures—>Glen Elendra, Cauldron of Souls

**HIT LIKE A TRUCK** Herald of Secret Streams, Sigarda's Summons; Alibou, Ancient Witness

**PRIME DIES (A LOT)** The Altars (Ashnod's/Phyrexian/Dementia), Goblin Bombardment, High Market, etc.

*Play Pattern: You really wanna play him on his back side, and then flip him back to get maximum amount of Bolster per rotation of the table. Which means that when you play him you want to already have a creature on board that is ready to attack and get buffed.*

### **ULTRA MAGNUS, TACTICIAN // ARMORED CARRIER**

*Sneak Attack Artifact. Comparisons to Kaalia of the Vast. (Note: Ultra Magnus will not give Indestructible on the same attack that he sneaks something out)*

**BIG ARTIFACTS** Blightsteel Colossus (first one we all thought of, right?); Wurmcoil Engine, Darksteel Colossus, Triplicate Titan; Duplicant, Meteor Golem, Angel of Ruins; Combustible Gearhulk

**IMPROVED TACTICS** You need to survive the frontside attack—>Losheel, Clockwork Scholar, Tempered Steel, Odric, Master Tactician;

**EXTRA COMBATS** Aurelia, the Warleader, Moraug, Fury of Akoum, Aggravated Assault

### **RATCHET, FIELD MEDIC // RESCUE RACER**

*Lifegain + Artifact Recursion. (Difficult to loop because of the "once per turn" clause. Would have to blink/flicker in order to do it). However, if you start on the front side it's not too tough to recur TWO artifacts in a turn.*

**RECURSION TARGETS** Sunbeam Spellbomb, Wayfarer's Bauble, Mishra's Bauble; Implement of Improvement, Bottle Gnomes is kind of interesting; There's gonna be some combo-ey nonsense you can do with Scrap Trawler, Myr Retriever, Salvaging Station, etc.;

**BIG ARTIFACTS** A lot of the stuff we mentioned before—>Wurmcoil Engine, Meteor Golem; Ratchet can get non-creatures though like Darksteel Forge, etc.

**SELF-MILL** For big artifacts, you gotta get em in your graveyard without casting them first—>Millstone, Mesmeric Orb, Perpetual Timepiece,

**SACRIFICE OUTLETS** The good news is that most of the stuff you're gonna use to sacrifice your artifacts are going to themselves be artifacts—>Krark-Clan Ironworks, The Altars (again), Trading Post, Claws of Gix; Oswald Fiddlebender; Maybe create a huge crazy turn with Faith's Reward or maybe even Brought Back (just to get Ratchet)

**\*\*\*MIDROLL BREAK\*\*\***

## **PROWL, STOIC STRATEGIST // PURSUIT VEHICLE**

*Flicker meets Voltron?*

**GOOD ETBs** Prowl doesn't straight up blink/flicker stuff. You do have to cast them again. Want low CMC→Knight of the White Orchid, Wall of Omens, Spirited Companion; Charming Prince, Restoration Angel; Teleportation Circle, Conjurer's Closet; Panharmonicon; Vedalken Orrery;

**MUST BE TAPPED** Springleaf Drum, Relic of Legends; Cultivator's Caravan, Smuggler's Copter;

**BACKSIDE, GO-WIDE** When Prowl is in vehicle form, he wants a lot of creatures to EtB at the same time. Adrian Adbel, Gorion's Ward, Starnheim Unleashed, Clown Car (cool because it can be exiled and then CAST again later);

**EXILE AGGRESSIVELY** You CAN exile your opponent's things. And yes, they CAN recast them. But that doesn't mean it's a bad move. Can be a huge tempo hit. Also→Aerial Extortionist, Drannith Magistrate;

**COUNTER SYNERGY** See Optimus (Ozoloth, Together Forever, etc)

## **GOLDBUG, HUMANITY'S ALLY // GOLDBUG, SCRAPPY SCOUT**

*Human Tribal. Why isn't he called Bumblebee??*

**HUMAN TRIBAL** This is a known archetype so no need to go too deep. Use the usual stuff like Thaalía's Lieutenant, Champion of the Parish, Adeline, Resplendent Cathar; Blue offers a lot of support with Kindred Discovery, Mass Appeal

**DOUBLE SPELLING** Goldbug already wants you to do this so may as well stack up the rewards→Council of Four; Herald's Horn, Urza's Incubator; Vedalken Orrery, Leyline of Anticipation let you convert Goldbug and protect on other player's turns;

## **ARCEE, SHARPSHOOTER // ACROBATIC COUPE**

*Not sure how to easily define: Boros Self Targeting + Counters.*

**TARGET YOUR STUFF** You want singular spells that target multiple of your own things→Heaven's Gate, Dwarven Song; Eerie Interlude, Semester's End;

**TARGETING PAYOFFS** Tenth District Legionnaire, Akroan Crusader, Phalanx Leader; Monastery Mentor, Young Pyromancer, Guttersnipe; Feather the Redeemed, Mavinda, Student's Advocate, Zada, Hedron Grinder;

**TO PING IS THE THING** Basilik's Collar, Gorgon's Head; Toralf, God of Fury;

**COUNTER SYNERGY** See Optimus (Together Forever, etc)

## **JETFIRE, INGENIOUS SCIENTIST // AIR GUARDIAN**

*Mono-Blue Artifacts & +1/+1 Counters. Turning counters into mana seems insane...*

**COUNT THE COUNTERS** Step #1: Get LOTS of +1/+1 counters→Steel Overseer, Stonecoil Serpent, Walking Ballista; Katsuma, the Animator; Modular Cards; Proliferate→Thrumming Bird; Karn's Bastion, Contagion Clasp; Viral Drake (likely to go infinite)

**INFINITE MANA** Jetfire's frontside ability is NOT a mana ability so it works with Rings of Brighthearth, Lithoform Engine, Illusionist's Bracers; To make this infinite you have to filter your mana to blue→Mycosynth Lattice, Crossroads Candleguide, Chromatic Orrery.

**WINCONS** Now remember, the mana is restricted→Sicarian Infiltrator, Triskaidekaphile, Staff of Domination; Walking Ballista.

### **BLASTER, COMBAT DJ // MORALE BOOSTER**

*Gruul artifact creatures & +1/+1 counters. This deck will likely be pretty aggressive (but also resilient).*

*NOTE: Backside is NOT a vehicle. = MUCH harder to kill.*

**MEGA MODULAR** So, having double modular is actually a thing—Arcbound Stinger, Arcbound Tracker, Arcbound Reclaimer; Arcbound Ravager;

**OVER THE COUNTERS** Green is the best +1/+1 counter color→Hardened Scales, Branching Evolution, Evolution Sage, Doubling Season; Steel Overseer; The Ozolith

**MODIFIED MAXIMIZATION** Kodama of the West Tree, Invigorating Hot Spring, Chishiro, The Shattered Blade;

**WHACK AND SAC** Sacrifice outlets make Modular incredibly hard to deal with→Greater Good, Goblin Bombardment, Altar of Dementia; Goblin Welder, Goblin Engineer; There's gonna be some serious nonsense you can do with Scrap Trawler...

### 3) **TO THE LISTENERS:**

What do you think of these new Autobot Commanders from The Brothers' War? Are you planning to build any of them? What synergistic cards for each one do you think we missed?

**\*\*CARDKINGDOM.COM/COMMAND\*\* \*\*CALL-OUT #2\*\* \*\*ULTRA PRO #2\*\***

### 4) 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, and Evan Limberger. Plus three new team members: Gabriel Pozos, Megan Yip and Eric Lem.**