

Dual Duel Series

Below are decks in killercactus' Dual Duel series. These decks are designed for newer players to get into deckbuilding and understand how more competitive Ashes decks work while sticking to just 2 colors and straightforward lines of play.

Each deck will be laid out defining the Style I've built the deck in that helps point towards how to pilot it, and the Pressure Tactic the deck uses to force the game to a conclusion. I believe that all Ashes decks should be built with these two things in mind, and pilots should understand them going into a game.

Here's a breakdown of my different Styles and Pressure Tactics I believe that most Ashes decks can be divided into these buckets:

Styles:

Tall: Create one or two really big units and protect them until they're ready to strike or use them to protect your Phoenixborn.

Wide: Create many small, efficient units to overwhelm your opponents battlefield and potentially attack around their blockers to hit the Phoenixborn.

Control: Focus on limiting the opponent's options and keeping opponent's units down either by continually destroying them with spells or unit attacks, or by continually exhausting them.

Pressure Tactics:

Bypass: Swinging past your opponent's units to damage the Phoenixborn. This can be done by giving your units evasion so they cannot be blocked, or by destroying or exhausting all of your opponents units to allow yours to swing through.

Burn: Deal damage to the opposing Phoenixborn using spells or abilities that directly deal damage to or place wounds on a Phoenixborn.

Mill: Focus on removing cards from the opponent's deck either by discarding them from the deck directly, forcing the opponent to draw them, or manipulating the opponents dice to make them meditate more and discard their own cards to do it. This forces the opponent into fatigue faster.

☐ ☐ [Build-a-Bear](#) (Aradel)

- ☐ ☐ [Scourge of Northfell](#) (Rin)
- ☐ ☐ [Ode to Biter](#) (Maeoni)
- ☐ ☐ [Passive Aggression](#) (Saria)
- ☐ ☐ [Finch Up](#) (Leo)
- ☐ ☐ [Pact of Pinging](#) (Lulu)
- ☐ ☐ [Big Butts... of Virtue](#) (Odette)
- ☐ ☐ [Ritualist Rimea List](#) (Rimea)
- ☐ ☐ [Candyman Candyman Candyman](#) (Harold)
- ☐ ☐ [Fish Fry](#) (Tristan)
- ☐ ☐ [Chant of Vitality](#) (Orrick)
- ☐ ☐ [Bounce to the Heavens](#) (Brennen)
- ☐ ☐ [A Different Reanimation](#) (Dimona)
- ☐ ☐ [Death Pact](#) (James)
- ☐ ☐ [Fallen Wolves](#) (Koji)
- ☐ ☐ [Turtle Soup](#) (Jessa)
- ☐ ☐ [I've Got No Strings](#) (Asrea)
- ☐ ☐ [Horse Swag](#) (Jericho)
- ☐ ☐ [Time to Cut a Fool](#) (Coal)
- ☐ ☐ [Reaction Time](#) (Noah)
- ☐ ☐ [Purple Exhaustion Tricks](#) (Echo)
- ☐ ☐ [Spin to Win](#) (Victoria)

☐ ☐ [Mist and Shadow...](#) (Hope)

☐☐ [Life Will Find a Way](#) (Xander)

The decks for Aradel, Leo, Echo, Noah, and Harold can be built simultaneously out of one collection with only having to substitute one charm dice when playing Aradel versus Leo. Hope, Saria, and James' decks can be also built at the same time.

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