

## **Omelette's Deck Construction Blueprints**

*This guide is written to provide newer players with a suggested recommendation of how to go about forming a deck, and also to give an insight to better deck building for more experienced players. You will not find any ingredient list or recipes for decks, but rather the skills and ideas you can include for your own deck. At the end of the day, you will only walk away with new skills and ideas for deck-building, and definitely not a pre-constructed deck.*

Disclaimer: This guide is created as of 将将令 Ver 2.0. Contents in the guide may become outdated or misleading with the release of future editions. 将将令™ belongs to Strategy Entertainment and is in no part owned by me, except for a couple of cards.

---

## **Contents**

### 1. Introduction

- 1.1 Basic ratio
- 1.2 Specialization

### 2. Colouring Guide

- 2.1 Characteristics of Factions (People)
- 2.2 Characteristics of Factions (Support)
- 2.3 Common mixing ideas

### 3. Balance

- 3.1 Natural Triangles
- 3.2 Forced Triangles

### 4. Synergy

- 4.1 Harmony of the Cards
- 4.2 Multiples
- 4.3 Flexibility vs Consistency

### 5. Too Long; Didn't Read

- 5.1 Quick Summary of important points (in point form)

# **1.Introduction**

Welcome to the world of 将军令, a Trading Card Game based on the 3 Kingdoms Era, where warlords fought each other over the control of China.

Players will get the chance to command famous generals from this era to wage war with one another. The objective of this game is simple: to deplete your opponent's resources to zero.

## **-1.1 Basic Ratio**

Eager to start playing? Hold your horses, first we'll need to get you a deck.

A deck consists of 40 to 60 cards, depending on the player's preference. Generally, the higher the number of cards, the better, as it directly translates to the deck's total hit points. More hit points means you can absorb more damage, and thus more likely to win. Less cards mean that the chance of drawing important cards will be higher. Most players, or decks for that matter, play with a full 60 cards.

Due to the rule of the game, most advanced (tournament level) decks are 2-colour, so as to allow players to be able to hold up to 8 cards in hand. Although multi-colour decks are much more flexible, their limited hand size prevents them from pulling off devastating card combos. To add on, a larger hand size allows player to stall for a longer time, and during periods of truce, the player with the smaller hand size will be forced to make a move first (or risk wasting resources), thus allowing the other player to respond appropriately. Despite this, decks are rarely pure colour, as each specific faction has its own strengths and weakness, which makes it easy for the opponent to counter.

For most decks, the ratio of men to not-men cards will be near 1:1. This is to minimize the likelihood of "bad hand" occurring, where you have no generals that can be summoned for the first couple of turns. As the main part of the game occurs on the battlefield, the inability to field generals quickly can be devastating, and cost you that battle. Assuming that you are playing a 60 card deck, the men to not-men ratio should fluctuate between 27:33 to 33:27.

As an unspoken rule, the strongest generals are usually the most costly to summon. On the contrary, the generals that are easiest to summon have poorer stats but have effects that help support other generals in combat. Thus, decks will generally aim to balance the number of strong generals and weaker generals, so that they are able to achieve the best fighting ability, with weaker generals supporting the stronger generals. Furthermore, these low-cost generals make it easier for the high-cost generals to be summoned. This will be covered in explicit detail in section 3 later on in this guide.

In this game, getting attacked is part and parcel of daily life. Hence, we will need some form of "healing" in our decks, to heal back the damage that we

have sustained from the course of battle. Each faction has its own specific healing cards, including neutral, and all of them are essential components in their respective decks. Generally, the optimal number of healing cards in a deck should be 5 or 6. Having too much healing could result in the player drawing useless cards during the heat of battle. Conversely, as the game approaches the ending, healing cards are vital assets, and a lack of these cards could result in "GAME OVER"! However, it is also not uncommon to see decks with 9 to 12 healing, or decks with 3 or less healing cards. The main point to remember about healing cards would be that they have no other effects apart from healing, and thus cannot contribute to battles directly.

## **1.2 Specialization**

Certain decks may not adhere to the basic guidelines above, due to their specialization in a specific task or playstyle. I will briefly discuss some of these decks in this section, as well as the common and scientific name of these decks.

### **Big Man Turbo** (*high-strength quick-summon*):

The idea behind these decks is to instantly summon the strongest generals in their decks with the aid of cards such as 求才若渴 "Big Man" with huge strength, at "Turbo" speed. Due to the negative resource-depleting effect of such cards, these decks do not include any low cost generals or generals that have weaker fighting power. Once a general has been summoned onto the battlefield, effect cards are utilized to support this solo general in battle. Such decks have an abnormally low number of generals, ranging from 15 to 20 in number, with the rest consisting of cards like weapons, movement, and so on. Counters like 诡计识破 and 特效失灵 are also used to prevent the single general from dying. In these decks, generals are rarely summoned conventionally without the use of summoning aids.

Another rarer version of the Big Man Turbo revolves around the combo of 空城计 and 后发制人, to clear the enemy and summon a strong general in the same move.

### **B<sub>last</sub> yo U<sub>Real</sub> N<sub>ice</sub>** (*direct damage*):

B.U.R.N. decks achieve victory through dealing damage directly to their opponents, through a combination of cards like 放火烧粮, 劫粮草 and 大军的负累. There are 2 different kinds of B.U.R.N. decks in this game, namely "Fast BURN" (*insanely high damage to instantly remove the entire resource pile with one shot*) or "Slow BURN" (*damage dealt over time with a cumulative effect*).

The Fast BURN deck is usually pure-red or red-brown in order to obtain the largest hand size possible. By using 顺手牵羊 and 笑里藏刀 as damage

multipliers, together with the other direct damage cards, it is hoped that the large hand size will allow multiple cards to be played, and hence have their damage snowballed by the aforementioned cards to the extent that more than enough damage is dealt to clear the opponent's resource pile immediately with a single blow. As these decks depend heavily on these specific cards, some players may opt for a smaller deck size to increase their chances of drawing the necessary cards, with some extreme cases of Fast BURN decks with 40 cards.

The Slow BURN deck is usually green-red, and aims to drag out the battle as long as possible with its solid defense, while chipping away at the enemy's resources with 额外开销, 吴国百姓 and 诸葛亮. 老谋深算. Before the opponent knows it, his resource pile will be heavily reduced from the total damage dealt, and by then it would be too late to respond. Slow BURN decks commonly include 孙权, 精锐防卫队 and 小乔 to help boost the defence of the deck, and to quickly dig out 吴国百姓 to start dealing the damage from the early stages of the game. 传国玉玺 may even appear in such decks, to conserve their own resources for the long battle ahead.

In recent expansions of the game, the effectiveness of Fast BURN decks have been reduced, through the usage of cards such as 军令. 干扰事件, 世事无绝对 and 军令. 混乱. As a result, modern Fast BURN decks include a substantial amount of generals for defence and offence, and they can readily switch to traditional combat instead of relying on their direct damage cards for the majority of the game. In fact, it is unsurprising to lose to a Fast BURN deck through combat than through direct damage.

### **Rush** (*large-quantity quick-summon*)

the polar opposite of the high-strength quick-summon, the Rush deck aims to summon as many people as possible, and drown out the opponent with sheer numbers. Most Rush decks have up to nearly 40 generals in their decks, and may also include cards that help boost the attack power of the entire army. 同一阵线 and 前后夹攻 are 2 of the more common examples.

A variant of Rush decks would be the 吴 army Rush, that aims to summon as many people as possible (reaching upwards of ten), and use 绕道袭 to wipe out the resource pile in one clean sweep.

### **Lala** (*drawing cards*)

The lala deck is usually green-red, due to the star cards 韩当 and 李典. With 军令. 特效, their effects are now changed to "draw a card", and this allows players to draw up to 2 additional cards every turn. In addition, 售卖宝物 is played to further increase the hand size. With such a large hand size, players are able to perform more devastating card combos or have the flexibility to

respond to most situations. Needless to say, 加速修补城墙 is a must in these decks, as their own resource pile gets depleted very quickly.

**Intel** (*high-intelligence*)

The Intel deck is almost always 5 or more colours, in order to make full use of all the generals with the highest intelligence in the game. This also allows the deck to play up to a total of all 5 different 计略(陷阱, 水计淹敌, 火箭队的突袭, 落石, 毒烟 collect em' all), easily killing any other generals. 速攻 gives you a 2nd chance to clear your opponent's generals, should they have a 诡计识破 ready in the hand. Generals with the ability to reduce the opponent's attack (eg. 糜竺, 朱治) are assisted by 李儒 making your opponent much harder to mount an effective attack. Use 孙子兵法 and 攻城车 to increase the damage output by your otherwise painless generals.

## 2. Colouring Guide

Ok, so now you should have some ideas of how a traditional deck is built, as well as a couple of exceptions. So now let's get started on making our very own dual-colour deck.

When building your deck, you will need to have a clear idea of what you want your deck to be able to do, and then include the relevant cards. To do that, you will need a basic understanding of what the different factions can (or cannot) do.

This section covers all the strengths of the different factions, and also provides some possible results that may occur based on the different colours mixed.

### 2.1 Characteristics of Factions (People)

I'll do this in point form, so it is easier to refer to.

#### **BLUE 蜀**

- +Most number of 5 strength generals.
- +2nd most number of 5 int and above generals (简雍 counts)
- +2nd most number of 1 cost generals, just behind yellow
- +2 generals with abilities to make them 7 attack: 关羽 and 魏延 if you count 马超 also, then that's 3
- +Most generals are 3 int.
- No 3 cost generals, making the summoning of higher cost generals somewhat clumsy

## RED 魏

- +Most number of 5 int generals
- +Specialize in summoning generals onto the battlefield. eg. 埋伏 and 西部猎豹 effects of the 3 generals
- +Generals generally have above average stats. eg. 夏侯渊 and 夏侯惇 are 4-3, 曹操 and 司马懿 have the highest strength for 5 int generals.
- +Generals have the ability to drop your opponent's hand cards if you are victorious in battle. (贾诩 & 夏侯惇)
- Only 2 generals with 5 strength, and their int is extremely low at 1, making them highly vulnerable.

## GREEN 吴

- +Most number of generals with 特效 Hence, they are exceptionally strong during the player's turn.
- +Strongest defense in the game, beyond amazing when properly stationed outside own city. not to mention there's 孙权
- +Relatively large numbers of generals with 4 int.
- +Currently has the most number of individual generals out of all the 6 existing factions in the game
- Attack strength of generals are relatively weak, with a few exceptions
- Only 1 general with 5 base strength

## YELLOW 黄

- +All of its generals are 1 cost, except 张角. this makes them very easy to summon.
- +Generals have amazing stats for being 1 cost, 周仓 being the strongest 1 cost general in the entire game. others like 张宝 have 2 base attack.
- +Generals have effects that help one another, eg. 张角, 张梁
- Except 张角, everyone is 1 int. the entire army is very vulnerable to mass clearing 计略 like 落石

## PURPLE 董

- +General with strongest base attack, 吕布 is in this faction
- +Generals have the ability to increase their damage output. eg. 华雄, 吕布, 高顺
- +Generals have the better 特点 in the game. eg. 李儒, 徐荣, 董卓
- Extremely costly to summon, lack of natural triangles
- Strength of most generals is only average, at 3.
- Generals have below average int, except 李儒 and 徐荣

## BROWN 袁

- +Generals have extremely low summoning cost for their stats. eg. 文丑, 田丰
- Negative effects usually accompany such generals (due to their low summoning cost), eg. 文丑, 颜良, 田丰, 袁谭, 袁熙
- Lack of synergy. 沮授's effect is neutralized by having 田丰 and 袁绍 on the field.

袁尚's ability is effectively cancelled by 田丰's ability when attacking. 袁譚 and 袁熙 are, simply put, extremely difficult to use effectively.

## 2.2 Characteristics of Factions (Support)

### BLUE 蜀

- +Most number of movement cards, with a large majority of them involving the moving of enemy generals (the 假密令 series and 庞统's 铁锁连环)
- +Most number of weapons out of all the factions (丈八蛇矛, 青龙偃月刀, 万石弓)
- +Most number of mass attack-up cards (仁义之师, 化悲愤为力量, 刘备)
- +1 of the 3 cards in the entire game that allows you to increase the int of your Generals is in this faction
- +求才若渴 allows the summoning of high cost generals virtually for free
- +诸葛亮 protects your army from 计略

### RED 魏

- +Most number of direct damage cards out of all the other factions.
- +2nd most number of 兵种 cards out of all the factions. 兵种 cards are designed for attack (eg. 攻城车)
- +Only non-general card with the ability to discard your opponent's hand cards (制造敌民暴乱)
- +Only card with the ability to allow your general to attack one more time in a turn (速攻)
- +The strongest 计略 in the game, 水计淹敌, belongs to this faction
- +The only 计略 counter in the game, 诡计识破, belongs to this faction
- +The only faction with a weapon that can be dug out from the deck (夏侯恩's 青釭剑)
- +郭嘉 is the 2nd most powerful attack-reducing card in the game, just behind 美人计.
- Not particularly strong at anything other than dealing direct damage.

### GREEN 吴

- +Most number of 兵种 cards out of all the factions
- +Strongest healing card in the game, due to 加速修补城墙
- +Exceptionally strong at defense, due to cards like 誓死守城, 弓箭手突袭, 援军令 and 精锐防卫队
- +窥探军情 is the only card that allows you to reveal your opponent's hand cards
- +火箭队的突袭 is the 2nd strongest 计略 in the game
- +All of the Green 吴 support cards can be dug out from your deck by 阚泽 and 小乔
- +2nd most number of mass attack up cards out of all the factions
- +Only faction with cards that deal direct damage, other than Red 魏
- +特效失灵 is the only card that stops your opponent's generals from using their 特效

- +传国玉玺 allows you to play drawn out battles, because you now have 1 less mouth to feed every turn.
- +Strongest 对策 cards in the game.
- Most of these support cards are only applicable to zones outside your own city. They are mostly for defense.

## YELLOW 黄

- +The book is one of the more amazing cards in this game, simply because it allows you to draw cards when you needed it the most. By equipping this book, you can recover so much faster.
- +黄巾军 can convert any general into 黄 Faction, and thus allow the equipped general to enjoy the benefits of "for members only" cards like 广布太平道, 黄巾起义, 张角 and 张宝
- Everything else is purely for Yellow 黄 generals only. if you are mixing yellow support into your deck without using Yellow generals, most likely the only thing you'll be using would be the book. And maybe 周仓 because of his exceptional stats.

## PURPLE 董

- +方天画戟 is the strongest weapon in the game, giving a +2 to anyone who wields it.
- +赤兔马 paves the way for your high strength generals to rush to the front and attack!
- +The only Faction that can remove your opponent's cards from game.
- +貂蝉 has the 3rd most powerful attack-reducing effect in the game.
- +焚城 and 掠夺 deals direct damage for free when you are attacking the enemy's city gates. This increases the intensity of your attacks.
- The highly situational usage of these cards may put off players from using them.

## BROWN 袁

- +勇者无惧 solves the problem that all players have, in which it is difficult to come out and protect your city gates when under siege.
- +售卖宝物 and 袁尚 are the only cards with legitimate drawing effects in this game. The others (商人过境 and 太史慈) require a change in 军令 or more effort to use.
- +肆无忌惮 has an effect similar to 焚城
- 屯粮乌巢 is almost impossible to use, due to its effect of forcing you to discard your hand cards.
- Most of the cards in this faction requires you to discard a fair amount of cards from your resource pile.
- The only faction without any 宝物
- No cards that can be 对策



## 2.3 Common Mixing Ideas

When mixing colours, most of the generals used should belong to the same colour, due to the effect called "affinity", whereby generals from the same faction enjoy lower summoning costs when another general of the same faction is already on the field. To make up for the weakness of a deck, or to further increase certain strength, support cards (and perhaps a couple of key generals) are mixed from another faction.

Here are some ideas for mixing the different colours to take advantage of their strengths, or to cover their weakness.

### **Blue-Red:** *(using one faction to improve the strength of the main faction)*

By using Red 魏 the Blue 蜀 generals are further protected from enemy 计略 by 诡计识破 速攻 will help increase the power of your generals, since they can now clear more than 1 other enemy general. 实则虚之 and 犒赏军士 will also further add on to Blue 蜀's strength in movement and attack-bonuses. The direct-damage cards, eg. 放火烧粮 can then be used as a finishing blow, after the main assault by the Blue 蜀 generals.

### **Red-Brown:** *(making use of the strength of both factions)*

Brown 袁's 售卖宝物 can be easily used with Red 魏's 夏侯恩, because 青釭剑 can be dug out from the deck at anytime via 夏侯恩's effect. This allows the player's hand size to increase quickly, and use 顺手牵羊 or 笑里藏刀 to increase the power of the direct-damage cards. In addition, Red 魏's defense is improved with the addition of 勇者无惧, as it is useful when the 埋伏 generals cannot be fielded. 文丑 is also protected with 诡计识破, making him much more of a threat, especially during the earlier part of the game.

### **Green-Blue:** *(using a supporting faction to increase the strength of the main faction)*

Green 吴 is exceptionally strong at defense, but rather weak when attacking, so instead of going over, why not use 假密令进攻 to invite him over? Furthermore, generals like 孙坚, 甘宁, 太史慈 and 吕蒙 become extremely powerful when equipped with 青龙偃月刀, allowing them to plow through enemy opposition with ease. When the entire army is finally ready, use 鸣金收兵 to increase 绕道袭's damage to the maximum.

### **Purple-Brown:** *(turning the weakness of a faction into an advantage)*

Use Purple 董's weakness as a weapon. How? Summon a 沮授 to permanently increase everyone's attack by 1! Moreover, Purple 董 is the 2nd Faction with the most number of 宝物, so 售卖宝物 can also be used easily. 文丑 and 颜良 can also be summoned together with the rest of the Purple 董 army, protecting 吕布's flanks. Supplement the invasion with 肆无忌惮 掠夺 and 焚城 to burn your opponent's resource pile into a pile of smouldering ashes.

**Yellow-Red:** *(using the supporting faction to cover the weakness of the main faction)*

Once again, Red 魏s 诡计识破 proves its usefulness in preventing the Yellow 黄 army from mass clearing 计略. During the battle, if any of your opponent's generals made it to your city gates, use 曹仁 to clear him away! Once you have successfully defended yourself, convert 曹仁 with a 黄巾军 and it's time to start spreading some peace and diplomacy, 黄巾 style! 夏侯渊 and 郭嘉 can also join in the yellow party. Remember to use 实施屯田制 to keep the party going!

### **3. Balance**

This is the most important part of deck construction. Decks may be of the same colour and even have the same ingredients as one another, but it is the balance of the deck that makes one deck stronger than another. Balance refers to how many copies of each cards you put, what is the ratio between a certain type of card and another, how do you make sure that everyone can be summoned easily, etc.

Here, I'll reveal the main secret behind my deck construction.

This is a concept taken from the "pokemon trading card game" series. In that card game, the evolved forms are much stronger than the basic pokemon, but yet when you draw them, they are blank, useless cards. Hence, you'll want to avoid drawing too much of them, and yet you still want to ensure that you'll draw them when you need to. Thus, the concept of the pyramid (or triangle) is formed.

For example, suppose your deck is revolving around pikachu. So most likely you will be playing 4 pikachus (the maximum limit), and around 2 or 3 raichus. Here, you can see the pyramid in action, such that you will most likely be drawing more pikachus than raichus, and at the same time you have a rather good chance to evolve your pikachus to raichus as the game proceeds.

Another example would be the charmander/charmleon/charizard family. Because charmeleons and charizards are dead draws unless you already have a charmander on the field, you will need to ensure that you have plenty of charmanders, and lesser charizards. So the final optimum ratio will be something like 4 charmanders, 3 charmeleons and 2 charizards.

Notice that the basic pokemon are always higher in number, and the highest evolved form always the least? This is to form the triangle, where the base is the broadest and the tip the narrowest.

Ok, enough about colourful plastic animals that can be stuffed into a red-and-white ball. How does this apply to General's Order? Remember that all generals of the same faction share this effect called "affinity", where if you already have one general fielded, other generals belonging to the same

faction will get a discount for the summoning cost. Due to this, it is much easier to start by summoning the smaller generals, instead of directly jumping to summoning the higher cost generals from the start (unless you desperately and absolutely have to do so, eg. the enemy army is advancing and you really need to get that 周瑜 out by hook or by crook.)

So, this entire part of the guide will be devoted to explaining triangles.

### 3.1 Natural Triangles

Ok, so a Triangle is simply making sure that you have more easy-to-summon generals than difficult-to-summon generals. Like so:



Fig. 1 : basic demonstration of how a triangle looks like.

This is what the structure of the people portion of your deck should look like. If it looks like this, something is very wrong.

6

5



4



3

2



0-1

Fig.2 : wah, so strong, but cannot come out.

Sure, your deck is filled with very powerful generals. But how are you going to get them out?

This is the biggest mistake that most players make, especially new players or players that started playing from ver 2. Obviously, a higher cost general will be stronger than a lower cost general, but if you cannot summon him out, then he's beyond useless. Here's the "fixed" version of that unbalanced upside-down triangle:



Fig. 3 : much better

Notice that you can now see a very distinct, triangular shape?

A few things to bear in mind is that I've separated them into 3 major groups:

0-2: the cheapest generals

3-4: the mid-tier. you can further separate this into a 4 cost mid-high and a 3 cost mid-low.

5-6: the high-cost generals

If you choose to construct the triangle based on the sub groups, ie. the 0-1, 2, 3, 4, 5, 6; you will find that the transition is smoother, as you summon them one by one. For example, the Blue faction lacks 3 cost generals. This means that after you have finished summoning your 1 cost and 2 cost generals, you may need to pay a card or two for summoning the 4 cost general. It is more difficult to fine-tune it to this level, so by keeping it at the 3 major groups, your deck should be alright.

A **Natural Triangle** simply means that the triangle occurs naturally, like all the examples above.



*The Brown faction, and it's naturally occuring triangle*

A broader triangle will directly translate to a faster deck, because the ratio of low cost generals to high cost generals is larger. Similarly, a lower triangle will make summoning generals faster, since all the generals across the board has a lower cost.

6

5

4

3

2

0-1



*The yellow turban army, with its almost-flat triangle*

Now you know the science behind why yellow decks are the fastest.

### 3.2 Forced Triangles

A **Forced Triangle** means that you force the triangle to happen when a Natural Triangle does not occur naturally, for the lack of a better term. Any Triangle that includes any form of summoning aid (eg. 英雄帖) is considered a "Forced Triangle".

For example, this red deck over here doesn't have a proper triangle, and its owner kept complaining about how difficult it is to summon generals.





*Problematic Red deck*

After using 军令。招募, all the generals now have a lower cost and are re-positioned into their new subgroups. Now, the shape of the Red deck is "forced" into a triangle





*Exactly the same red deck, now problem solved*

another case study: The Purple 董 army that everyone wants to play in the near future.

Here's the Purple 董 army.



*The Purple army generals*

Oh dear, looks very bad. Let's try and form a deck, using a bit of deck building skill and some common sense



Trying our best... ..

Not much improvements. The Triangle is just non-existent. Let's use 军令。招募 and see what happens.



*Hmm.... minor improvements*

Nope. No changes at all. It's time to take some drastic measures, by dumping in all the summoning aids that is present in the game, including the promo cards.



FINALLY!!!

Finally! A playable Purple army, with a forced triangle concept. Enjoy your \$200 bill.

Even Decks that includes people from different factions can use this concept. This is my first deck that I started playing General's Order with. Like most people, it is a multicolour deck with a mix of generals from different factions. It uses 军令. 招募 by default.



6

5

4



3



2



0-1



My first deck

## 4. Synergy

Synergy is not some new brand of petrol that will make your car's engine run smoother. It refers to how well the effects of certain cards gel with those of other cards. A very simple case of synergy would be:



关羽 has 7 strength on his 1st attack. 空城计 is usually used as a form of defense. When used together, you can immediately clear one of your opponent's generals that has 7 attack or less for a relatively low cost.

Here's another example:



行刺 dictates that the assassin MUST have a higher attack than the target to be assassinated. Because 吕布 has 6 base attacks, you can use him to 行刺 most generals, unless the general is equipped with weapons or have a cheerleader at the side (eg. 刘备 or 孙权). Besides, 吕布 has an extremely high cost and is difficult to summon. When he is finally summoned successfully, he is easily cleared by other generals with higher intelligence points than him, or through other methods. Instead, you can just use him to fulfill a primary objective, eg. kill your opponent's 关羽 and he would have served his purpose.

Conversely, these cards do not have good synergy:



长驱直入 does not allow 陈武's effect to be activated, and hence you cannot do much with this combo. 假密令进攻 would've been a better choice, since it allows 陈武's attack to reach 5, allowing him to clear out most generals with ease.





This is even worse. Seriously, who can 陈武 kill with 火箭人的突裂? Crocodiles!?

There are cards that cannot be played with one another, or will even shutdown the effect of one card when another is in play.



The dilemma faced by most Yellow 黄 players. Should I include 张角, who is able to increase his own strength, or should 沮授 be played, because he can increase the strength of the entire army? Just because they stare in the same direction doesn't mean they work well together.



Thanks to 田丰, 华雄's effect is nullified.



At Tiong Bahru Burger King, no one can hear you scream. The effect of 赤兔马 can help 陈登 activate his ability whenever you want to, especially when under siege during late game, provided 陈登 doesn't get kicked off 赤兔马 and cannot ride it in the first place.

#### 4.1 Harmony of the Cards

From the examples above, it is obviously desirable to have a deck with cards that work well with one another. A deck that specializes in generals with high intelligence points would pack cards that make full use of this advantage, cards such as 前后夹攻, 孙子兵法 and 计略. On the other hand, these cards would most likely be absent in a deck that uses generals with high strength but low intelligence points. Instead, 青龙偃月刀, 赤兔马 and 速攻 will replace the aforementioned cards in this deck.

To sum it all up, your deck should have cards that have great synergy with one another. Although this normally requires a lot of practice, thinking, experience and trial-&-error in the deck construction, here's a rather simple measure of how well you are doing.

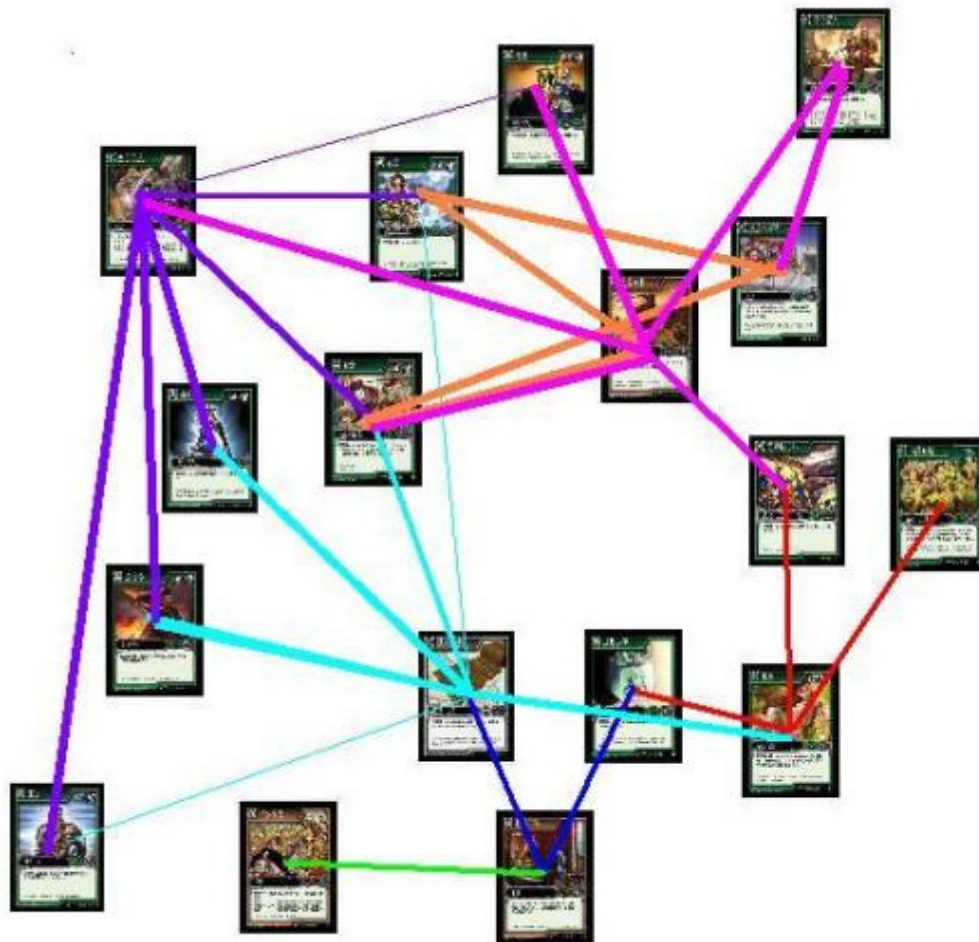
First, lay out the contents of your deck in a random fashion, but leave enough space between them, like so:





Here's part of a Green-Brown deck that we're using as a case study.

Now, start to draw lines between cards that have good synergy with one another (ie. can be used with one another). You may choose to use different colours and different thickness of lines for different cards to make it clearer. In this example:



A thicker line means that the card combo is exceptionally strong. a thin line means that the cards only work well with each other to a small extent.

Red = Cards that can be searched out by 小乔

Blue = Cards that can be used by 售卖宝物

Green = Cards that increase the ability of 肆无忌惮

Teal = Cards that can use 孙子兵法

Pink = Supports that can be used with 弓箭手突袭 or 勇者无惧

Orange = Generals that can be used with 弓箭手突袭 or 勇者无惧

Purple = Cards that can be used with 前后夹攻

The more complex the web, the better the cards in the deck can work with

one another. Also, the thicker the lines, the stronger the deck.

From this example, we can see that 肆无忌惮 does not have much use in the deck, and may be removed to make space for other cards. 孙子兵法, on the other hand, may feel like a relatively useless card, but it is seen to be rather effective in this deck.

However, at the end of the day, this method is not 100% effective and only serves to chart your deck-building progress. As you gain more experience, you may simply fine-tune the deck using your own "feelings" and judgement of how useful a card is. There are players who include cards like 青龙偃月刀 in a deck that contains only 2 or 3 generals that can hold it, simply because of the overwhelming power that the combo between 青龙偃月刀 and his generals possess.

When including cards, you may also like to take note of these following tips:

-A 宝物 cannot be equipped on a general that already has a 宝物 equipped. Similarly, a 兵种 cannot be equipped to a general that already has a 兵种 equipped. Hence, a deck with too many 宝物 or 兵种 will hit a limit to how high the power of a general can be increased.

-A 宝物 cannot be equipped when it is already out on the field.

-Try to make use of cards that have effects that can be "stacked" onto one another. eg. 孙权, 誓死守城 and 精锐防卫队 can be used together to give a total of +6 strength to a general.

-If you find that you are uncomfortable with using a card, just don't use it. No matter how powerful a card is, if you fail to use it at the right time or find it difficult to use it correctly, it is just a waste of deck space.

## 4.2 Multiples

This is the final, and most overlooked and underrated, part of the entire process of deck building.

Most players may suggest you to include 3 copies of the same card, or reduce a certain card's amount to 2 copies. There's a reason behind it.

Generals:

Most of the time, low cost generals (eg. 夏侯恩, 虞翻) will have 3 copies each inside the deck, due to the "triangle" concept mentioned in chapter 3. Of course, you may choose to include a lesser amount of such generals, depending on your preference and the availability of a large enough card set. For example, you could include just doubles of all the Blue 蜀 1 cost generals and you should not run into any problems with summoning.

Apart from that, you should include up to 3 copies for generals which you deem as important. Generals such as 孙权, 诸葛亮, 郭嘉, 刘备 etc. In addition, most players would recommend that you include 3 copies for generals with the 埋伏 ability (eg. 徐荣, 曹仁) so that there is a higher chance of drawing them when you need them the most.

Most of the other generals should have around 2 copies each. Very rarely will you get to see generals that only have 1 copy in the deck, as the chances of drawing it is very low. However, some generals with the same role (eg. 关羽 and 黄忠), you may treat them as the same general and just play 1 copy each.

Support:

The most important and essential support cards should have 3 copies in your deck, no lesser than that. This helps you to draw them quickly so that you can use them.

Some of the less vital support can have their numbers slightly reduced so that you may still draw them when needed, but not to the extent where they keep coming even during inappropriate moments when you do not need them. Thus, you may want to consider putting 2 copies of such cards in your deck.

For experimental cards that you are playing around with, or cards that are amazingly powerful but highly situational (eg. 辞官, 假密令退城), you may choose to include only 1 copy of the card in your deck. Such cards usually do not affect the abilities of your deck when you do not draw them, but you would still like to include them so that when the opportunity arises for you to make full use of these cards, you can use them and shock your opponent.

All counters (诡计识破, 特效失灵, 英雄末路, 世事无绝对) must have 3 copies in the deck, if not you may remove them. By not playing 3 copies of such cards, you put yourself at a very high risk of not having the respective counters in your hand when your opponent plays them. For these cards, it's either including 3 copies, or just ignore it entirely.

#### 4.3 Flexibility vs Consistency

Flexibility is a layman's measure of how well the deck is able to cope with different situations, as well as the different types of card combos it possess.

Consistency refers to how consistent the deck is at performing certain card combos, after numerous rounds of playing.

These 2 factors are always in contrast with one another. A deck that has exactly 20 different cards (3 copies of each card) will be extremely consistent, and can always reproduce the same card combos no matter how many

rounds you have played. However, it will never be able to pull off new stunts on the fly, stunts that it is simply not designed to do.

On the other hand, a deck with all 60 different cards will be extremely flexible, as it possesses a large variety of cards that allow it to react to any situation. However, this deck changes everytime you play it, and it thus not consistent in its performance. You will definitely encounter times when the cards are not agreeing with your action. For example, you may be attacking your opponent through a contest of strength, but the cards that you draw are all cards that are involved in intelligence.

Players that are more creative and frivolous in their playstyle will tend to prefer decks that give them more freedom to explore possibilities, and hence prefer decks that are slightly more flexible. More experienced players may also prefer such decks, since it allows them to fend off a variety of deck types with a single deck.

Others may want a more consistent deck, so that they can easily reproduce a winning strategy that they have grown accustomed to (eg. BURN decks). Older players, as well as beginners, tend to prefer such decks, since it is easier to use them, and their performance is more consistent. It is less likely to get what players term as an "unlucky hand" if you use such decks.

You should try to achieve a balance between "flexibility" and "consistency", such that your deck contains enough types of cards to handle most situations you can think of, and can reproduce the results fairly consistently.

## **5. Too Long; Didn't Read**

We have come to the end of the guide. This section is to help summarize the main points of the entire guide, and help the reader refresh the learning points that this guide has to offer. This section is also for the lazier readers who have been overwhelmed with the walls of text and are simply looking for a quick, point-by-point guide.

### **5.1 Quick Summary of Important Points**

-Play with other people often, figure out which cards hinder you from achieving victory. Retire them back to the spare card pile, add in new ideas.

-Make your deck with a clear idea of what you want it to do.

-Always play 60 cards, unless you need your deck to be faster. In that case, play less cards in your deck, eg. 40 - 50 cards

-Men:Not-men = 1:1

-Always play 2 colours. 1 colour for the generals, another for the supporting cards and generals. This allows you to hold more cards in your hand, so you

can pull off more powerful card combos.

-Keep the Triangle. More cheap people, not so much mid-cost people, less expensive people.

-5-6 healing per deck keeps the doctor away.

-Know your colours well.

blue = movement

red = burn

green = defense

brown = draw cards, burn yourself

purple = offense

yellow = rush and recovery

-teamwork is key to success. Make sure your cards work well with each other.

-Special decks have special rules.

Rush = 40 generals, mostly small

Fast Burn = pure colour OR strong drawing ability.

Slow Burn = strong defense

Big Man Turbo = no small generals allowed. 20 generals is enough.

Lala = 韩当 and 李典 with anything else you want.

Intel = a lot of smart people, a lot of 计略

-make sure the cards in your deck work well with one another. no point putting 青龙偃月刀 when nobody can hold it. no point putting 计略 when none of your generals are 3 int or above.

-Either put 3 copies of a counter or don't put them at all!

---

*Written by: Omelette (JUNE 2009). In Deck Construction*

---

## **The Rule of CDEF for deck construction**

Generals Order is a Chinese Trading Card game evolved around the three kingdoms and each of you will use generals or event cards to deplete each other's deck to zero.

This guide is meant for new players who will learn the art of deck formation within 5 minutes. Yes, mere 5 minutes to learn only.



## Basic rules of deck construction

A deck can consist of minimum 40 cards to maximum of 60 cards which can consist of 4 types of card-types in the Generals Order mainly:

- General (Character) Card, 人
- Equipment Card, 装备- 兵种 and 装备 宝物
- Event Card, 事件
- Special Card, 特殊

## The rule of CDEF (when forming a deck)

Just remember this simple rule of deck construction, CDEF. It's like learning ABC, and it's that simple and easy. So what do they mean?

**C**omplementary Abilities

**D**eck Strategy

**E**conomy of cards

**F**ine-tune your deck

Remember, follow the steps of CDEF and you will not get lost.

## 1st step: Complementary abilities

First of all, finding complementary abilities of cards also means to find synergy between cards. This will develop a theme for the deck and find cards that fit them. There are countless complementary abilities or synergy between cards. In this part, I will demonstrate two sets of cards to show its effectiveness.

1st set of cards



Having these two cards allow the players to execute the innate ability of Yuan Shang for you to draw 3 extra cards. Having one without the other will make the deck synergy a lot weaker.

2nd set of cards



This set of cards complementary abilities is one of the most feared one in Generals Order. Since Cheng Yu comes into play and can do direct attack, he can use Shui Ji Yan Di to kill generals who are less intelligent than him. Effectively, generals with intelligence of 3 and less will be killed straight away.

## 2nd step: Deck Strategy

The next step is the forming of a deck strategy of how you will win your opponent by designing around some winning strategies. It's desirable to have multiple strategies in a single deck, as well as sometimes an effective instant kill cards in the deck.

How do you want to overpower your opponent? By generals or by other means like event cards. This guide will show you 2 common methods of how an opponent will lose.

## First scenario



Using generals to attack your opponent's castle directly with generals having high attack power. In this scenario, the weak general in your castle is unable to withhold the attack of 2 big generals and you will lose when the opposing generals attack next turn.

## Second Scenario



The complementary abilities between these 2 cards will end your opponent's misery if their deck has only 9 cards or less. This also satisfy the 'instant kill' condition.

This step also requires you to identify any potential fatal weakness in the deck.

### 3rd step: Economy of cards

Thirdly, know the economy of cards as this means getting the most abilities with the least number of cards. The rule of summoning smaller generals first then summoning the bigger generals fulfills the economy of cards. A common play in the game is to bring out the cheap generals and then summon out the same-colour big and expensive generals so that you pay less or free.

Discard a card to summon mi zhu. Cao bao is now at a free cost, since he is of the same colour as mi zhu and he is also at one cost. Now, playing mi fang is now free. If you choose to play mi fang directly, you will have to discard 2 cards to summon him to the battlefield. From this example, you get more benefits by using less cards.



### 4th step: Fine-tune your deck

Lastly, constantly fine-tune your deck by tweaking things for maximal performance through play testing your decks with others. This is an important stage to find out whether the deck strategies are more or less effective than we thought.

An example is realizing that cards like Shou Mai Bao Wu is difficult to utilize in your deck when you only put 3 equipments in your deck only. Through playing with other players and getting advice from the more advanced players, you will learn that you will need to put more equipment cards to make Shou Mai Bao Wu more usable or in the worst case scenario, remove Shou Mai Bao Wu and put other cards that fit your deck strategy!





That's all you need to know about the deck formation with the rule of CDEF. If you have more time, move on to the next section of the guide - an example of how I form a 6 colour draw-go deck.

This is a real-life example as I will be using this deck to enter the monthly tournament.

### 1st step: Complementary abilities

The theme of my deck is drawing a lot of cards and then using 绕道袭 (ráo dào xī) as my killing condition and my ultimate weapon.



In order to fully utilize the killing condition for this card, I need a lot of generals to do that. Then, I thought of using “黄巾” generals. They are easy and cheap to summon and at least 10 kinds of generals to choose from, with the most expensive at 2 cost.

Next, I thought about which cards have complementary abilities and makes me draw insane amount of cards? I look at the 军令. 特效 and Han Dang and Li Dian.



Wow, so if I can get these 2 generals in the first few turns, I will be able to draw up to 3 cards per turn for free!

Now, what other cards have synergy with my “Rao Dao Xi” and “军令. 特效”?





Then, I looked at the card list and found this card, Kan Ze! He has an ability and since I have 军令特效, I can activate Kan Ze's ability and search for 绕道袭

In addition, some complementary cards like Shao Mai Bao Wu further helps in my drawing abilities. I will put almost one of each Bao Wu. This is also needed to fulfil the tournament requirement.



## 2nd step: Deck Strategy

Since I know what are my winning strategies, I also try to plan for alternate winning methods. And I list down my killing conditions:

Winning conditions:

- Kill with 绕道袭 (Main winning criteria)
- Kill with 黄巾 generals (Second winning criteria)

Do I want to put in some instant killing conditions cards? Yes, why not.



If I am some card away from killing his castle, I can use this card and fulfil the “instant kill” strategy.

The weaknesses of the deck:

- Not having enough repair cards since I will summon a lot of generals to fulfill 绕道袭 killing condition.
- Not able to withstand big generals attacking my castles.

Thus, I decided to put 修补城墙 加速修补城墙 广布太平道 实施屯田制 and 接管城池 to solve the first weakness.

Then to overcome the next weakness, I decided to throw in 调虎离山 美人计 and 鸣金收兵 鸣金收兵 also has complementary ability with 绕道袭

### 3rd step: Economy of cards

As mention early, my 黄巾 generals are cheap and easy to summon. Furthermore, due to the strong drawing power ability of this deck, I do not need to worry too much about discarding cards to use 事件 cards.

#### 4th step: Fine-tune your deck

First, I will show you my first, untested deck list.

##### 6 colour draw-go decklist

军令。特效

##### Generals (29)

韩当 x 3

李典 x 3

阚泽 x 3

程远志 x 2

邓茂 x 2

管亥 x 2

韩忠 x 2

马元义 x 2

裴元绍 x 2

张宝 x 2

张角 x 2

张梁 x 2

周仓 x 2

##### Event cards (31)

接管城池 x 2

绕道袭 x 3

制造农民暴乱 x 2

实施屯田制 x 2

放火烧粮 x 2

诡计识破 x 2

加速修补城墙 x 2

鸣金收兵 x 2

售卖宝物 x 3

广布太平道 x 2

调虎离山 x 2

美人计 x 2

万石弓 x 1

方天画戟 x 1

青龙偃月刀 x 1

丈八蛇矛 x 1

青釭剑 x 1

( to fulfill tourney requirement)

Then during the playing session at Toto, Tiong baru and bukit batok, I have played against strong opponents with powerful decks and they sliced through my deck like bean curd. However, I also managed to win burn decks with this first unimproved version.

I over-repair most of the time and the repair cards are not focused enough. I also had problems dealing with rush decks. And I fine-tune them to become

this final decklist:

### 6 colour draw-go decklist version 2

军令。特效

#### Generals (22)

韩当 x 3

李典 x 3

阚泽 x 2

程远志 x 1

邓茂 x 2

管亥 x 1

韩忠 x 1

马元义 x 1

裴元绍 x 1

张宝 x 2

张角 x 2

张梁 x 1

周仓 x 2

#### Event cards (38)

制造敌民暴乱 x 3

放火烧粮 x 3

诡计识破 x 3

加速修补城墙 x 3

鸣金收兵 x 3

售卖宝物 x 3

广布太平道 x 3

调虎离山 x 3

美人计 x 3

绕道袭 x 3

万石弓 x 1

方天画戟 x 2

青龙偃月刀 x 1

丈八蛇矛 x 2

青釭剑 x 2

Since there are too much repair cards, I removed the blue and red ones and focus on the green and yellow repair cards. More weapon cards are added as I have problem using ~~售卖宝物~~. Generals were reduced to one overall through the process of trial and error and only maintain the effective generals while the rest are reduced by 1.

This process can take as fast as 1 hour for experienced players and as slow as 1 to 2 weeks to complete when you are learning the game. The hard part is step 4 of fine-tuning your deck. Do ask the more advanced player to give you their opinions on forming a better deck

So what do you need to remember after reading all these?

Simple. What is after ABC?

Yes. The rule of CDEF!!!

**C** omplementary Abilities  
**D** eck Strategy  
**E** conomy of cards  
**F** inetune your deck

Play and play. This is the only way to get more experience and form a better deck!

Good luck and all the best. Hope to see you as my opponent soon!

**" It takes 5 mins to learn, but a lifetime to master..."**

*Written by: Kobe (JUNE 2009). In Deck Construction*

---

---