

Tacullu deck build (Benders)

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Many people do not enjoy playing against Tacullu and his Benders due to the amounts of tricks that mess with your deck. However, that does not mean playing as Tacullu is easy. Play too passively and you will get overrun by champions or you will end up with a coin flip game with two summoner's facing off till end game. Play too offensively and he will die. Key to playing him in my opinion is drawing out enough of a reaction out of your opponent that you can take advantage of your 'tricks' (or just winning outright by assassination of course). This guide will go more into depth how to do that; but it won't include mercenary units yet. Oh and this game I'm talking about is Summoner Wars (by Plaid Hat Games). It's available on android / iOS / Vassal.

Basic idea

In essence the Benders are about countering what the opponent is doing. Some examples: Commons attacking you are countered by Mind Control & Deceiver; events by Mimic and champions by Counter Summon and Mind Witches. An opponent that's aware of this will try to play around these. Which, if you don't apply any pressure yourself, will leave you with still a pretty strong faction by itself, but a much harder game to win. So how to play? I'd recommend matching your opponent's moves. If he plays very aggressively, you pretty much have to go defensive and burn enough magic to survive.

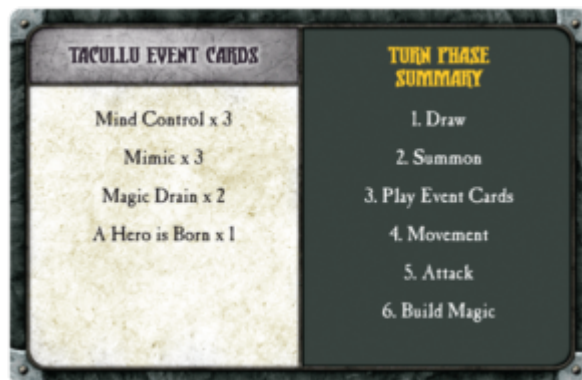


Against a very defensive opponent however, you can afford to start taking out his walls or pressuring him to force him to respond. Other advantages the Benders have are their high attack dice, almost all ranged units and hugely effective abilities. Their main weakness is their low life, so trading units one for one is one thing Benders don't like and keeping Tacullu from being assassinated is something to always keep in mind. They are not too draw dependent due to having both three Mimic's and three Mind Control's. Champions and Commons are somewhat expensive for their health, but magic often isn't something a Bender player will lack. Overall, competitively, I'd say the Benders are one of the

best factions around.

Deck build (18 / 25 magic for the champions / commons)

- 1 Sorgwen
- 1 Gwalark (anti-turtler/repositioning)
- 1 Kalal
- 5 Deceiver (2 initially)
- 6 Controller (2 initially)
- 4 Mind Witch
- 3 Breaker



Sorgwen is easily the best Benders champion as her ability is almost always very useful against pretty much anything. In second position I included Gwalark, mostly because he's perfect at dealing with turtling enemies and can reposition your units. For the last champion slot I'm torn between Gulldune and Kalal. Right now I've included Kalal because his extra attack dice is very useful against tougher units and because I generally get enough magic to make use of him. There are some factions against which Gulldune is better though. Talu & Kalu I don't really like. Mostly because you're not getting any potentially devastating special abilities out of them and they cost two slots (they do allow you to summon more commons though).

In terms of commons I feel the Parasite's are basically excess baggage. All other commons are tremendously useful situationally. Breaker's I've included the least of as you generally don't summon more than 1 or 2 due to their huge impact and low attack dice. Mind Witches are incredible, but not as useful against every



faction. Controllers and Deceivers finally are almost always useful to include and I regularly cannibalize the initial one's on the field so I need some backup one's in the deck.

Some tactic and combo suggestions:

- Forcing your opponent to summon more commons by being aggressive with your initial commons / Tacullu can be a good tactic. Especially as this can set it up

for Magic Drain / Deceiver & Breaker combo's and Mind Control.

- Keep watch of how many commons you have of each type left. Against some factions you might want to hold that last Mind Witch, Controller or Deceiver in your hand to use.
- Watch out for analysis paralysis. The amount of options the Benders can have with how their units interact (especially the Minds Witch) is uncanny.
- Assassination combo's can often present themselves. Don't give into temptation and go for every combo. Weigh its advantages versus how much magic it will cost you and at how much of a disadvantage it will place you.
- Playing multiple events in a row can be devastating with the Benders.
- Playing walls in the third row instead of the fourth can be very good. No mêlée common will be able to hit it without risking mind control and it gives you a bit more of a defensive posture.

Playing the faction

Against any faction with catch up events you'll want to prioritize having either fewer or the same number of units. This is because if they can't play their catch up event immediately they'll be forced to build it or risk the chance of you stealing it from them with Mimic. Especially if you draw your own Magic Drain. I'd recommend one or two of the deceiver's as they are cheapest. Another thing to remember is to build enough magic at the start. You are weak against everything if you can't respond with a counter summon or summon something yourself. I like using my initial units to draw out aggression / extra summons by hitting their walls or their units from range. Sorgwyn and Kalal are great champions to aim for early (and if you summon one of these first against a catch up event faction, you'd better be aggressive). Mind Control can be a double-edged sword as it does give you more units. Place walls to protect against assassination attempts, while still allowing yourself maneuvering room / good summoning spots.

How you move towards the mid game depends heavily on your draw / their draw / their play. If you get Sorgwen early you can often throw seven dice at a target with one extra controller. If there are still catch up events around you can have Tacullu and just a champion on the board, unless the opponent is being pretty aggressive







with his units. Aggression often involves using Deceivers, Controllers or a champion to set up advantageous situations or to do good trade's. So don't be afraid to summon some commons where necessary. You'll generally have enough magic. Another thing to watch out for in this stage is deck pacing. If they go through their deck pretty fast, you'll have to match somewhat or risk being overwhelmed by multiple champions at once. Also, remember that you can counter summon enemy champions more efficiently then they summon them.


A Benders end game ideally involves your opponent decking out while you still have a bunch of units and magic. You can then go and mop up his summoner. This does need some planning ahead so you don't just have magic and no units left. One on one your summoner will lose against most other summoners. A similar problem occurs if both sides only have champions left; Benders champions don't fare too well against many other champions one on one. A more aggressive end game can involve you having a huge magic advantage early on and simply charging in with a few units and assassinating the opponent. This works in example if they are building magic slowly to outlast your Mimic's. Remember to counter summon a stronger champion as that can be much better than summoning one yourself (Jacob Eldwyn in example).

Match up analysis

I've played some Benders versus Benders match up's. Those were rather crazy as you're continually out guessing your opponent and both sides can pull off crazy combo's at pretty much a moment's notice. I wouldn't recommend those ;). Against any faction that's combo or catch up event heavy you're in great shape. In general, make sure you can defend yourself as any faction that won't attack you fast and hard will lose. Deep Dwarves and The Filth being exceptions as they can out turtle a Bender.

First summoner specific cards

Card	Deck	Notes
	Base	His ability effectively gives the benders a fourth attack (that costs magic to perform). However, it's generally magic efficient as it also costs the opposing summoner the one magic from the card he summoned. So counter summoning cheap or zero cost units is very efficient. You don't get the magic though, so if you can kill the unit instead that's preferable. An interesting tactic can be to kill one unit in a line then counter summon the second. His ability also allows you to take a bit more risk as you can counter summon if you get pressured / fail an attack.
	Base (x3)	This event is pretty much what defines the Benders as a faction. It's insanely powerful as it forces your enemy to either use / build their events immediately or get them used against them. And even if you don't get to steal an event, you get to see what he's got in his hand. Being able to steal events is especially powerful against factions that really thrive if they can get combo's off. Try to hold on to Mimic's for when it seems most useful for him / her to have multiple events. Note: Crazy effective against factions with catch up events.
	Base (x3)	You can basically take control of your opponent's unit for the same magic cost as he paid for it summoning it (event card versus his use of the unit card). However, you gain an unit and he loses an unit, so it's a big magic swing if used on a high magic common. This has the added benefit of opponent's not daring to enter your side of the battlefield so you can ping away at them with ranged units. In such a case it's fine to build these. I generally end up building at least one or two anyway.
	Base (x2)	The four magic swing event. You can combo this with Mind Control and Mimic to do stuff like: Magic Drain, Magic Drain, Mimic (get another catch up event), play that, Mind Control, Mind Control to suddenly have way more units on the board then your opponent. It's often worth killing of some of your initial units to make use of this.

Card	Deck	Notes
	Base	Pretty useful in Tacullu's deck because of Kalal and Sorgwen. If I have another champion in hand already I'll often build this to prevent hand clogging. Even if I don't I might still build it, depending on the match up.

Generic cards