

TCG Hour: Joe Speaks

Featuring Joe Hauck, Magic: The Gathering Brand Manager

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WizO_Zugran: Welcome to Wizards Presents, Joe Hauck, Magic Brand Manager, offers a glimpse at the **Nemesis** Expansion.

Joe_Hauck: Hello. How's everyone doing tonight? I'm Joe Hauck, Brand manager for the **Magic** TCG. I know all kinds of cool stuff. I can answer questions regarding Magic and tonight we are going to talk about our most recent expansion, **Nemesis**! So have any of you checked out Nemesis so far? No one has seen any of the new cards yet?

iceyMadge7864: I have, bought them yesterday. Only 2 booster packs.

guest239: What's the point of fading? I went to the prerelease tourney.

Joe_Hauck: How was the pre-release?

guest239: Pretty good, except I took myself out after the first round didn't know I could keep going, plus it was an all-day thing and I didn't want to be in a cramped hotel for 8 hours.

iceyMadge7864 : How many cards are there in **Nemesis** base set?

Joe_Hauck: 143

iceyMadge7864: In the mercenaries deck in **Nemesis** will there be new mercenaries?

Joe_Hauck: Yes! There are great mercenaries in **Nemesis**. In fact, the league deck that I'm using right now has lots of mercenaries in it.

guest239: Rathi Assassin is one of the best, dude!

JhovallRider: What do you think is the most powerful **Nemesis** Theme Deck?

Joe_Hauck: Let me see. Replicator is my favorite Theme deck. The card advantage is great.

guest239: Ah... gives you lots of lands, hmm?

Joe_Hauck: No, creatures. The Nesting Wurm, costs gg4, has trample, is 4/3. And when it comes into play you can go into your library and find up to 3 more and put them in your hand.

iceyMadge7864: I'll stick with my trusty demonic tutor. Are there new mercenaries?

Joe_Hauck: Other new mercenaries include: Belbe's Percher, a 2/2 Black Flyer for B2.

guest239: You ever seen the card "Pack Hunt"? It kicks, man!

Joe_Hauck: Yes, Pack hunt does the same thing except with any creature.

JhovallRider: When are the pros going to play on TV?

Joe_Hauck: Soon. We are working on a series with ESPN2. Hopefully shows will start airing in May.

WizO_Durst: How many cards with fading properties are you using in your league deck? Roughly speaking...

Joe_Hauck: Not Many. That's due to my colors rather than preference.

guest239: Why are there only 3 lands in *Nemesis*?

Joe_Hauck: We don't normally have a lot of lands in small set expansions.

iceyMadge7864: Is there foil cards in *Nemesis*.

Joe_Hauck: Yes there are foils in *Nemesis*.

JhovallRider: OK I ordered my guru kit in DECEMBER and it STILL hasn't come yet. When will it come?

Joe_Hauck: I don't believe that is too far off. From *Legacy* or *Destiny* Guru kit? You should be able to contact customer service and that message will get to the guru folks. At one point demand was so high we ran out. That's exciting for us but inconvenient for you.

guest239: Will there be *Nemesis* tournament packs, if ever?

Joe_Hauck: No there won't be *Nemesis* Tournament Packs. Tournament Packs are put out when we do large stand alones like MM, US or next fall's set Invasion.

iceyMadge7864: Are there any good grave yard manipulation cards in *Nemesis*?

Joe_Hauck: Let me think... Not that I can think of off the top of my head.

guest239: Right, like Feldon's Cane, Thran Foundry, or Yawgmoth's Will.

JhovallRider: Ok if I buy *Urzas* destiny boosters, what are my chances of getting Masticore, thorn elemental or covetous dragon?

Joe_Hauck: I believe that there are about 40 or so different rares in *Destiny* so your chances are about 1 in 40.

Joe_Hauck: There's a lot more library manipulation than graveyard manipulation.

Joe_Hauck: What else do you folks want to know about *Nemesis*?

iceyMadge7864: Are there any good new counters in *Nemesis*?

Joe_Hauck: Some.

guest239: What's the point of Fading?

WizO_Durst: With only 143 cards to the set, *Nemesis* is probably best played to support another set, correct? An all *Nemesis* deck wouldn't be very effective?

Joe_Hauck: That's correct Durst. Fading gives you more options with a penalty involved for example Blastoderm it's 5/5 Green can't be targeted by spells or abilities and costs gg2. It has Fading 3, which means you'll attack 3 times with it but with Revive you can cast it again. Other fading cards like Ancient Hydra mix a big creature 5/1 with the ability to remove counters to do direct damage.

guest242: Does *Nemesis* suck?

Joe_Hauck: 242, honestly, I think it is a good set right now with MM and NE the limited environment is one of the most exciting environments to play in. The colors are the most balanced they have ever been there are many creatures that have multi purposes and the strategic choices are very numerous.

guest239: What are the odds of getting a foil card in a *Nemesis* pack?

Joe_Hauck: Foil cards are still at approximately 1 in 100 cards or 6.6 packs I believe.

guest239: Is *Nemesis* an all-new set or did some cards appear in earlier sets as well?

Joe_Hauck: It is all new. There are some cards that have new twists. Laccoliths are new, like Fog Patch. Fog says basically creatures do not deal combat damage Fog Patch says creatures become blocked which helps some creatures like Laccoliths who can opt to redirect their damage if they become blocked.

guest239: Free tip: You can enchant an enemy creature with Laccolith Rig, then block it with a weak creature. You can choose to have the enchanted creature redirect damage to either itself or another enemy creature while keeping your blocker alive. Pretty cool, huh?

Joe_Hauck: That is a really cool trick.

guest245: Does *Nemesis* offer any good enchantments and creatures that are green if so what are they and what do they do?

Joe_Hauck: Yes!!! Let's see . . . The aforementioned Blastoderm is great 5/5, can't be targeted, Fading 3 for GG2.

Wacked: What would you say is the best card in *Nemesis*?

Joe_Hauck: Best card . . . Let me think. Depends. Limited maybe Blinding Angel 2/4 Flying, opponent can't attack the turn after she successfully deals damage to player for WW3. For Constructed creature based decks Blastoderm is great Saproling Cluster will be in a lot of decks.

Wacked: Are there any good direct damage cards?

Joe_Hauck: Seal of Fire. It's an enchantment that you can sacrifice to do 2 damage to target creature, or player so once it's in play it can't be countered. It's like shock once it's on the table Shock can be countered any time you try to use it this only has on op to be countered, when you first put it into play.

Wacked: Weak compared to others. No offence.

Joe_Hauck: Rupture for r2, sac a creature and do that much damage to each creature without flying.

Wacked: Well, Keep up the good work **MTG** is a great game.

Joe_Hauck: Thank you.

WizO_Durst: Hmm, well, any final comments, Joe? :)

Joe_Hauck: **Nemesis** and *Mercadian Masques* has been the most fun league/sealed deck environment I've had I think since ever. People should definitely try to go play in limited formats with the new cards. I think they'll be very happy too. I hope everyone had a good time and until next time stay safe.

WizO_Durst: will be getting his first box of **Nemesis** cards this weekend.

WizO_Durst: Thanks very much for your time, Joe. :)