

Overview

Blizzard has been moving Hunter into a late-game value class, and SOU is no exception. 3 of their cards are removal cards that can't go face, two cards are Card Generation cards, three are combo cards that are real powerful if you hit the combo, and one is a constructed combo breaker card with no relevance to Arena. In addition, a lot of powerful removal cards from past sets (Candleshot, Baited Arrow, Flanking Strike, Crushing Walls) are all rotating back in, and while a card like Walls may not be in the meta due to being over-bucketed and Epic, between Hunter's Pack and other Discover options it will still be relevant.

The Hunter style will be very much about board control and mitigating what your opponent can do. Hunter's Mark is obviously real good for big taunts, there's plenty of pings around to combo with a Mark or deal with a Reborn (also, Overkill on Baited Arrow), and while there's a lot of minion healing, there's no face healing in the set. A Hunter built on keeping pace with the opponent, getting tempo advantages out of their premium cards, and whittling the opponent down with the hero power while having enough stuff to hold them off certainly looks like a viable option for SOU.

Cards

Hunter's Pack (1-): Obviously an insane card. Weapons are always good, although late-game a Candleshot or Hatchet become less good, secrets are good when generated, and most Hunter beasts are good. So we're talking 3 real good cards, for 3 mana, which is great. The one question, which I've raised with a lot of Hunter cards, is how much does Hunter favor the long-game? Is this card going to be better than, say, a Bow on curve or a Highmane on 6, no matter how much potential value you get out of it? Insane card, but really one you only want one, maybe two of so you don't have to play this in the early game cause you got nothing else. Although, if you take multiples of these, it does let you go a lot quicker curve-wise because you will have refill in your deck.

Pressure Plate (5-): So this basically kills anything played, if your opponent plays a spell. You might be able to engineer weird board states with tokens, although that'll be harder with the metas coming in, but this is almost always going to hit above its cost in what it removes. The big problem is, triggering it. You get Spells, but you rarely want to play them in the early game. So you could potentially waste 2 mana doing nothing, which is the ultimate problem of quite a few Hunter secrets. Think about Cat Trick, which basically gives you a 3 mana minion (Jungle Panther) instead of a 3 mana spell (Deadly Shot), and it's in the 6th bucket, and its winrate isn't all that high. Potentially powerful card, got a feeling people will overrate it.

Desert Spear (2+): The most underlooked aspect of this so far (from the main subreddit) is the ability to split your damage, as that makes it much better than a 2/3 weapon. Plus, Reborn, so either the Spear or the Locust both work well to finish off small stuff. Then when you consider Razormaw is in the meta, and that you've got a Poisonous/Attack target for the Razormaw with

this, you got a real strong control card. Only being able to deal 2 damage on T3 hinders this card, but still a real strong card.

Ramkahen Wildtamer (1-): AKA 3 mana 4/3 draw a card. This is another value card for Hunter, in probably the best beast meta possible for Hunter, and at its absolute worst it's a 4/3 on 3 which is a good statline. Compare this to Blink Fox, which is more reliable and a higher Bullshit Effect chance, but giving up an attack. Plus, you could just hit double Highmane or Webweaver and make your 2nd Webweaver a 1 mana 5/5. Not a sexy card, but one I think is going to go heavily under the radar for how good it can be.

Hyena Alpha (6+): So, on the plus side, Hunter secrets tend to stay up longer, so playing a secret on 2 might last long enough to trigger this. On the other hand, you really don't want to play a secret on 2. More likely is that it's a 6 mana play comboed with a secret, which is still real strong. Where this could be real useful is with the Hunter's Pack as that'll give you secrets to hoard to combo with this. The effect is powerful if you can get it off, but it's way too hard to get off reliably on 4, which hinders how good this could be.

Swarm of Locusts (3+): Removal is always fine, and UTH's power came from being a targeted removal in addition to its ability to go face. At 6 mana, I feel this is a fair, strong, but fair removal for Hunter, which can also leave stuff on the board as a 6-drop by itself, and there's the obvious Hyena synergy with this, as well as other Cult Master-esq effects. Compared to the top-end of Hunter cards, I wouldn't say it's on that level, but it's certainly a strong card to have.

Scarlet Webweaver (3+): With Ungoro back, there's going to be a lot of sizeable beasts for this to hit. Realistically, even if it hits even a 2-drop beast, you're tempoing out 15 stats for 6 mana, which is a huge value. Playing this + Highmane on T7 pretty much locks up the game for you. Since it only requires a beast in hand, and Ungoro has a lot of beasts, and you will be drafting beasts, this will be easy to go off, and the massive tempo swing this can cause will win you games outright. The only sad thing is that it's not enough of a discount to play this and the mighty Ultrasaur in one turn, without the coin.

Wild Bloodstinger (7+): Poisonous minions ruin this. As seen with Swamp King Dread, giving your opponent's cards rush into your minion is not a beneficial thing, even when you have giant stats. With this, while you eat a card from their hand, that's not how Hunters win games, even now, and paying 6 mana to potentially lose your card for nothing (any of the various poisonous minions, giant minions), and possibly develop your opponent's board for them, is a horrible effect. This is a lot better than, for example, Duel! in Paladin, and the card is not undraftable because these are just the 10% of edge scenarios, but that 10% more than makes up for the rest of the time when it's just an average card on Curve.

Dinotamer Brann (1-/82): King Krush is awesome. King Krush for 2 less mana is real awesome. King Krush for 2 less mana with an additional 2/4 that you might be able to bounce back to your hand to summon another Krush is Super Super Awesome. The Highlander effect

is a little dangerous, but this is certainly a card you want to justify a Highlander deck around. Better than Krush with no limitations, I wouldn't say as good, but right on that tier.