

Overview of Purple

Purple is the king of tempo plays (I mean, our theme is all about time, what did you expect?). Most of our cards are either about trading off Tempo now for value later (e.g. [Plasmodium](#)), or for trading value for Tempo now ([Undo](#), [Origin Story](#)). Knowing this, we need to know when to hold back, and when to strike.

Our early game is very weak offensively (it's debatable, whether or not Blue/Purple has the least pressure in the early game), and to do anything powerful we need Tech 2. Thankfully, our early game is very good at stalling and delaying the board. This does not mean sit back and let both sides build up, as most other colours can take advantage of this better than us, but instead means to keep picking off key units/heros on your opponent's side. If we get to tech 2 with both players having an empty board, we have done our job well.

Ratings

Note most of these ratings assume Battlesuits is in play/will be in play shortly, rating in brackets is for those rare games where you can't play it/it gets trashed (Yes, it is that good).

S - Best card available, needs a strong reason to not be played.

A - Strong card to play, hard to go wrong with this.

B - Good card to play, there may be many situations where this can be bad however

C - Average play, you really want better than this

D - This is probably going to cost you resources over your opponent, only used in a real pinch.

E - Quite likely to cost you the game.

Note look at the matchup specific adjustments as well for any rating, as these change certain cards massively.

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Starting Deck

As with all starting decks, these cards quickly get outclassed by tech 1 (and if you have tech 2, these are basically chump blockers only) Rating apply to the beginning of the game only (turn 1-3).

Unlike most starting decks however, ours provides a host of value late game. Our units provide value even in the tech 1 stage, so don't be worried about playing them later on.

In the first few turns, we are generally looking to sacrifice tempo to get a lot of value later. just playing units will lead to opponents boards eating our own, and we will be struggling later on.

[Battle Suits](#) - S

This is a good reason to play purple. It thins our deck, boots most of the units we care about, and is an early game play that can't be easily offset. Playing just this T1 is fine, we don't mind the small amount of base damage.

[Neo Plexus](#) - Tech 0 - B (C)

A good filler when we don't have [Fading Argonaut](#) and need a chump blocker, feel free to worker it if there is nothing else better.

[Plasmodium](#) - B

This card changes from an S play to a D depending on the matchup. Knowing how/when to use this is very important. See the specific match up thread for when to play this.

[Nullcraft](#) - B

A good play to chump block a tech 2 flyer, or to pick off weak units/heros in the back line. Otherwise avoid.

[Fading Argonaut](#) - A (B)

A 3/3 for 2 with a small upside. Fading argo is basically a broken tech 0, so abuse it while you can. Remember that a broken tech 0 is only an okay tech 1 unit.

[Tinkerer](#) - D

Unless you are going tech 2 Past engine, this is worthless and impossible to protect early game. Normally even in tech 2 Past it is an auto worker, we can't rely on our units living on at this point.

[Hardened Mox](#) - A (C)

An A P1 T1 play, and its value falls off surprisingly slowly if you don't play it T1/2. Rule of thumb, it loses a rating for each turn after T1.

[Time Spiral](#) - D

Keep around if you play Plasmodium T1/2, as the ability to get him into play a turn early can be disastrous for our opponents. It can be nice for tech 2 Past, otherwise autoworker, and even in one of these situations, it makes a better worker then most of our starting cards. Can effectively be used as a 1 damage ping with Tricycloids if it manages to stick around in your deck for that long.

[Temporal Research](#) - C

Good in a pinch to dig for that card you need, and very good if you're going for a forecast heavy deck. Very easy to draw 2 with this, and don't play if you're only drawing 1.

[Forgotten Fighter](#) - E

Generally gold inefficient against tech 0 units (no one plays 3 cost tech 0 units against purple, we have [Stewardess of the Undone](#)), and the only tech 1 it hits is [Tiny Basilisk](#). Given we don't like to play hero's early on and we don't have the pressure to exploit this on turns 1-3, this turns into a 2 gold and a card for 2 gold of our opponents. Auto Worker, unless a very specific matchup calls for it. Can be used against Blue start if the opponent makes a mistake and patrols their aven.

Basic Early game Plan (Turns 1-3)

Most colours are pretty similar in that they like to play 2 cards and a hero over the first 2 turns. Given we have no 1 drops, our spells aren't combat oriented, and none of our heroes have great combat stats/levels, We can't apply pressure with Hero + Unit as player 1. As we can't bank up cards as we can gold, we still want to play cards each turn, but we want the effects to come into play later, or be very hard to deal with.

This is why we want to trade tempo now for value later, as we can't make effective use of tempo at this point in time. Mox / [Battle Suits](#) / [Nullcraft](#) are all very difficult for opponents to deal with and can slowly accrue large amounts of value, while [Plasmodium](#) means that when we want to push later on, we have a 4/4 that we paid for with our earlier cards. We do need units on the ground to protect our tech 1 building, which is where [Fading Argonaut](#) and [Neo Plexus](#) come in.

We want to avoid playing a hero in these turns, as giving our opponent tempo with the hero levels generally leads to us losing too much of our board, but we do have access to some of the best card draw in the game, so going down on cards early is much less of an issue for us than other colours.

Therefore Ideally we want to play 1 card on turn 1, and 2 Cards on turn 2, from the following list:

Mox, [Battle Suits](#), [Nullcraft](#), [Fading Argonaut](#) ([Plasmodium](#)/[Neo Plexus](#) matchup specific).

Workers are ideally 2 of [Forgotten Fighter](#), [Time Spiral](#), [Tinkerer](#). [Plasmodium](#)/[Neo Plexus](#) are also good in most matchups.

Expect frequently to go from "How do I stay alive!?" to "I have complete control over this board" over one turn as purple (and vice-versa)

Hero's + Spells

[Prynn Pasternaak](#) - Past

[Prynn](#) is a situational hero, Her Levels and starting stats prevent her from being a main combat hero, and her spells are good but all have niche situations. Don't expect her midband to trigger often, as it only works on her dying to a fading during the upkeep, and leaving her at 1 rune leaves a big target on her during your opponent's turn. Plus you normally have trashed units you would prefer to avoid giving back to your opponent. Finally, it is worth noting that she can also flicker your own units, but you normally have much cheaper means of doing this.

She is however, very good at making your opponents make suboptimal plays from the threat she presents (even in the command zone), so keeping that threat alive early game is another reason we don't play heros.

[Vortoss Emblem](#) - D

Normally a trap card. Can be used in two match-ups: 1) In a base race to prevent burn spells targeting your base (but many of these can multi target, or can't target units) or 2) against green to stop them buffing their own units (normally you are better off just killing their units then wasting a tech + a card on this). Situationally good against Doom Grasp / in conjunction with mass card draw, but even then the cost of a tech slot is hard to justify. Use Now! for popping illusions as the 1 gold is rarely the difference, and the flexibility Now! provides is much larger

[Undo](#) - D

This really costs 5, as you're unlikely to have played [Prynn](#) before this. Therefore, there are very few units played that make this break even, as people don't play large units against purple(because of max [Prynn](#)/this), and you also end up a card down. Also given that max [Prynn](#) is just 2 gold more, finding the time to tech this is very hard.

[Origin Story](#) - C

This has similar problems to [Und](#), but its saving grace is that [Prynn](#) can't trash hero's on her own, and some hero max bands will just win the game. Ideally we deal with max hero's with our units, but if it's early enough, then [Origin Story](#) is a good option. Be aware however, that we are generally spending more resources than our opponent is with this, (3 for origin + 2 for [Prynn](#), + 2 free levels when [Prynn](#) dies, + we don't get 2 levels for killing the hero), but it is still often better than leaving some hero's maxed (e.g. Drakk/[Setsuki](#)/Oni/Rook)

[Rewind](#) - Ultimate - C

12 Gold is a lot to have in a turn, and if [Prynn](#) lived from the turn before, we probably don't need this. Useful in a desperate situation, but be prepared for the unit flood after this. Useful in a pinch, but rarely enough.

Max Geiger - Present

Geiger is the bread and butter hero for purple. With a good level curve, good generic spells, and a max band which works with most units, he is your go to hero. His max band is flexible at all tech levels, it can give a unit pseudo readiness, healing it, and give you an extra Enter play trigger (use with Stewardess of the Undone to pop more tokens, Tricycloid for more time runes, etc.)

Temporal Distortion - A

For 2 gold and no card (it effectively replaces itself), we get the best unit in our codex of that tech level, for this situation. Plus we can replay the original if we have enough gold. This is why we normally only tech 1 of cards like Hyperion/Tricycloid, as getting the second the same turn, is normally such an overwhelming amount of pressure that our opponents defences just crumble. Generally only tech 1 as the requirement of having a unit already on the field, and the limited number of good targets in our codex restricts how often we can play this. Remember this hits any spec in our codex, but I would recommend sticking to only two, so you can play the units when they die with a tech lab. Ideal targets are Hyperion/Tricycloids/Hives (with no/few stingers left). Don't tech if you're not running at least 2 targets in your deck.

Now! - B

1 gold haste. Works well with Tricycloids, allowing you to attack for 6 before spending their runes. Void Stars are just nasty when hasted and your opponent is not expecting flying overpower. Just be careful if you don't have a card draw engine set up, as the card cost can start to catch up to you if you're not careful. 2 of these allow you to be constantly a threat, which in turn forces your opponent to patrol more instead of attacking, which keeps you safe.

Ready or Not - c

The two parts of this spell work against each other. If your opponent has a large amount of creatures that just attacked you, you probably don't have many units alive to attack with, and given we can Max Geiger for the same cost at any time, we don't really want to spend a tech on such a situational card. Can be useful to setup massive damage with a void star if the opponent lacks good answers to flyers

Research & Development - Ultimate - B

If we have a nice cheap deck (forecast/fading units, Now!s, Seers etc) then this is great. 5 cards for 2 gold is a wonderful refill. Even if we have a more expensive deck of Xenostalkers/Voidstars, allowing you to refill is most definitely worth it. With a Tech 2 Present deck, we normally have too much card draw with Hyperions to need this. Given how often we like to max Geiger anyway, we are more than likely to have the ability to use this quite commonly. 2 is usually overkill though.

Vir Garbarean - Future

Vir is our secondary combat hero, and who we turn to when we want to guarantee what we draw and when. Vir allows us to much more consistently pair combo pieces together, and fix our draw while also providing some very powerful (but situational) spells. His Ultimate is normally game winning, if you can survive the 3(ish) turns after a spending 6 gold on nothing,

Promise of Payment - D (A if built around)

Don't tech this blindly, you need a specific build to make this work well. Its main uses are either in one turn kills, where the gold payment doesn't matter, or in overwhelming tempo plays. In Mono-purple it has use as one of your last techs in Tech 2 Present, to allow you to replay that Hyperion you just bounced with Temporal Distortion for 3 - 4 Hyperions attack in a single turn (If they still have tech building standing after this, you've been doing something wrong, and you probably had cards to spare).

Unphase - D

It's hard to recommend this in mono-purple. Future and Past both have good fliers to hit backlines, and Present should have the punching power to push through. In a pinch you also have Pryns max band to remove troublesome units. For this to actually have enough value for you to play you really need to use both the offensive and defensive aspects, but if you have units attacking as purple, then you don't need the defensive unattackable, and visa versa

Assimilate - N/A

One of the main reasons to splash Future as your third spec, this shuts down Tech 2 plans around Building/Upgrades (like Might of Leaf and Claw in Growth, or Flagstone Garrison in Peace). Most of the time you don't need to spec this as the threat of you taking their key techs. However, note that at 3 gold + a hero likely to die, it is a very expensive piece of "removal" (stealing). If you use it against a tech 0 upgrade/building, the tempo loss can be very hard to recover from. I generally view this as a worse Nature Reclaims, it costs more, doesn't remove itself from you deck after you've used it (and if they can destroy their own upgrade/building you have to keep drawing it at the right time). The only upside is that if you have teched in such a way to make use of their upgrade/building, then it might be valuable (if you steal a charged Might of Leaf and Claw, it is DEFINITELY valuable).

Tech 1 Units

As you can make use of all of these in a game, I am going to order them in frequency of use. It is important to note that these ratings are also assuming you are following the early game play laid out earlier in this guide. **Importantly the ratings below assume that you have played or will play Battle Suits**, and that if you are Player two, you have floated 1 gold from turn 2. (Player 1 needs to float this gold on Turn 3)

Generic Tech 1 Units

Stewardess of the Undone - A

One of the defining cards in Past. If not played around can win you the game on the spot, and allows the tempo play style of purple to work. Teching 1-2 of these as your first techs is rarely bad, especially if playing against a token deck. Be aware however that teching 2 to guarantee the early drop can lead to problems later in the game, where your opponent isn't blocking with Tech 0 anymore a 3/3 for 3 is not gold-efficient.

Argonaut - B

A 4/4 with readiness for 3 is great at the tech 1 stage. This should be your generic tech 1 unit (1 Argonaut and 1 Stewardess as your first tech gives you good options in the next few turns).

Sentry - C

The last unit not used in specific matchups or builds, it fills an important role in your only real defence against air before tech 2, but the weak stats (3/2 for 2) and worthless ability (I have never seen this trigger, let alone actually provide value) make a poor argument for teching it. However, it does only cost 2, so if you are not floating a gold Turn 2 as Player 2, your other generic tech 1 units costs 3, and hence do not allow you to build a tech 2 on turn 3 when you hit 8 workers. Outside of this use however, do not tech, you have better options available. (Expect this to change if they ever print strong tech 1 fliers)

Build Specific Tech 1 units

Seer - B

A 3/1 for 1 is very nice. After the first few turns it is very likely to trade up and be a very annoying body, but even purple's great card draw can't support you playing 3/1 for 1 unless you are making use of the arrives: ability. It is best to think of this as a Time spiral that doesn't require a hero, and gives you a body for free, rather than the reverse. Tech them when going for Rememberers or a Forecast unit spam otherwise they won't be card efficient

late game. As a side benefit they can be used to help Prynn trash two units, but this alone is not worth the tech slot.

Knight of the Conclave - B- (E if not built around)

A 5/4 for 0 seems really good, but if you actually wait 3 turns for this to arrive, and then another for it to attack, then you just lost the game. This needs a lot of support to make it work and only works in that build. The game plan is this, Tech 2 Knights of the Conclave as your first techs, and your first plays should include one of, if not both Fading Argonaut or Plasmodium (imo, a better KotC, but you need more than 1). You are aiming for 10 time runes so that Temporal Research draws you 3 cards to replace the 2 you just spent on no board presence. This should also rapidly draw you into the seers you teched next to get them into play quickly. Make sure to have a plan after this however, as this advantage can easily slip away. See Predict and Develop for an idea of this.

Matchup Specific Tech 1 Units

Gilded Glaxx - B-

With the same stats as an Argonaut, you are going to want his ability to matter, otherwise Argonaut is strictly better. Mainly used against the black starter, where Sacrifice the Weak is painful, or if you're planning on using Rewind. Can also be useful when combined with Demonology, as Vandy's max band won't kill the Glaxx, and combos well with Soul stone.

Game Plans (Win Conditions)

These are the combinations of units/spells that are aiming to overwhelm your opponent and actually finish the game. Fortunately, each spec has far more than just one of these, and most of these have the same common start, so you can adapt and change up until your first techs go in. I'll be suggesting the turn you start teching cards, but depending on the board state in your game, you may have to delay them a turn (noticeably against a Red player going for a base race). Turns are suggested in the order P1/P2 (if different). Any Tech option with a ??? doesn't matter, and is a space for you to tech answers to your opponents game plans. Play around with these slots, as knowing what answers are needed (and almost more importantly, when) is one the parts of Codex that will take the most time to get used to. Techs are referenced by the turn they enter your discard pile (so your first techs are Turn 2, second - T3 etc)

Hyperion Rushdown.

Tech 2 (Present) - T4/T3

No Addon

Techs (starting T3)

- Hyperion + Tricycloid
- Now! + Temporal Distortion
- Now! + ???

Plan -

Hyperions, into more Hyperions. Unfortunately with only 2 Hyperions in our Codex, we also make use of Tricycloids (which can be more dangerous, just less card efficient), which allows us to deal with lots of small body spam. We only tech one of each so that Temporal Distortion can grab the other when we need it for a large tempo swing. The two Now!s are for the Tricycloids, swinging for 6 attack before pinging 3 times is very strong. The aim is to end the game at the Tech 2 stage, and with Temporal Distortion and Geiger's Max band flicker, our main defence is that our opponents should not have a board, and ideally, no tech buildings.

Weaknesses -

Large units. If we can't attack, then bounce/flicker our units, we lose a lot of value, so anything with 5+ attack is bad. Thankfully, most of the time Prynn can trash them to save the day, but if you know your opponent loves their large units, tech an Undo in there. In the same vein is deathtouch, there is little worse than sending your hyperion into a tiny Basilisk and watching it die.

Finally be careful of a Peace/Past Engine, as their units aren't small enough for a Tricycloid to ping them all down, and they can throw them out faster than you can Hyperions. You need to be fast to stop them setting up, otherwise you will be overrun. Any Garrison/Rememberer must die immediately.

Death from Above

Tech 2 (Future) - T4

No Add-on

Techs (Starting T3)

- Void Star + Now!
- Void Star + Xenostalker
- Now! + Xenostalker

Plan -

Flying Overpower is insane.

Archons (Power Overwhelming)

Tech 2 (Past) - T4

No Add-on

Techs (Starting T2)

- Seer x2 / Seer + Stewardess
- T3 Rememberer + Origin Story/ Other Seer
- T4 Golgort / Rememberer / Origin Story
- T5 Golgort / Shimmer Ray + Ebbflow Archon

Plan -

Stall the board and keep your tech buildings safe. Rush to tech 3, using Seers + Rememberers to pull blockers out of the deck (either Golgort for opposing land units, or Shimmer Ray for Flying). Use Prynn / Stewardess to peel opposing units away and stymie tempo.

Predict and Develop

- KotC x2
- Seer x2
- Research and Development / [Origin Story / Now! / Stewardess]
- Now! / Flex spot

The aim here is to overwhelm with cheap aggressive units. Seers do great on attack with battle suits (3 attack!), while KotC both threaten Tech buildings with its 5 attack and are hard for many specs to clear. Plasmodium, Fargo and Battlesuits are high priority plays in the first few turns. You want to TR on T3/T4 to refill (ideally drawing 3 cards. Prynn (4), 1 or 2 KotC(3), Fargo (1 / 2) and Plasmodium (1 / 2) should make this readily achievable. Keeping heroes safe here is paramount, as having to spend 2 gold to resummon for TR (as well as donating 2 levels) will quickly remove the gold advantage we want to be building. A hero's

hall to us both Gieger and Prynn can be useful. Origin stories against strong hero decks to keep tempo high (White/Black) and Stewardess against colours with tokens (Green/Blue) or weak T1 plays (White). R&D should allow both Seers and Now! every turn, and can power out extreme card advantage. [See this forum game for an example of how this can work.](#)

Matchup Specific Information.

Vs Black

This matchup is hard for purple against a strong black player, because black can easily adapt a counter strategy to your strong early game plans as purple. Getting to a tech 2 strat is essential, because only there do you actually have an advantage

Grind out value until tech 2, and then use Purple's insane tech 2's to demolish the opponent. -> Black can both out-grind (Graveyard + imp / Dark Pact), or can maintain pressure (again thanks to dark pack) while keeping your tech 2 down to destroy your base.

Give up early board presence to gain tempo/control later (Plasmo + Forecast units, normally into tech 2 Past/R&D) -> Giving black this much board presence normally leads to a broken tech 1, and without a tech 1 you quickly get swarmed and killed.

Push Tempo (Nullcraft, Fargo, Stewardess) and use space to develop threats (tech 2/ Double Time) -> Black can push tempo harder and since we need Glax over Argo, we can't both defend + attack at tech 1.

To counter this, you generally need to mix and match strategies, and try and catch your opponent off guard (either that, or just push for tech 2 and get lucky with the redraw). Early heros are generally a trap for purple (they're weak combat stats, only Geiger has an aggressive level set, and black's heroes are terrifying with levels, and we just can't protect them). We want to force a tech 2 battle (black is weaker at the tech 2 stage, and neither of us has great tech 3 that we are going to push for, so the game will typically end here.)