

**Hello!** My name is Ash Fairchild. I am the original designer of the Green/White Vehicles deck that I used to qualify for RC Dallas. You may have seen this deck floating around Twitter and Magic Online. I started playing Magic when Lorwyn released and despite taking several breaks I am now highly focused on getting to the Pro Tour for the first time. I am writing this brief update today to provide you with some insight into the archetype and to provide you with an updated recommended list heading into the RCQ season.

My Twitter handle is [@AsheMorgan](#); feel free to follow me there and/or DM me if you have any questions about this guide or the deck. Alternatively, you can join the Green/White Vehicles Discord [here](#) for all the newest discussion. I have no plans on ever charging for any of my guides or written content, but if you would like you can donate funds via my Venmo: @AsheMorgan. As little as \$1 helps a ton and is greatly appreciated but never expected or required.

## Overview:

Green/White Vehicles is primarily a midrange deck that seeks to capitalize on favorable Rakdos Midrange and Mono-White Humans matchups. My original build and the direction I plan on continuing in focuses on leaning toward the aggressive side of midrange; this includes playing cards like Adeline, Resplendent Cathar and Lovestruck Beast to push through as much aggression as possible.

## Why play this instead of Red/Green vehicles?

- Playing white instead of red gives us access to sideboard cards such as Destroy Evil, Archon of Emeria, Rest in Peace, Hallowed Moonlight, and Reidane, God of the Worthy, all of which help address matchups against combo decks that are currently on the rise.
- A problematic matchup for Red/Green Vehicles has been control; Green/White Vehicles gets to address this matchup with Voice of Resurgence. This card also shines in non-control matchups; Mono-Blue Spirits is a prime example. Additionally, it provides the opportunity for opponents to make mistakes and generate at least one Elemental Token for you. The thing that people don't realize about this card is that the Elemental Token does a lot of work especially in this deck where we create a lot of creature tokens. I am more than happy to chump block my Voice at times to create the token.
- There are more individual threats in this deck than in Red/Green.

## My Updated Build:

There were a lot of considerations when updating this build. Atraxa Neoform was on the rise last month and is now an established part of the Pioneer metagame. Abzan Greasefang was also on the rise last month and now has a larger share of the online metagame. I thought about increasing the overall efficiency of the deck, but also how to best address some of the deck's potential matchups including Neoform and Greasefang. On top of everything we now have the potential of March of the Machine brews to consider and contend with. Based on all of these factors, here is my updated build:

### Creatures (29)

Adeline, Resplendent Cathar

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Adeline, Resplendent Cathar

Boon-Bringer Valkyrie

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Boon-Bringer Valkyrie

Boon-Bringer Valkyrie

Elvish Mystic

Elvish Mystic

Elvish Mystic

Elvish Mystic

Llanowar Elves

Llanowar Elves

Llanowar Elves

Llanowar Elves

Lovestruck Beast

Lovestruck Beast

Lovestruck Beast

Lovestruck Beast

Scavenging Ooze

Scavenging Ooze

Skyclave Apparition

Skyclave Apparition

Skyclave Apparition

Skyclave Apparition

Voice of Resurgence

Voice of Resurgence

Voice of Resurgence

Voice of Resurgence

### Instant (3)

Dromoka's Command

Dromoka's Command

Dromoka's Command

### Artifacts (4)

Esika's Chariot

Esika's Chariot

Esika's Chariot

Esika's Chariot

### Lands (24)

Boseiju, Who Endures

Brushland

Brushland

Brushland

Brushland

Eiganjo, Seat of the Empire

Mana Confluence

Mana Confluence

Mana Confluence

Mana Confluence

Mutavault

Mutavault

Plains

Plains

Razorverge Thicket

Razorverge Thicket

Razorverge Thicket

Razorverge Thicket

Temple Garden

Temple Garden

Temple Garden

Temple Garden

Forest Plains

### Sideboard (15)

Archon of Emeria

Archon of Emeria

Destroy Evil

Destroy Evil

Destroy Evil

Hallowed Moonlight

Hallowed Moonlight

Rest in Peace

Rest in Peace

Rest in Peace

Rest in Peace

Skysovereign, Consul Flagship

Skysovereign, Consul Flagship

Thrun, Breaker of Silence

Yasharn, Implacable Earth

Yasharn, Implacable Earth

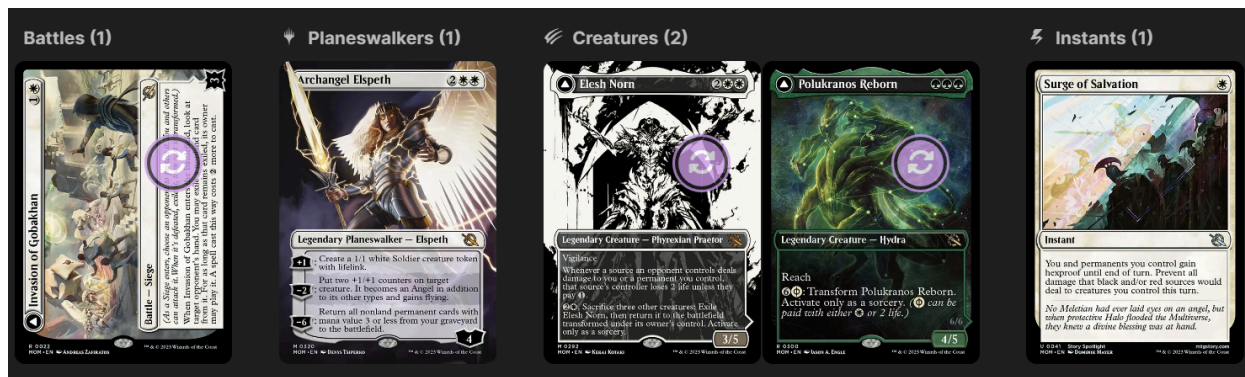
If you are having trouble seeing the decklist above, you can find it [here](#).

This updated build sees the following differences from my original build:

- **Portable Hole** has been cut from the main deck entirely at this time. There's an argument to sideboard it, however I believe the sideboard slots can be better utilized at this time.
- **Dromoka's Command** has replaced Portable Hole as it has overperformed whenever I typically brought it in. Additionally, it's a more versatile spell in those slots.
- **Skysovereign, Consul Flagship** has been trimmed by one copy and then moved to the sideboard. I've found myself sideboarding it out frequently. I've felt its impact waning in matchups like Izzet Creativity, Mono-Blue Spirits, UW Control, Atraxa Neoform, Omnath to Light, and Abzan Greasefang, all of which I expect to see more of. We can still bring it in when effective.
- I've chosen to try **Boon-Bringer Valkyrie** at this time as a new top end option. The issue with Baneslayer Angel-like cards in the past has been that they do nothing when entering the battlefield. This new iteration allows us to put a counter on Adeline, Lovestruck Beast, or Elemental Token to give them flying for the turn and potentially the reach to end the game. That creature also gets first strike, which allows Adeline or Elemental to attack through an Atraxa, and lifelink, which allows compensation with the land base modification I'll get to in a minute and allows us to come back from behind in the Greasefang matchup. On top of all the bonuses we get for a turn, we are left with a 4/4 Flying First Strike Lifelink creature that can close out games for us.
- **Werewolf Pack Leader** has been replaced by Scavenging Ooze to assist in graveyard based matchups in game one. It still provides a mana sink when you need one.
- One Lair of the Hydra has been replaced with a basic Plains. Additionally, Branchloft Pathways have been replaced with Mana Confluences. While I haven't experienced them personally, I've heard a lot from my discord server about mana issues; I think this change largely addresses that as a chokepoint on the lands seemed to be choosing a side of the pathway that largely favored your visible plan but hindered your upcoming draws.
- **Cankerblooms** have been removed from the sideboard in favor of more impactful sideboard cards. I'm a fan of Yasharn in the event Rakdos Sacrifice sees a rise in play, but it also helps against Neoform.



## Cards to Consider from March of the Machine:



- **Invasion of Gobakhan:** I'm not sure where Battles are going to fall, but I think this one should at least be considered. The time lost by attacking the battle is very relevant, as Adeline and Lovestruck Beast really want to go face. Two of our three main threats (Adeline and Elemental Token) become exponentially stronger the more creatures we play, so we frequently will be assigning more damage to this card than we really want to, or than we recover when it transforms. I think you should experiment with this card, but don't be surprised if it doesn't quite fit here.
- **Archangel Elspeth:** This one seems a bit underwhelming, but permanently jumping an Adeline or Elemental Token is very appealing. I think this is going to shine when control is on the rise/already established as a big player; we get to jump something permanent, then have it stick around to make tokens. Keep your eye on this one.
- **Elesh Norn:** I really like this card. When I first read it I imagined scenarios where it was played against me and cringed at the thought of having to either take a turn off or lose a lot of life when going wide. I think we can utilize this. We have creature generation which makes activating its ability easy, and this can help us actually force through the last bit of damage. If they don't block, great! If they block, lose two for every source of damage we're throwing at you? Definitely a high pick on my list of considerations even when including cards not from this set.
- **Polukranos Reborn:** I'm impressed by the potential this card has. We can play it on two easier than we can something like Adeline, and late game use it as a mana sink to create a threat that's very difficult to deal with. I don't believe we stop playing Adeline, but I believe we can maybe also play this too since we are now on four Mana Confluence. For now I'm on Lovestruck Beast because it's easier to cast, but you can definitely try this one out.
- **Surge of Salvation:** I don't think we need this one, but you should consider playing it if the metagame shifts in a way where you would want it. I think this shutting off Mayhem Devil is important. However, we are already favored against Rakdos Midrange, and while this has other applications since it gives you and your permanents good old hexproof regardless of what your opponent is playing, I think we would rather use the sideboard slots for other cards at this time.

## **Conclusion:**

After about a month I think that Green/White Vehicles is still well positioned in the metagame and has the tools to attack pretty much every matchup you will come across. While I am very confident in this statement it is also being written before RCQ Season 4 begins and before we see the effect of March of the Machine on Pioneer as a whole, so please keep that in mind moving forward. I would still be very confident playing this deck in a RCQ during the first couple weekends of the season. If there is a major shakeup, I will plan to address it on the Green/White Vehicles Discord server (link in the introduction).

Thanks for reading! Feel free to provide any feedback on the Discord or via DMs. I greatly appreciate it.