

Double the Soul (Budget Remix Rurouni Kenshin Series: 2)

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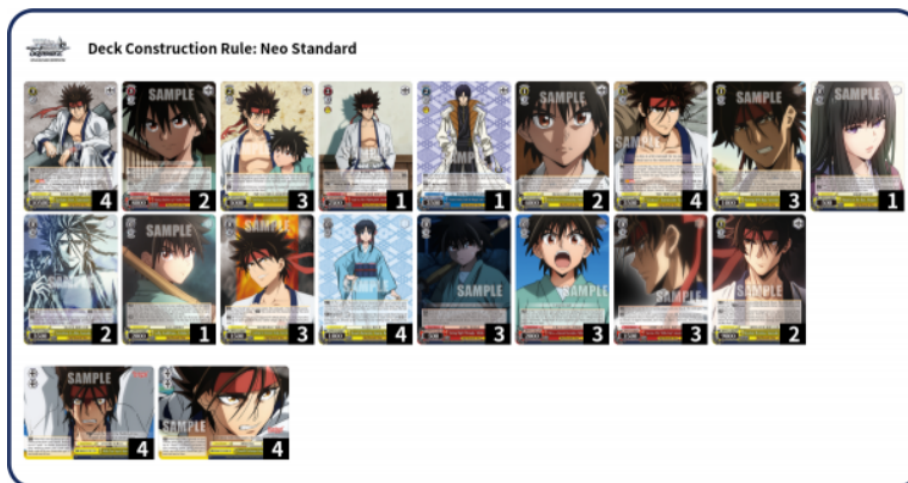
Philosophy:

Why budget decks? Some things to think about:

- You have new players in your play group. You just gave them a bunch of bulk from “X” series and they’re excited. This gives them a chance to play something with those cards immediately, even if the RRs or meta relevant Rs have to be ordered.
- Lower the playing level for an event or weekly locals to encourage growth or reset everyone’s mindset.
 - Budget decks lower the playing level and can help new players feel like they have a chance to learn and be successful in the game. Doing this when your play group has new players interested and trying out the game because they were drawn in due to an anime or game style can allow them a chance to grow until they pick or buy a more competitive set. Not every single card game player will enter the hobby and be able to access a top tier deck. This is one of many ways to grow locals. This can also flow into having free decks from your bulk to give out to new players at your own local brewed recruitment events.
 - No new players? Honestly, sometimes even us experienced players need a break from “X” set(s). One of the most fun locals we had this spring in May occurred when some of our players returned from Worlds and were jamming a few Rose decks they picked up on launch. It was nice for that one event to reset the game back a few years to a more leisurely pace. You can even burn out experienced players by jamming the same deck too much, and even over do it for yourself. Playing with the same set, but changing up even a few cards or combos can keep you familiar with key set aspects while resetting your brain before returning to your main competitive focus.
- Playtest the “WHOLE” set and take no one’s word for anything. You will often notice that in the decklists of the best repeat champions will vary by 1 to 3 cards. This is often because they’ve considered (or even tested!) cards in the set and weighed that against the meta they will encounter at the event. They know which tech cards could modify the deck to weather meta or a banlist.

Deck Code: 58UA2

<https://decklog-en.bushiroad.com/view/58UA2>



Quick Pilot Guide:

This deck is all about pushing damage and building resources towards a barrage of multi-attacks Level 3 game. This list is heavily locked behind the on-reverse Level 1 combo from the Trial Deck that can hopefully be

spammed to build up the hand to light restander Sanosuke. The deck can build a decent amount of stock, but spend it wisely to refill hand. The Megumi 0/0 assist as a tech 1 can play into your center stage middle slot 1/0 Sanosuke hand encore turning into a heal as well in this budget focused build with no early play 3/2. The 1/1 assist Yahiko also plays an important role in setting up your end game to fire off at least once! Lastly, this deck is one that can punish your opponent for sending you to Level 1 or 3 first and make a comeback, although if they're heavily compressed consider wise attack orders or siding on final attacks if the math makes sense. One thing's for certain, Sanosuke is full of soul and always ready to get back up!

Budget Swap-Ins:



This Sanosuke gets decent power and has an interesting clock swap ability on play. Worth considering if you find yourself frustrated by tech deck pieces getting stuck in clock.



Off color for our preferred Level 1 combo, but fits our theme. This Level reverser could help our opponent leave an easy reverse target next turn for us to power over in an open lane, as well as give an additional 1/0 TD combo Sanosuke hand encore.



Another option for dealing with early play Level 3's if the 2/1 Sanosuke & Yahiko R isn't available. The hand encore is a secondary nice option to have if you have 2 turns at Level 2.



Maybe you just needed 1 last point of damage to close out the game due to an overswing damage cancel! This event could be the answer. Downside is that it takes away a soul trigger slot or 0 tech set up slot which could slow the game strategy. Could be swapped in as a two of.



A powerful negative soul event, especially in a budget deck with limited heal options. The whole stage condition, 3 stock, and the lack of a soul trigger make it a contender in some situations with limitations.



Another 0/0 1st turn attacker option if you have a TD or two but are missing a few Rares. This is a perfectly viable swap option.



Struggling to get a climax in hand to set up the repeat turn? 1 or 2 copies of this may help, especially if you can get your climax swap Kenshin 0/0 in hand as well. Also has decent attack power. Downside? Is taking away a stage slot for tri-fielding your Level 1 combo. Since this deck needs to maintain hand with no plussing triggers, this may not work out.



This is a borderline budget card. Given its powerful ability and the fact it's a resonance target for the TD+ Level 3 (which is a different finisher option from the set 3/2 RR for the 8 Comeback (Gate) deck) could make this hard to get a hold of. However, if there are some hanging around in your bulk swapping this for some other 0's could help deck consistency.



If you don't have access to the 2/1 Rare Level Down/Hand Filter Sanosuke & Yahiko, this could be another budget fill in to at least get the power to get over standby targets and early plays.

Upgrades for when there's some extra change in the wallet after payday:



A strong on play power Yahiko that helps with filtering hand and milling the deck for early game hand/deck issues.



An early play healer that helps to heal and hand filter. Allows a better Level 2 game and trying to buy time to build resources for Level 3. Also aids in increasing soul trigger counts in the deck over the 0/0 play.



While this will sadly be an investment due to being a Resonance target for the set's RR 3/2 in red as well as all of its other useful abilities, this card is a great three for one special for this deck. Set up hand, prevent you from getting stuck at Level 0 when you're ready to tri-field 1/0 Sanosukes, and can even power up one to guarantee a reverse on attack.



This shop PR was the shop PR for the month of June I believe, but I could be off by a month. This is a +2500 Backup that also allows you to pay an additional stock, discard a “Meiji Romantic Story” trait character from hand to waiting room, and put a character from your stage in the waiting room to anti-change an Opponent’s Character who is higher than your Opponent’s Level to the bottom of their deck. This counter has several possible plays including getting rid of early play Level 3s or getting rid of a character who’s an on reverse combo target.

Be sure to check out this and other Budget Remix Series possibilities at:

<https://level4weisssschwarz.wixsite.com/lvl4ws>