

## Generals Order Guide

- **What is side deck?**

-- A side deck is a pile of 15 cards that consists of 军令, 人物, 事 or 特 cards that can be swap during the second round of each match during competition.

-- There is no restriction to how many factions you can put in your side deck. Your hand card size is still based on the number of factions in your main deck.

-- There is no minimum requirement for each type of card listed above to be in your side deck. E.g. you can put 15 军令 in your side deck without any 人物, 事, 特 cards.

-- This side deck came into effect from Thursday, 18 June 2009 and it change the way GO is played

Before forming a side deck, the most basic thing is that I need a **40 - 60 card deck**.

**40 cards**- Higher chance to draw the specific cards that is needed

**60 cards**- Prolong gameplay.

So let us try to form a deck first !

----- **Forming in progress** -----

Ok, I had manage to form the below deck, it is one of the popular deck player will form.

**Deck Type** : Blue Rush  
**Jun Ling (军令)** : 招募  
**Fraction** : 蜀(blue), 魏(red)



## Description of this deck

- A combination of pure blue general with the help of red and blue event cards
- Although quite a number of general will be summon, therefore the 军费 (military cost) is high but however not forgetting that you have two different colour of 补城 (repair city) plus the rights of using 劫粮草 (Jie Liang Cao) since it is a red fraction event card, Therefore I have less chance of “eating to death”.
- Able to summon general fast with the help of 1 casting cost general (e.g. 简雍) and 招募 (Recruitment)
- This deck had the most movement card (e.g. 假密令·进攻). Therefore you have the upper hand in controlling your or opponent general in order to kill it.
- Most general have an attack of 5 (e.g. 赵云) and an average of 3 intelligence therefore make it difficult for opponent to kill it.
- Had the most powerful weapon (青龙偃月刀 att +2), once it equip, it will make your opponent more difficult to kill your general.
- Most importantly, with the ability of 诸葛亮 (Zhuge Liang), this deck is completely immune with tactic.

## Competition

Use the **UOC** way to rise up the chance of your victories

### U- Understand

Before of every match start, each player will have to announce what kind of junling and colour he playing. This is one of the most critical parts. For most advance player, when opponent announce the *JunLing* and fraction, he will have some idea what kind of deck is it (e.g. Junling; 特效, fraction: Red/Green). The next moment, the player is quite confident, maybe 80% chance that his opponent is playing "LALA" deck. Therefore you will have a rough idea how to summon your general and in which situation to use which card and so fore so on. Actually understand the concept of your opponent deck, you already win 20% of the match.

### O- Observe

Although you understand your opponent concept, you will not know the way how he play therefore observing is very important. Observe how he play, the card he use. Even you are losing, try to drag the game as long as possible (e.g. heal your own castle, move your general from inside the castle to outside of the castle to prevent less damage deal to your castle) so that you will know what other "stun" he can use on you and the kind of cards that he use to form that deck.

### C- Counter

However if you lose the first round and you observe your opponent deck carefully, is time for some counter-attack. Therefore make use of your side deck. Side in the cards that can counter your opponent move.

### Side deck

After the first round of match, if u think of side deck some cards to your main deck is essential then just to it. I would like to categories side deck into two kinds. The **DO** side deck. **D** stand for Defensive side deck while **O** stand for Offensive side deck.

### Defensive side deck

If you lose the first round of your match perhaps you should put in some defend cards (e.g. 誓死守城) or counter cards (e.g. 诡计识破) to defend your man/castle from opponent attack . I will like to state a few popular deck that player like to construct and the cards which may put in the side deck to counter your opponent.

## I) Drawing Deck (Lala)

Use the ability of 韩当 and 李典 to draw multiple cards in one turn with the help of junling: 特效. It can do a lot of "stun" and speed up the summoning of general and use of event cards



Counter :



**行刺** - the critical card in this deck are 韩当 and 李典. The most effective way to kill them is using 行刺 as both of them have a low military attack, so no more lala for opponent for the rest of the games.



## II) Burn Deck



Burn deck is using instant damage card like 放火烧敌粮, 劫粮草 to deplete opponent castle. Player normal use JunLing : 事件 to reduce the usage cost. They usually combo with 顺手牵羊 to deal double, four or eight times damage as this card can stack. Player hand normally is huge with the help of 售买宝物+ 宝物, 商人过境 and 孤注一掷.

## Counter :



世事无绝对 - To counter 顺手牵羊, therefore the damage inflict will reduce.

制造敌民暴乱 - To reduce opponent hand size, and may have a chance to take out player critical cards.

**英雄末路** - Since 顺手牵羊 is costly card, in order to reduce the cost of it ,player will use 英雄帖 英雄末路 can end the opponent turn straight if he use it .

### III ) 求才deck(Big Man Turbo)



This deck mainly consist quite a number of military attack high general, high attack general usually have high casting cost. In order to summon high casting cost general using the least hand size 求才若渴 is use. Player usually use JunLing : 事件 to reduce the casting cost of event card.

### Counter :



**美人计** Reduce opponent general military and intelligence attack to zero, so that he can be kill easier.

**调虎离山** Opponent huge general will be put back to his deck , therefore no more obstacle.

**同归于尽** Kill the Opponent straight, however deal damage to own side. Therefore this consider a double-edge cards. However this card may help me



to turn the table , from losing to winning.

**制造混乱** To reduce opponent hand size, and may have a chance to take out player critical cards.

#### IV ) Yellow turban rush deck

This deck mainly have low summon cost and as well as low attack and intelligence power, however when lot of yellow general is summon and move to opponent castle, and, with the boost up attack cards like 黄巾起义 and the ability of 张角. This deck is formidable. It can deal serious damage in one turn. Player usually use JunLing : 事件 to reduce the casting cost of event card.



Counter :



**同归于尽** Can be use to kill all the Yellow general when they are outside my castle, however deal damage to my castle too.

**擒贼王** Since is rush , most player will move all the general to the outside of the opponent castle in order to deal heavy damage. When the player announce which general to be the “king”, the opponent have to target and kill the” king” . All the player generals will perish.

**High intelligence General(e.g. 程昱) + Tactic Cards(e.g. 水计擒敌)** - The biggest weakness of yellow general is that most of them have intelligent of 1, so I can kill them with tactic by using high intelligence general.

## Offensive side deck

If you win the first round of the match while you are quite confident that you are able to win the second round. Why don't **速战速决** input some side card from your side deck that can increase damage once it equip with general (e.g. 攻城车), direct damage card (e.g. 放火烧敌粮) or double the attack(e.g. 速攻) to inflict more damage done to his castle to prevent your opponent almost no chance to win the match.



## Question and Answer

Q1) Determine the ratio of certain card in side deck if I have 15 cards in it?

A1) If you think certain card is important and will use it commonly then just put more.

*(e.g. 3 of the same kind, make up 20% of the side deck, Higher chance to draw out the card if put all 3 card into main deck  
2 of the same kind, make up 13% of the side deck, Medium chance to draw out the card if put 2 same card into main deck)*



1 of the same kind, make up 6% of the side deck, Low chance to draw out the card if put into main deck)

## Q2) Frequency of certain card in side deck

A2) If certain cards can be used widely without any restriction or condition which need to fulfil it. The Frequency use of those cards will be higher. Let me state a few examples :

### i) 放火烧粮 vs 焚城

#### 放火烧粮

- Direct burning of 5 cards to opponent castle
- Casting cost of 1, but with the help of junling 事件, is free
- Can be used anytime as long as it is your turn
- No area restriction.

#### 焚城

- Deal 5 damage to opponent castle after an attack is done
- Casting cost is free
- Can only be used once every time after an attack is done (cannot be stacked)
- Have area restriction, can only be used after an attack

In this case, player will prefer to transfer 放火烧粮 then 焚城 from the side deck to main deck to use. Therefore the frequency use of 放火烧粮 is more than 焚城. Let see another examples.

### ii) 曹操 vs 夏侯渊

#### 曹操

- Casting cost of 4
- Military attack of 4 while have an intelligent of 5
- If 曹操 is the only general in the battlefield, his attack will -2.

#### 夏侯渊

- Casting cost of 4
- Military attack of 4 while have an intelligent of 3
- Can "fly" to opponent 城外 once is summoned.

In this case, most players will prefer to use more 夏侯渊 than 曹操 even though 曹操 have a higher intelligent, but not forgetting the ability wise. 夏侯渊 will be a better choice to sub into main deck. If both cards are in hand, player most probably will discard 曹操 and summon out 夏侯渊. Therefore the frequency use of 夏侯渊 will be much higher than 曹操.

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### 1. Introduction

#### 1.1 What is a side-deck?

The side-deck refers to the revolutionary new ruling that came into effect from Thursday, 18 June 2009. The side-deck is a pile of 15 **军令人物事** or **特** cards which you may swap with cards in your main deck in-between bouts during a competition. Needless to say, it has totally changed the way GO is played.

Why? The side-deck has allowed players to play **ABCD**:

**Aggressive**: If your deck isn't working, you aren't using enough force.

**Balanced**: A slight tweak to your deck will change its attributes and make it perform better at a specific task.

**Counter**: Not this time, you don't

**Deception**: It's like bringing 2 decks into the tournament!

Depending on your preference, you will be using the side-deck for **ABCD**. Without further ado, I'll start explaining **ABCD** and how you can change your side-deck to suit these categories.

## 2. Type Aggressive



The **A**-type side-deck refers to adding cards that will help further improve the concept of your main deck. This type of side-deck works best for decks that have been watered down to make it able to fight different types of deck, and thus have become slightly weaker. It also suits players who are not as adept at performing card combos, but prefer to play proficiently in a specialized field. The idea of the **A**-type side-deck is to allow your deck to regain its edge and power in the area it's supposed to excel in.

I will now proceed to include a case-study of the beatdown deck as reference of the rubbish that I'm about to type.

Imagine that you are now using a standard Blue deck, with the idea of summoning extremely large generals to beatdown your opponent. However, you somehow find yourself being smaller than your opponent's generals. Thus, you will need to pump up the attack of your generals.



Hence, these cards, and other relevant cards, will now be swapped with other irrelevant cards in your main deck that do not fit your theme. Now, your deck will be better able to excel in a certain area, in this case having a higher attack.



When playing with this type of side-deck, ignore all the things about deck balance. When side-decking, all irrelevant cards that does not suit your theme will immediately be removed and replaced by cards that does suit your theme, even if they are a bit weak. Basically, "if it doesn't work, you are not using enough brute force. SO USE MORE FORCE!!!" Throw in the 青龙偃月刀, the 方天画戟, the 丈八蛇矛, heck, even the 万石弓 can be included.

In a nutshell, your deck will boost,

from a rather balanced deck that can handle a wider variety of situations

into a deck so focused on a certain theme that it can only do that and nothing else.

### 3. Type Balanced



This is the main type of side-deck that you will see, about 70% of the time. This side-deck only works if your deck is already rather balanced to begin with, in that it can handle most situations, but doesn't exactly excel in any specific area. Hence, the cards in the side-deck will help you be able to re-balance the deck to make it slightly better in one area or another.

The key thing about the **B**-type side-deck is the fact that the cards belong to all genres, like movement, INT attack, equipment, attack up, summoning aids, etc. Thus, the side-deck itself is also "balanced", like the main deck itself.

To put it simply, this side-deck contains cards that you would've put into your deck, if it weren't for the fact that there is a card limit restriction.



### 3.Type Counter



Tired of being 美人计? Frustrated from drinking too much water? Want to tear up your opponent's 太平清领书? Infested by 黄巾? Look no further, C-type side-deck is meant for you! No mess, no fuss, it's hands-down the easiest side-deck to form. Just chuck in as many counters as possible, and your days of agony are over!

The C-type side-deck is aimed at countering the possible cards that your opponent may be using. It's a no-brainer. The only thing you will need to think about is trying to predict what types of decks you are likely to meet in the competition, and what are the ways to counter them.



These are just some of the counter-cards that you may wish to include in your side-deck.

The C-type side-deck assumes that these counters are already not inside your main deck, or that the wrong counter is included (eg. 世事无绝对 in your deck, when you are drinking a lot of water). By changing cards, you can now further restrict your opponent and deny him of victory, while keeping your deck relatively unchanged at the same time.

## 5. Type Deceptive



The **D**-type side-deck is the least common side-deck that you will see. This side-deck isn't actually a side-deck, but rather parts for building a totally different deck on the spot.

One of the most disgusting thing to encounter during a competition would be a deck that can seemingly mutate from 1 style into another. This **D**-type side-deck will allow you to easily pull off the switch, allowing you to attack your opponent with 2 different decks.

For example, you may be playing a 求才若渴 deck against your opponent. After you have seen him side-deck cards into his main deck, you are rather convinced that the next round

will be extremely difficult to win, now that his deck is stronger against yours. Hence, it is time to give him a surprise, by changing your deck totally. Out with the 求才若渴 in with small generals like 陈登 and 糜竺. Now that your deck is different from what your opponent expects, it's time to collect an easy victory from him.

Apart from changing genres, you can even change the supporting cards in your deck. You can also try switching 军令 and a few other cards.





For example, a burn deck that plays 军令。事件 can switch to 军令。招募 and change a few cards (eg. 商人过境) to convert into a rush deck. Now, if your opponent is preparing to counter a burn deck, he will be in for a big surprise when you arrive at his doorstep with 5 generals or more!

However, the problem of the D-type side-deck is that ideally both decks must be able to perform well, since you will not have the luxury of tuning the deck with the side-deck, unless your deck construction skills and choice of side-deck cards are extremely 1337. In addition, this is a one-trick pony. If it doesn't work, you're screwed. On the other hand, the D-type side-deck can be viewed as a way to counter other people's side-decks. This type of side-deck should only be used by players who are very confident in their decks, and basically know what they are doing.

## **6. Conclusion**

In conclusion, just keep ABCD. Without further ado, I'll start explaining ABCD in mind and you will be able to use your side deck effectively!

Bear in mind that apart from the D-type side-deck, the other side-decks do not have to be so rigid that all 15 cards follow the category. You can mix and match cards from different categories, say, you can include counter cards in a A-type side-deck.

### **6.1 Last minute decisions**

Oh dear, you were too enthusiastic about the tournament that you have forgotten to build your side-deck! Here's a last minute crash course for such situations.

1. You have no time, so build the easiest side-deck. The C-type side-deck. Just chuck in as much counters as possible, so long as it fits the colour of your deck.
2. Calm down, and think through, about cards that can help improve a certain aspect of your deck, and throw a few in.
3. If you still have some space left, throw in cards which you only have x2 or x1 of in your deck. These may come in handy later on, when you realize that you need to increase the chances of drawing these cards.
4. Grab random cards and fills up the remaining spaces. Always make sure your side-deck is at full 15 cards. You will be surprised at how effective they will be. For the recent tournament, the pair of foil 犒赏军士 that I threw into my side-deck was the key to victory in one of my rounds.
5. You can also opt to forgo the whole side-deck thing entirely, if you are comfortable and confident that changing your playstyle can allow you to

handle most of the situations. Of course, you are short-changing yourself, but "if it aren't broken, why fix it?"

*Written by: Omelette (September 2009). In Side Deck.*

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### **3 Common Assumptions of using a side deck**

#### **Your deck is very powerful now as your sideboard should cover your weaknesses.**

This is half right and half wrong. Yes, it does cover some of your problems, but not all. The main deck should be the one killing your opponent, not your sideboard. Sideboard is an aid, yes a form of support to kill some decks that you normally cannot. Your main deck should revolve around what decks you think you will meet most and win it. No point forming a deck that will lose to most decks in the first game, and after sideboarding, hope that you can win later in the subsequent 2nd or 3rd games. If possible, go for 2-0. To be 0-1 down, and get a 2-1 win is psychologically tiring for the mind and is defeating for your game theories.

#### **Putting the recommended cards will assured that my deck should be covered and be an all-rounder.**

The deck is only all-rounder if you know how your deck functions. Yes, there are some good side board cards out there but they are not necessarily the cards that are needed for your decks to function. A men's medicine can be the other men's poison. Know how your deck works, and use the recommended cards as a guideline to see what fits and what don't. Don't assume, test them out by playing them.

#### **Everyone is having a side deck, so I should have one too.**

If you form a side deck for the sake of losing out cause you didn't had one, you are as good as following the crowd and not thinking. A good and seasoned player like Warlord did not even had any sideboard cards because he knows that sideboard cards are not necessary and could even distract it from his main objective of killing his opponent. Yes, side decks could be distracting to some players and diluted their goals and thoughts on how to kill an opponent. This is not what a side deck is intended for.

To summarise, know what the purpose of your side deck is. Be objective and clear in how your side deck should work and how it will aid you in killing and winning your opponent. It is not there to distract you, to exist because people have it and scared to lose out or to show others that your deck has no weaknesses. These are all superficial thinking.

## Actual side decking in the September tourney

Here is my sideboard list for my big man deck:

- 1 x 军令。干扰恢复
- 1 x 军令。混乱
- 2 x 掠夺
- 2 x 修补城墙
- 2 x 接管城池
- 1 x 孤主一掷
- 3 x 英雄末路
- 3 x 弓箭手突袭



The 2 jun lings used are indirect means to assist my wins as 干扰恢复 which gives a net of -5 cards is powerful. 混乱 is meant to discourage opponent from using his 调虎离山 or 美人计 on my generals. In addition, it can also make burn decks much more slower and difficult, since the 军令。事件 is not allowed. Having more unnecessary 军令 just means you are not decisive enough and unclear what is your deck's problems or strengths.



掠夺 is preferred over 劫粮草 because it has no cost. Another thing to note that I did not have any 掠夺 or 劫粮草 in main deck. These 2 cards are used in case I will meet a burn deck.





The 4 repair cards are meant to play against fast rush decks or burn decks so that I can survive a bit longer to get my big men out.



The 1 extra孤注一掷 is against mirror matches of big men deck.

The 3英雄末路 are used to counter against mirror matches and burn decks. Anyway, it does not prevent them from doing what they want. It merely slows them down by a turn only. I was contemplating putting them in main deck but decided to take them out as I had no more space in the deck.





Finally, the 3 弓箭手突袭 helps in bringing down one of the more important generals in the frontline that is attacking your castle door first. These cards were meant to take out rush + small general decks.

Written by: Kobe (September 2009). In Side deck.

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