## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[**Tournament Floor Rules v3.13**](https://drive.google.com/file/d/1a6hEf0Qutm59-AQYRzaTbuUYQPPd48IL/view?usp=sharing)

* Ban list changes as follows:

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| --- | --- | --- | --- | --- | --- |
| **Core**  **Harmony**  **Defenders** | **Core**  **Harmony**  **Defenders** | **Core**  **Harmony**  **Leaders** | **Core**  Harmony  **Defenders** | **Core**  **Defenders** | **Harmony**  **Odysseys** |

### Ban **Changeling Mimics, Unreasonable Facsimiles** and **Mage Meadowbrook, Pillar of Healing** in Core, Harmony and Defenders Block

Normally cards are listed on their own, but there is a unique relationship between these two cards, and we feel it best to address both of them at once.

Changeling Mimics should come as little surprise as anyone who has played against it. A tax on non-Friend cards which prevent most of the good ways to directly address it and the tax sticks around so you have to wait a valuable turn after you address it; a high power meaning it’s difficult to defeat, especially when your opponent likely has a higher flip average; a low bonus, so the rewards even if you do manage to defeat it are lackluster. There’s also no particular requirement on the part of the deck that plays it - any deck that wouldn’t mind a bit of disruption to the opponent will probably look here first. Their mere presence in the meta means that most decks need to have multiple good answers to them.

Meadowbrook will come as a surprise to most people simply because it’s one of the best answers to Changeling Mimics. It also happens to be the best answer to every other Troublemaker or Resource based impediment (with the notable exception of Desert Road) on the opponent’s side of the board, and can often wipe out multiple turns of building up in a single shot. Her efficacy against many control strategies also means that Yellow aggro decks had a significant advantage over non-Yellow decks. Her presence in the meta means that having more than a handful of Resources is a liability, and there are many lines of play that aren’t viable because of this.

Together, they form a co-dependent pair. Arguably the only reason that Changeling Mimics isn’t already gone is Meadowbrook, but if Mimics were removed, then Meadowbrook would render many control strategies unviable.

To reduce the peak power of the current meta and allow for a more diverse set of decks, we’ve elected to ban both Changeling Mimics and Mage Meadowbrook as a package.

### Ban **Feather Bangs, Looking Suave** in Core, Harmony and Leaders Block

Living to Laugh combo is becoming problematic due to the relatively small amount of resources needed for the combo to fire. One of the primary contributors to the efficiency of the combo is Feather Bangs, Looking Suave. He provides a way to draw very large numbers of cards for the amount of resources invested while simultaneously boosting the player’s Pink Unity, which only further drives consistency of the deck and furthers progress towards the Living to Laugh win condition. The card also sees effectively no play outside of this one particular deck.

The core interaction of Living to Laugh combo is not currently a problem, just the unusually fast and efficient firing of the fully optimized Pink/Orange deck. To scale back the efficiency of this deck, Feather Bangs, Looking Suave is banned in Core and Harmony

### Ban **Salina Blue, Sink or Swim** in Core and Defenders Block

As with several bans in the past, we’ve removed a card from either Core or Harmony but not both due to either an expectation that the card will be less problematic in one format, or due to a lack of sufficient data to form a consensus.

Salina remains problematic in Core after her recent Harmony ban because, quite simply, there are very few other Friends that can rival her for pure value. As a result, she represents an all-but-mandatory inclusion for any deck running Pink and Purple, and imposes artificial design limitations on each of those colors in future sets. For these reasons, Salina Blue is banned in Core.

### Ban **Rainbow Dash & Fluttershy, Chillax** in Core and Defenders Block

Blue/Yellow Pegasi represents a global maxima in aggro performance that often far exceeds what other aggro decks can reach. One of the primary contributors to this power level is the global +1 power - sometimes called an anthem - to all Pegasus characters provided by Rainbow Dash & Fluttershy, Chillax. Even a single copy of this card acts as a ridiculous force multiplier, especially for Pegasus Tokens, allowing the deck to hit harder for fewer action tokens.

To reduce the maximum potential of aggro, and open other styles of aggro up for consideration, Rainbow Dash & Fluttershy, Chillax is banned in Core.

### Ban **Princess Twilight Sparkle, Ambassador of Friendship** in Harmony and Odysseys Block

Twilight is problematic for similar reasons as DJ Pon-3, Party Starter - she’s able to generate additional resources for effectively zero AT cost, and worse, she’s capable of generating real tokens (which can be turned into card draw) instead of just generating card draw and can also filter cards more effectively.

She has also enjoyed a streak of domination in a Purple/Pink deck, going 15-0 over the past year or so of Harmony events, defeating all manner of challengers and establishing a claim to being a Tier-0 deck.