

sicsmoo's Mono Green Tron guide v2

Oct 23, 2018

Decklist

2 Walking Ballista

1 World Breaker

3 Wurmcoil Engine

2 Ulamog, the Ceaseless Hunger

4 Karn Liberated

2 Ugin, the Spirit Dragon

4 Ancient Stirrings

4 Sylvan Scrying

4 Chromatic Sphere

4 Chromatic Star

4 Expedition Map

3 Relic of Progenitus

4 Oblivion Stone

5 Forest

1 Ghost Quarter

1 Sanctum of Ugin

4 Urza's Mine

4 Urza's Power Plant

4 Urza's Tower

SB

1 Grafdigger's Cage

3 Nature's Claim

2 Spatial Contortion

2 Surgical Extraction

3 Thought-Knot Seer

4 Thragtusk

Decklist/metagame discussion

The Modern format has evolved considerably since the last iteration of the guide, as it is wont to do, yet the changes this deck have incurred in the same timespan are fairly minor. The new sets have been consistently adding hate cards for us to the format, without giving us any new tools, but the deck continues to be good. I must admit this is pretty satisfying.

The most recent addition has been Assassin's Trophy, heralded as the savior of BGx and the end of Tron. While it is a nice new tool for them, it doesn't change things *that* much. Nevertheless, BGx has seen a surge in popularity as a result of the printing, and some players, myself included, have taken to running Tarmogoyfs in the sideboard as a trump card in the matchup. In this matchup and some others, Goyf is very effective, but it does generally come at the expense of the Thought-Knot Seers in the board. While BGx is popular and the meta is more fair, Goyf is a fine choice, but my expectation is that the honeymoon period with Trophy will end, and Thought-Knot will represent more percentage points for us, as it is such a huge boost in many unfavorable matchups.

Currently though, the meta is still quite fair, and this is why I like the full playset of Thragtusk now. It comes in so often, being actively great against over half of the top decks, especially against Burn, which has seen its meta share shoot up over the past couple months. I've even gone as far as playing one copy in the main recently, split with 2 Relic and 2 Ballista, with good success.

Walking Ballista has come full-circle for me, being a 2-of most of the year, increasing to 3 and even 4 copies here and there over the summer up until recently, and now back to 2. When decks like Humans and Spirits are highly represented I like having 3, but currently that isn't really the case.

The elephant in the room is Dredge, which is back with a vengeance thanks to new toy Creeping Chill. The deck has had the highest metagame share this month in my encounters by a fair margin, which is why I'm on 3 maindeck Relics and 6 total grave-hate cards in the 75. There is a temptation to play a 4 Forest/1 Scavenger Grounds (or any other 3rd colorless land) configuration, as I have championed in the past, but now between Field of Ruin, Path, Assassin's Trophy, and the simple necessity of having green mana available when you need it in various situations, I think you're playing with fire if you have less than 5 Forest. I have no problem beating Dredge a sizeable amount of the time with the listed configuration.

This configuration is quite light on spot removal - just the 2 Contortions along with the 2 Ballistas main. This is just a reflection of the meta at the moment - there aren't as many matchups where you need them, and the main 2 - Humans and Spirits are still favorable as it is. Also if you happened to get paired against Counters CoCo or Elves, the Cage helps mitigate the missing

removal spell. But I think subtracting a TKS or the Cage if Dredge dies down for a Dismember or a 3rd Contortion if you want it would also be fine in this meta.

Notable omissions:

Emrakul, the Promised End: A great card in unfair matchups such as Ad Nauseam, Storm, Titan Shift, and KCI, and also against UW as you can often cast it through disruption/without Tron and they have a very hard time dealing with it.

Warping Wail: At its best when there are a lot of relevant sorceries you want to counter, ie Scapeshift or Living End. Also solid against Dredge and Hollow One, being able to counter all their enabler spells, and very good against Storm as it can kill Baral or counter Past in Flames. The other 2 modes are really mediocre though so it is a bit of a narrow card.

Crucible of Worlds: Great for fighting attrition battles, at its best against UW and GBx. Really powerful in the matchups it's good in but again a bit narrow.

Matchup outlooks/spreadsheet

Matchup outlooks: I received some feedback about these from the last guide. A few people were curious about some of them, questioning how I have Tron vs Storm as even matchup, for example. The main basis for the outlooks is my winrate in each matchup, using generally large sample sizes (I have 72 matches played against Storm, as of this writing). For matchups with smaller samples, I'm thinking more about what actually happened in the matches, adjusting for variance and changes in decklists over time and extrapolating from there. Obviously there is a missing element here that I can't factor in, which is deck pilot skill level/experience. In a Tron/Storm matchup where each pilot has an equal skill level, Storm is clearly favored, as is the conventional wisdom. But if the Tron player is experienced (and has a good sideboard, such as the one listed here), and the Storm player is average, the matchup becomes even. This is the perspective the outlooks are derived from - the outcome you can expect as an experienced pilot of the deck vs the field, or at least as an experienced pilot in Modern with a solid grasp of Tron.

Legend:

Extremely favorable: 75%+ Win

Very favorable: ~65% Win

Favorable: ~60% Win

Slightly favorable: ~55% Win

Even: ~50% Win

Slightly unfavorable: ~45% Win

Unfavorable: ~40% Win

Very unfavorable: ~35% Win

Extremely unfavorable: 25% or less

Spreadsheet:

This is my games record that the outlooks are based on, fast approaching the 2000 match mark:

<https://docs.google.com/spreadsheets/d/1ysFDPLK2vAYUwj0zgcAAekmtwAlxrJypwg8PU-VqD3E/edit?usp=sharing>

And, without further ado, the matchups:

Dredge

Matchup outlook: Very favorable

-4 Karn Liberated, -1 World Breaker, -1 Oblivion Stone, -1 Walking Ballista
+1 Cage, +2 Surgical, +4 Thragtusk

This is a very polarizing matchup - the games when you have graveyard hate are vastly different from the ones you don't, and it is quite simply necessary to have it to have a reasonable expectation of winning. This is why we're playing 3 Relics maindeck, as the deck is super popular right now. Basically the only hand without graveyard hate post-board I would keep is turn 3 Wurmcoil on the play. The good news is that with 6 hate cards in the 75, you have a very high chance of hitting one in your opening 7 or 6, but I have also won plenty of games in this matchup by going to 5 and even 4. Mulliganing aggressively to find the hate is key, to slow them down and bridge you to your turn 4 plays that they can't compete with. Thragtusk is excellent because if you're mulling to 5 looking for hate, you don't always have the luxury of setting up Tron early and it's a big play for only 5 mana. Do keep in mind the counter-hate cards such as Ancient Grudge and Nature's Claim. Grudge is the most common, so not playing Relic on turn 1 on the draw is wise. Remember to time Surgical correctly - ie stopping on their draw step after they dredge to hit Bloodghast or Amalgam before they can play a land.

UW Control

Matchup outlook: Slightly favorable

-4 Oblivion Stone, -2 Wurmcoil Engine, -1 Chromatic Sphere, -3 Relic
+4 Thragtusk, +3 Thought-Knot Seer, +3 Nature's Claim

The goal in this matchup is just to overload them with threats. Always try to play your less impactful ones first ie Wurmcoil, Thragtusk, TKS, or those with cast triggers - World Breaker and Ulamog, and sandbag your planeswalkers as long as possible to try to run them out of answers

or force them to tap out first. Hold extra copies of Map or Scrying to play around future Field of Ruins. Nature's Claim is necessary to kill Stony Silence, getting Damping or Detention Sphere in a pinch is good, as well as sniping Search for Azcanta if they don't have anything else. Don't be afraid to play Walking Ballista on 1 - they don't have Lightning Bolt so it often forces them to use a Path on it to clear way for their planeswalker. This is a matchup where it's nice to have the 3rd Ballista as it's a lot better than the 1 Wurmcoil.

Jeskai Control

Matchup outlook: Favorable

-4 Oblivion Stone, -3 Wurmcoil Engine, -3 Relic
+4 Thragtusk, +3 Thought-Knot Seer, +3 Nature's Claim
(-3 Claim, +3 Relic)

Not quite as easy as it used to be as 3 Field of Ruin main seems to be the norm now, which is really the key card in these matchups. They're less likely to have Stony Silence than UW, with 1 copy being average, but some still have 2 copies, so I like bringing in Claims in the dark, especially since they do have other targets. If you suspect or know that they don't have them, play Relics instead of Claims as it does work against their 4 Snapcasters. It's common for them to have 2 Vendilion Cliques post-board as well, so Ballista does a lot of work. Occasionally they have additional threats like Spell Queller and/or Geist of St Traft. If so you can leave in some O-Stones or bring Contortions. Multiple copies of Surgical are common so having lots of 4 and 5-mana threats in TKS and Tusk is important.

Burn

Matchup outlook: Even

-4 Oblivion Stone, -3 Relic of Progenitus, -2 Ugin, -2 Karn, -1 World Breaker
+3 Thought-Knot Seer, +2 Spatial Contortion, +4 Thragtusk, +3 Nature's Claim

To win game 1 we need fast tron into Wurmcoil or at least Karn with a follow up. Fast Ulamog has gotten me there against Burn a lot. It gets easier post-board with 12 cards to bring in. Nature's Claim is really good to play around Skullcrack, making sure we gain life if they use it in response to Wurmcoil lifeline or Thragtusk trigger. Blowing up Chromatic Star in particular is ideal because we get a card out of it, but a Sphere or an extra Map is fine too. Claiming Wurmcoil itself is just fine as well and is the correct play fairly often. Being able to look at their hand with TKS is really valuable because they play an assortment of weird cards post-board (Path, Revelry/Smash to Smithereens, Deflecting Palm, Skullcrack, etc) and knowing which ones to play around can make all the difference.

Jund/BG

Matchup outlook: Favorable

Jund:

-2 Ulamog, -1 Relic, -1 World Breaker
+4 Thragtusk

BG

-2 Ulamog, -1 Ballista, -1 Relic
+4 Thragtusk

Ballista is a lot more valuable against Jund because it can ping off an early Dark Confidant which is really important, but it still can potentially kill a smaller Tireless Tracker out of BG, or a Goyf in combination with Relic, still can pressure Liliana and is always a handy tutor target, so I like having 1. The BG matchup tends to resolve more slowly and is more grindy, so I like having World Breaker there as opposed to Jund, where you are under more pressure and don't have as much time to durl around sacking your lands to get it back. Assassin's Trophy is obviously a boon for them but is very beatable. Fulminator Mage is the real nut kick card.

Humans

Matchup outlook: Very favorable

-3 Karn Liberated, -3 Relic of Progenitus
+2 Spatial Contortion, +4 Thragtusk

At first glance it seems like this matchup is quite close and I thought the same thing initially, because they do have a reasonable amount of disruption and a reasonable amount of aggression, but in practice, most of the time they both come up a bit short. Oblivion Stone or Ugin generally win the game on the spot so they have to use their Freebooter or Meddling Mage to neutralize one of those, but then they're left with Ballista, Karn, Wurmcoil and Ulamog as serious problems. Most of the time they can't kill until turn 5, so you usually have plenty of time to set up. Of course sometimes they have busted fast draws you can't do anything about, almost always involving Aether Vial, but those aren't very common. The cards you have to worry about the most are Thalia, Heretic Cathar which sometimes gets played in their flex slots, and Damping Sphere out of the sideboard. Sphere is not very common these days and is usually only a 1-of, but occasionally they have 2. If you know this beforehand or see it game 2, I would bring in Nature's Claims over Thragtusks.

Gx Tron

Matchup outlook: Even

-4 Oblivion Stone, -3 Relic, -2 Ugin, -2 Walking Ballista
+3 Thought-Knot Seer, +3 Thragtusk, +2 Surgical Extraction, +3 Nature's Claim

I think this is the most challenging matchup to sideboard for in the format. The first reason is that most of the cards in the 75 are either strictly medium in the mirror and you can make a case for any of them, and the other reason is that how good particular cards are depend on what your opponent is doing, which is not clear. I run into more weird configurations in the Tron mirror than any other matchup by far. Case in point: Surgical Extraction. Seems like a clearly great inclusion. Ghost Quarter their land, Surgical it, and now it's much harder for them to cast their bombs. They can probably never cast Ulamog in the game. They likely do have Thought-Knot Seer that they can cast though - it's one of the better cards in the matchup. This is an OK compromise. But what about Thragtusk? This is one of the medium/it depends cards. If they decided to bring in the 3 copies of Thragtusk in addition to TKS, then the Surgical plan is actively bad because now you're down 2 resources and they have spells to cast all the way up the curve. Now think about the card Oblivion Stone...

Nature's Claim is a weird one too. Sometimes you can pick off their early Map and it feels amazing, but other times it's a dead card. I like it on the play but not really on the draw, but it can be good in general if you know they kept in multiple O-Stones or if they have Crucible. It's a super weird matchup because it's either over in 2 minutes (the first Karn on an empty board), or it turns into a confusing grind-fest. You really just have to see what your opponent decided to do and react to it, but I think the listed configuration is a good starting point.

Storm

Matchup outlook: Even

-4 Karn Liberated, -1 Wurmcoil, -2 Walking Ballista, -1 World Breaker
+3 Thought-Knot Seer, +2 Spatial Contortion, +2 Surgical Extraction, +1 Cage

Game 1's are tough but sometimes you can just get them with a fast Karn, and Relics help slow them down a lot to try to bridge into an Ulamog. Quite a few solid cards to bring in. The priority is to kill their mana creatures because they can win through graveyard hate if they have enough mana/spells, but this isn't super easy in this version with only 2 spot removal spells. If you want to win this matchup play more spot removal. Try to Surgical Grapeshot if they Gifts for it or dump it with Pieces of the Puzzle. Empty is less threatening because you have 6 answers to it. Surgical on Past in Flames is often game-winning as well.

Spirits

Matchup outlook: Favorable

-3 Relic, -2 Karn
+3 Nature's Claim, +2 Spatial Contortion

They generally have both Damping Sphere and Stony Silence so Nature's Claim is important here. Karn is good on a clear board but is bad against hexproof/CoCo so I don't want more than 2. Stony and Selfless Spirit throw a wrench into O-Stone but if we can dodge/get around those it's your best card along with Ugin. They play a wide variety of counterspells - Negate, Unified Will, Disdainful Stroke, Ceremonious Rejection, but only a couple copies of whichever one so just jam your stuff. Don't play low cmc stuff into Spell Queller mana if you can avoid it.

Grixis Shadow

Matchup outlook: Favorable

-2 Ballista, -1 Ugin, -1 World Breaker
+4 Thragtusk

This matchup is actually fairly similar to the Humans one in that they aren't very good at keeping us off Tron, generally are a turn too slow and almost all our payoff cards are a big problem for them. They can't really beat a Wurmcoil Engine without Temur Battle Rage, and they have no counters for it game 1. Thragtusk is fantastic post-board because it doesn't get countered by Ceremonious or Stubborn Denial, and they generally only have 0-1 Disdainful Stroke. It trades with Angler and buys you tons of time in general. We just want to stay alive until the mid-late game and they don't play any land destruction so Ulamog's trigger is always live and almost always ends the game because they have so few threats.

Hollow One

Matchup outlook: Even

-2 Walking Ballista, -1 Ulamog, -1 Ugin, -2 Karn
+4 Thragtusk, +1 Surgical Extraction, +1 Cage

You can't really beat their really busted draws, but on the other hand it's really hard for them to beat ours ie T3 Wurmcoil in this context. Whoever does their thing best wins. Sideboarding for this matchup is interesting. I definitely want the 4 Tusks and the Cage, but Surgical is so-so. A lot of our payoff cards are medium or slow, but we still need enough of them in the deck to take control. It's a balancing act. I've seen some people bring in Nature's Claim to hedge against broken Hollow One starts but I don't really like that as it only has the one target. Occasionally they play Blood Moon or Damping Sphere and in that case I like it more.

Hardened Scales Affinity

Matchup outlook: Even

-2 Ugin, the Spirit Dragon, -3 Relic of Progenitus
+2 Spatial Contortion, +3 Nature's Claim

This deck has an interesting spot in the metagame, having seen large swings up and down in popularity over the past few months. Right now it seems to be at a low ebb. The sideboard plan is the same as against traditional Affinity, but this version is a bit tougher. Oblivion Stone isn't as much of a blowout because Ravager gets superpowered by Hardened Scales and they can make a lethal creature-land much more easily. They also have maindeck Welding Jars and Hangarback Walkers which are both quite effective against O-Stone. Ballista also isn't as good for similar reasons. If you have the option, kill Hardened Scales on sight as the deck can't really go nuts without it. Damping Sphere is also an important target post-board.

Affinity

Matchup outlook: Favorable

-2 Ugin, the Spirit Dragon, -3 Relic of Progenitus
+2 Spatial Contortion, +3 Nature's Claim

Oblivion Stone destroys them and Walking Ballista is a huge threat as well. 5 spot removal spells are nice upgrades post-board. They have an assortment of tools against us such as Blood Moon, Damping Sphere, Thoughtseize, Ancient Grudge, Stubborn Denial and Spell Pierce, but these also slow them down so it's kind of a wash. Keep the counterspells in mind.

Mardu Pyromancer

Matchup outlook: Extremely favorable

-2 Ulamog, -1 Relic of Progenitus, -1 Ugin
+4 Thragtusk
(+2 Spatial, -2 Relic)

The best matchup in the format for us. My current record is an incredible 57-8 for 89%. Unfortunately for us this deck doesn't line up very well with the current meta and so it isn't seeing a lot of play at the moment. The way we lose is early pressure + disruption, so if you know they have Goblin Rabblemaster in the board, on the draw you can bring in Spatial

Contortions, taking out the Relics. It doesn't play well against Blood Moon but usually they'll play the threat before Moon so you have a window to cast it.

Titan Shift

Matchup outlook: Unfavorable

-4 Oblivion Stone, -2 Walking Ballista, -2 Ugin
+3 Thought-Knot Seer, +2 Surgical Extraction, +3 Nature's Claim

Similar to Burn and Storm, we're an underdog g1 with not many good ways to interact. We need to attack their manabase aggressively with Karn, World Breaker and Ulamog to steal it. Post-board the Thought-Knot Seers help a lot, and Surgical on a Ghost Quartered Valakut totally neuters them. A lot of the Titan Shift lists play Damping Sphere so we want Nature's Claim to kill that, and even if they don't have it we don't lose much because the cards we're removing are basically useless anyway. Also it can snipe a Khalni Heart Expedition or Prismatic Omen.

Eldrazi Tron

Matchup outlook: Favorable

-3 Relic, -2 Ugin, -2 Walking Ballista
+3 Thought-Knot Seer, +4 Thragtusk

If they have an early Chalice it can be rough, but we're just the bigger big mana deck and have a bunch of excellent grindy threats to board into.

Ponza

Matchup outlook: Slightly unfavorable

-3 Relic, -2 Ulamog, -1 Ugin, -1 World Breaker
+4 Thragtusk, +3 Nature's Claim

It seems a lot worse than it actually is. Their draws without infinite land destruction are very beatable, and even when they do have a lot, they often don't have much in the way of threats. It just takes one slammed Thragtusk or an O-Stone activation to get back into the game.

Blue Moon

Matchup outlook: Even

-3 Relic, -1 Ugin, -1 Chromatic, -1 Ballista
+3 Nature's Claim, +3 Thragtusk

I'm not a big fan of this matchup because rarely are 2 lists ever the same and I find myself wondering what to play around a lot, and so sideboard plans will vary a bit. But what they all have in common is a lot of durdling. It's a slow deck so you have a lot of time to build up mana even under a Blood Moon and you have 4 O-Stone to deal with those, Jace and pesky Snapcasters. A resolved planeswalker or even a Wurmcoil Engine is really hard for them to deal with.

Elves

Matchup outlook: Even

-2 Wurmcoil, -1 World Breaker
+2 Spatial Contortion, +1 Cage

They're racing to kill us, we're racing to sweep their board. It's a coin flip.

Eldrazi Taxes

Matchup outlook: Slightly unfavorable

-4 Karn Liberated, -3 Relic, -2 Ulamog
+2 Spatial Contortion, +4 Thragtusk, +3 Nature's Claim

They have a lot of annoying disruptive elements and pressure, but we can stabilize and take over a good amount of the time. Nature's Claim is important to kill Stony Silence, Aether Vial and it also hits Tidehollow Sculler.

Boggles

Matchup outlook: Favorable

-3 Relic, -1 Ballista, -1 Sphere
+2 Spatial Contortion, +3 Nature's Claim

Ugin is unbeatable for them and O-Stone is pretty close, but if you stumble they can kill by turn 4. Spatial are required to kill Teeg post-board along with Kor Spiritdancer. Be aware that you

can make Daybreak Coronet fall off by removing the only other enchantment attached to the boggle.

Infect

Matchup outlook: Extremely unfavorable

-3 Wurmcoil Engine, -3 Relic, -1 Sphere, -1 Ugin
+3 Thought-Knot Seer, +2 Spatial Contortion, +3 Nature's Claim

Basically the worst matchup, and it doesn't really get much better post-board. Use Spatial when they're tapped out or you'll just end up pumping their guy for them.

Lantern

Matchup outlook: Extremely favorable

-3 Wurmcoil Engine
+3 Nature's Claim

O-Stone, Karn, Ugin, World Breaker and Ulamog are all huge problems for them and they only have so many Pithing Needles/Thoughtseizes. We have 10 cards that can draw at instant speed to interfere with their Lantern lock.

Ad Nauseam

Matchup outlook: Slightly unfavorable

-3 Wurmcoil, -1 Ugin, -2 Ballista
+3 Thought-Knot Seer, +3 Nature's Claim

Similar to Titan Shift, it's tough to interact with them and we want to be aggressively attacking their mana. As opposed to Titan Shift though, they have permanents such as Pentad Prism and Phyrexian Unlife so Oblivion Stone actually does something. Again, the Thought-Knots help a lot post-board and Nature's Claim is a nice tool. You can destroy their Lotus Bloom in their upkeep after it comes off suspend, which will buy you time unless they have the combo in hand already.

Living End

Matchup outlook: Even

-2 Karn Liberated, -2 Ballista, -1 Dismember
+3 Thought-Knot Seer, +2 Surgical

Pretty annoying matchup with 4 maindeck Fulminators and sometimes Beast Withins, but similar to Dredge, we can steal game 1s with the mainboard Relic. Surgical can snipe Fulminator or ideally the card Living End if you can survive the first one. I feel like this is probably at least slightly unfavorable but my record is 9-5 so I'm calling it even for now.

Amulet

Matchup outlook: Favorable

-2 Ballista, -1 Ugin, -3 Relic, -1 Sphere
+3 Thought-Knot, +2 Surgical, +3 Nature's Claim

Game 1 it's a race to do our respective broken things, but tends to slow down and become more interactive post-board. A resolved titan is very still beatable, because we can destroy it with O-Stone and then ideally Surgical it which is basically game over for them. Surgical on Summoner's Pact is also quite effective, as it stops their tutor chain, leaving them with naturally drawing one of the remaining titans to have a shot. Most of our payoff plays are quite problematic for them - Wurmcoil stonewalls titan, Karn and Ulamog eat it. Amulet is the real issue because it gives the titan haste so we want to destroy that with Nature's Claim.

Counters Company

Matchup outlook: Even

-2 Wurmcoil, -1 World Breaker
+2 Spatial Contortion, +1 Cage

Very similar to Elves - they are racing to combo and we're racing to sweep their board. But here the cheap interaction is a bit more important because they can go off faster. Kill Devoted Druid on sight if possible. Be aware that they can search for Selfless Spirit in response to O-Stone and play accordingly.

Ironworks Combo

Matchup outlook: Slightly unfavorable

-3 Wurmcoil, -2 Ugin, -2 Ballista, -1 Sphere
+3 Thought-Knot, +3 Nature's Claim, +2 Surgical

If they have the right combination of cards they can just ignore Karn, but other times cutting them off a couple resources is enough to swing the game in our favor. Oblivion Stone doesn't seem so great because a lot of their things cantrip when they die, but it can often buy you a critical turn or two. A great tricky play is to sac Relic of Progenitus, hold priority, then sac O-Stone, so Stone will resolve first and everything will be exiled. Also just getting Trawler or Ironworks into the graveyard once so you can Surgical one of them is usually game-winning. Just make sure they can't respond with Buried Ruin.

Bridgevine

Matchup outlook: Unfavorable

-4 Karn, -1 World Breaker, -1 Sphere, -1 Oblivion Stone
+2 Surgical, +4 Thragtusk, +1 Cage

A fairly difficult matchup. They can put a lot of power on the board really quickly and are resilient to Oblivion Stone due to Bridge From Below along with cards like Bloodghast and Gravecrawler. We want a fast Wurmcoil but even that is sometimes not enough because they can stop the lifelink in combat with Viscera Seer, Ballista, and Insolent Neonate. Our best play is Ugin, but that isn't perfect either because they have Ballista and Hangarback and can potentially sac Bloodghast to Seer to bring it back with haste the following turn. The maindeck Relics do help steal game 1s and make O-Stone better. It's often correct to play Walking Ballista for 0 on an early turn to kill any Bridges in their graveyard.

UR Wizards

Matchup outlook: Even

-4 Karn, -1 Ulamog, -1 Ugin
+2 Spatial, +4 Thragtusk

I'm not actually sure exactly how this one plays out over a large sample size - I've only played 13 matches and have a 7-6 record. I suspect it's somewhere between slightly unfavorable and slightly favorable, perhaps just being even. Walking Ballista is a wrecking ball here and you'd love to have the 3rd copy. There is an argument for playing Nature's Claims - they have a standard 2 Alpine Moon in the sideboard which is a pretty big wrench for us. But Claim has no other targets in the matchup, beyond blowing up our own things. Considering they only have 2 it's pretty unlikely they'll see it in their opener, so I don't mind just ignoring it. If they do have it, it's one less action spell for them, which can hopefully buy us enough time get to our natural turn 5 plays - blowing Ostone or slamming Thragtusk. Contortion and Ballista help bridge the gap as well.

Grixis Whir/UR Prison

Matchup outlook: Unfavorable

-3 Wurmcoil, -1 Relic, -1 Sphere
+3 Nature's Claim, +2 Surgical

A prison deck that can actually beat Tron, quite a change of pace. My sample size is quite small because it doesn't see much play and I'm thankful for that. It resembles Lantern but is actually much harder because they have a number of things that are really problematic for us in the maindeck - namely 3 Chalice of the Void (4th in board), 3 Sorcerous Spyglass, Damping Sphere and Crucible/Tec Edge combo. Claim is great for obvious reasons and Surgical on Whir can do work, but gotta hope they don't have Chalice.

8-Whack/Goblins

Matchup outlook: Very unfavorable

-4 Karn, -3 Relic, -1 World Breaker, -1 Ghost Quarter
+4 Thragtusk, +2 Contortion, +3 Claim

Pretty difficult matchup because they just go so wide so quickly and our turn 4 sweepers are generally too slow. Goblin Grenade provides a crazy amount of reach in addition to their pingers and Bolts. Hope you win the die roll and have turn 3 Wurmcoil or at least a 3/3 Ballista, or that their draw is below average and the turn 4 plays are enough. They also tend to have Damping Sphere post-board which only makes things worse.

UB Mill

Matchup outlook: Extremely unfavorable

-4 Oblivion Stone, -3 Wurmcoil, -2 Ugin, -1 Chromatic
+3 Thought-Knot, +3 Claim, +2 Contortion, +2 Thragtusk

I don't have a ton of experience against this iteration of the deck since they got Field of Ruin and started playing Surgical main (1-7 record), but it doesn't take a lot of reps to figure out how bad that combination is for us. I suspect that this is our worst matchup in the format. They have 5-6 Surgical effects post-board and in addition to the 3-4 Fields and all the milling they're naturally doing, taking us off Tron for the whole game is very easy for them. Combine that with a relatively fast clock and it's pretty much a nightmare scenario. Of course they don't always have it, and we can potentially sneak a Karn in and start eating their lands, but this will not happen

very often. Post-board we do get a bit of interaction - Nature's Claim which kills Mesmeric Orb or Ensnaring Bridge if they keep it in, and Contortions which kill Hedron Crab. Thought-Knot Seer can hit a relevant card, and Thragtusk is simply a beater we can cast on turn 5 to try to close it out. Relic of Progenitus is particularly good to play around their Surgicals - you can use the tap ability to target yourself and remove a Tron land they may want to strip, and exiling the graveyards entirely powers down their Visions From Beyond. Warping Wail is a solid card to combat this matchup despite the fact that they no longer usually have Mind Funeral, because it hits their creatures and Glimpse the Unthinkable. This is not a widely played deck, but if it is in your meta, one thing you can do to gain some percentage points back is playing one of the ROE eldrazi titans in your sideboard. It's not super narrow because it would also be good in the control matchups. The eldrazi aren't true trump cards because opponents do have all the Surgical effects, but the trigger still resolves if they exile it so it can buy you a good amount of time/cards.

Grishoalbrand

Matchup outlook: Unfavorable

-2 Ballista, -1 Ugin, -2 O-Stone, -1 Sphere
+3 Thought-Knot Seer, +2 Surgical, +1 Cage

Any deck using Through the Breach is gonna be tough for us and this is no exception. Similar to Titan Shift and Ad Naus we want to aggressively attack their mana so they can't cast their spell in the first place. Unfortunately they have an even more efficient secondary plan which is Goryo's Vengeance on Griselbrand which they can pull off as early as turn 2. Post-board we have 6 grave-hates which help a lot, especially if you can snipe Griselbrand with Surgical as their deck is much worse without it. Wurmcoil can absorb a lot of the brunt of a hasty Worldspine Wurm, and O-Stone/Ugin can clean up the tokens it leaves. Thought-Knot is fantastic because the deck is quite a glass cannon and often loses to itself even without disruption, so just taking their one key card can be game-winning. Occasionally they have Blood Moon and if so you can bring in Nature's Claims.