**The Evil Dasher Deck**
*by Wizards of the Coast R&D*

There are only three cards banned in DCI-sanctioned **BattleTech**tournament rules. The first card, Effective Groundwork, was banned almost before the ink was dry. The other two, Dasher D and Elite MechWarrior, remained part of tournament play for quite some time before they were banned as well. The "Evil Dasher" deck is the main reason this decision was made. When played correctly, this deck should win around 70-80% of the time, even with one of the banned cards removed.

This version of the deck was common when the cards were banned. Only cards from the core set and the first expansion,*Counterstrike*, are used. While cards have been released in the*Mercenaries* and *MechWarrior* expansions that make it easier to handle this particular Evil Dasher deck, more recent Evil Dasher versions have also been improved with cards from the newer expansions.

**The Evil Dasher Deck**

**'Mechs (19)**

6 Dasher Prime

6 Dasher D

3 Dasher B

2 Man o' War Prime

2 Dragonfly A

**Command Cards (17)**

6 Ferro-Fibrous Armor

6 Extra Armor Plating

5 Elite MechWarrior

**Mission Cards (5)**

1 Move to Partial Cover

2 Pushing the Envelope

2 Superior Navigation

**Resource Cards (19)**

8 Assembly

5 Munitions

6 Tactics