

# PLAYER'S GUIDE: RULES

## A. MULLIGANS - THE BROKEN REALM'S VERSION

When you draw your first seven cards, you get a free mulligan. If the next 7 cards have **less than 3 lands**, reveal your hand, and draw another 7 cards. If you have less than 3 lands, repeat the process.

Once you have a hand with 3 or more lands (or a hand with less than 3 but want to keep), shuffle the rest of your cards back into your library.

*Why? ---- Some players coming as far as NYC, and no one needs to drive that far just to spend an entire game landlocked.*

## B. COMMANDER DAMAGE

All War Night games include commander damage.

*Why? ---- Some players designed their decks to win that way.*

## C. KILL POINTS

Kill points go to the player who makes the definitive play that causes another player to die. If a player steals another player's commander to deal lethal damage, the kill point goes to the commander's controller, not its owner.

## D. INFINITE COMBOS

Infinite combos are allowed, but you should know that if you win with an infinite combo, I will not be inviting you to my wedding.

Before a game starts, it's *recommended* you let players know how many, if any, infinite combos are in your deck. And if you want to be a true class act (like Jarod Tooley), you'll give opponents a heads up when the first part of the combo appears on the battlefield.

## E. PROXIES

On War Nights, players can have up to 2 proxies in their decks. That player must be able to present the original card, if asked. This is only to avoid players spending time transferring a card from deck to deck.

**Exception:** With decks that can have multiples of the same card (Templar Knights, Slimes Against Humanity, etc), the player only needs one original card, and can have any number of proxies of it.

## F. SCOOPING

Whenever player scoops, they lose one of their plots of land, because they are taking away a chance for other opponents to earn points.

**Exceptions:** when a player scoops because they have to leave, and when a player manages to reduce their own health to zero.

If a player causes everyone to die, including themselves, the player who caused this only gets 1 point.

## G. RULINGS

If the internet doesn't have a definitive answer, then any debate over a card/spell/play will be resolved by the host of War Night.

\*\*\*Players don't have to like the ruling (or like the host, for that matter), but respect for the ruling is required if they plan to participate in future War Nights.