

Forest City Ancients EDH League

PLEASE PRINT YOUR NAME AND COMMANDER CLEARLY

Each round lasts 60 minutes.

When time is called by the the organizer, each player gets 4 more turns and then the game is declared over.

Players may concede from a game but can only do so at sorcery speed.

My Name: _____

DCI Number: _____

Commander: _____

My Points For League Match One:

Tubthumping (+1 casting of commander from cmd zone, max 3 pts) _____

First Blood (+1pt for 1st combat damage, +1 for 1st non-combat dmg to others) _____

Redshirt (+1 if you're eliminated first, +1 for each player eliminated with you on the same turn) _____

Knockout (+1 point for eliminating a player) _____

Duelist (+1 pt for eliminating a player through commander damage) _____

Bodyguard (+1pt for saving an opponent from elimination by another) _____

Eye of the Tiger (+1 per opponent you outlive) _____

Stop Hitting Me! (+1pt if you are the first person to take combat damage) _____

Who Hit Me? (+1pt if you are the first person to take non-combat damage. from a source other than yourself) _____

NO POINTS SCORED FOR ELIMINATING PLAYERS BEFORE ALL PLAYERS HAVE HAD AT LEAST 4 TURNS

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My Name: _____

DCI Number: _____

Commander: _____

My Points For League Match Two:

Tubthumping (+1 casting of commander from cmd zone, max 3 pts) _____

First Blood (+1pt for 1st combat damage, +1 for 1st non-combat dmg to others) _____

Redshirt (+1 if you're eliminated first, +1 for each player eliminated with you on the same turn) _____

Knockout (+1 point for eliminating a player) _____

Duelist (+1 pt for eliminating a player through commander damage) _____

Bodyguard (+1pt for saving an opponent from elimination by another) _____

Eye of the Tiger (+1 per opponent you outlive) _____

Stop Hitting Me! (+1pt if you are the first person to take combat damage) _____

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