

AKH Open Play Commander - BOUNTY ACTIVE Rules

The Bounty Wall:

Bounty Ticket: (1)

First Blood - Deal the first combat damage to another player

BIG Damage - On turn 6 or later, creatures you own declare attack or deal combat damage of 40 or more damage in a single combat step.

I Lived - As a defending player, survive a combat phase with 40 or more power/damage declared attacking you, OR lethal damage declared attacking at you.

Not Over til it's Over - With 15 or less life, or at risk of lethal commander damage from an opponent on their next turn, win the game.

Toasty! - Deal 50 or more non-infinite, non-combat damage to opponents and/or permanents opponents control in a single turn.

YOLO - Pay/lose 20 or more life for playing spell(s) or ability(abilities) that do not result in an infinite combo/infinite damage, OR, sacrifice/cause 80% or more of lands you control to leave the battlefield in one turn.

#Blessed - Be the first player to control 10 or more permanents.

Blursed - Lose 5 or more permanents in one turn.

Burn that City to the Ground - Destroy/remove 5 or more permanents controlled by a single opponent in one turn.

Lauded Gentry - Control 20 or more lands, OR 20 or more artifacts.

Internet Outrage Generator - Participate in a combat step where characters from 3 or more different IPs interact.

That's a lotta cardboard! - Non-infinitely draw or put into play 10 or more cards in a single turn.

Amazon Product Dump - Mill 100 or more cards across any number of players in one turn.

FATAL KO - Eliminate a player with a "player loses the game" effect.

Functionally Immortal - Your life total reaches 80 or higher.

Not Today - Counter a spell or ability that would deal 50 or more damage if it resolves, OR stop a “target player loses the game” effect targeting you.

Live Fast, Die Hard - Drop to 15 life or lower before turn 6

OH NO!!! - Lose the game to a mandatory cost/effect of your own card

Womp womp - Play a card or activate an ability that would generate value, and have it resolve or be destroyed without generating any additional value

Wanted Felon - Commit 4 or more crimes in one game

Whoa, there! - Stop the effect of an opponent’s crime

Salty Crackback - when an opponent attacks who committed a crime against you since the beginning of your previous turn.

Vigilante - Eliminate a “**Wanted Felon**” or Eliminate a player who gained control of 5 or more of your permanents.

Happy Feet - Cause an opponent’s removal spell or effect to fizzle by making the target untargetable.

Third Party - Commit a crime against a player while they are attacking, OR defending against, OR committing a crime against another player OR the target of a crime committed by another player.

Dirtiest Player in the Game - Committed the most crimes during the game

Fairest in the Land - Committed the fewest crimes during the game

Walking Bullseye - Were the target of the most crimes during the game

You’re playing with HOW MANY players??? - Start a game and advance to at least turn 5 with 6 or more players.

Bounty Tickets: (3)

Crisis Averted - Remove lethal damage from the battlefield of a player who passed their turn while having lethal damage for you on their battlefield.

YOLO Twice - After claiming the bounty "YOLO," pay another cumulative 20 or more life.

I Have Struck Your Pressure Point... - Deal the last point of damage to an opponent, before they are eliminated by their own card cost/effect

Bad Influence - Convince an opponent to commit 2 or more crimes, or give an opponent a card they use to commit 2 or more crimes

Dastardly Mastermind - Commit at least one crime against 3 or more different opponents in one turn cycle

Crime Spree - Commit 5 or more crimes in 1 turn cycle

War Criminal - Commit 9 or more crimes during a single game

John Wick/The Bride Origin Story - Were the target of 3 or more crimes by at least 3 different players in one turn cycle

Vengeance is Mine!!! - Eliminate a player who committed 4 or more crimes against you

The Archenemy - With all players still in the game, pass your turn while controlling enough total power/abilities of creatures on the battlefield to eliminate all other players on your next turn.

Archenemy Win - On turn 6 or later, defeat all other players in the pod within 3 turns of the first opponent elimination.

Archenemy/War Criminal Shut Down - On turn 6 or later, defeat a player who eliminated 2 or more other players OR eliminate a War Criminal.

Boss Monster - Control a permanent that has caused 20 or more damage or life loss, or destroyed/removed 3 or more other permanents, once on the battlefield

Kaiju Battle - A Boss Monster you control, or a creature with 10 or more power you control, blocks, becomes blocked by, or fights an opponent's Boss Monster or creature with power 10 or greater.

Boss Killer - Remove an opponent's permanent that had become a Boss Monster.

Utter Domination - Archenemy Win with a Boss Monster in play.

Foulest Villain - Win the game as a War Criminal

A Just and Valorous Rival - Win the game without becoming a Wanted Felon,

I Will Not Die by Your Technique! - Against an opponent who has eliminated 2 or more other players, OR faced with an incoming game losing condition, eliminate yourself.

WOMBO COMBO - Initiate an infinite combo using 3 or more cards, with no more than one card of the combo tutored for.

Combo Breaker! - Stop an infinite combo.

TRAGIC BRONSON - Activate a planeswalker ultimate or a card costing 6 or more mana that would generate additional value, and generate no additional value

Should Have Gone for the Head - Beginning your turn with 15 or less life and with all other players still in the game, eliminate all other opponents in one turn - OR, after earning "YOLO" and/or "Live Fast, Die Hard" in a game with 3 or more players, win the game

Apocalypse Canceled - Counter an ability or remove a permanent that would have caused at least 6 or more lands from a single player to be destroyed, or caused 2 or more players to discard their hands if it had resolved, OR would have given a player control of 5 or more permanents owned by other players if it had resolved.

Immortality is a Farce - Eliminate a player who had 80 or more life at the beginning of the turn, OR reduce their life total to 10 or less.

Your wincon...? MY Wincon - Win the game using an opponent's card effect on the stack, OR using a permanent owned by an opponent for anything except combat damage, OR win the game off an opponent's combat damage during their attack step.

Grindfest Survivor - In a game that started with 4 or more players, win the game on turn 8 or later, without claiming any damage-related, archenemy, infinite, or boss monster bounties

Bounty Tickets: (6)

Hit 'Em For Yu-Gi-Oh damage - On turn 6 or later, declare attackers with projected damage output of 100 or more non-infinite damage in a single combat step.

What is Dead May Never Die - Suffer a game losing condition without being eliminated.

But Rises Again, Harder and Stronger - After claiming the bounty "What is Dead May Never Die," win the game.

Bounty Tickets:(9)

What did it cost? - After having your hand discarded, OR lands you control mass-removed from the battlefield by an opponent's card effect, win the game OR eliminate the player who caused the effect.

ULTIMATE DELETION - Eliminate a player with two or more "that player loses the game" effects at once.

House Rules

WHAT IS AKH OPEN PLAY COMMANDER?

Commander is the most popular format to play Magic, right after "Kitchen table/anything goes." Intended as a casual, multiplayer friendly format, it's perfect for sitting back with a nice [refreshing beverage of player's choice] and slinging some cardboard.

Sign up to play, and you get one Bounty ticket. While playing, if you fulfill any of our listed bounty plays, confirm it with any of our staff and get more Bounty Tickets. The more people sign up to play, the bigger the bounty prizes get. There will be both raffle prizes for all players and guaranteed prizes for the top Bounty earners, tiered by the number of players entered - more players means more and bigger prizes! There is no assigned match making or rounds, just sit down, chill out and play some Magic.

BUT WON'T I GET SMASHED BY PEOPLE WITH \$2000+ DECKS IF I'M JUST PLAYING WITH A PRECON?

AKH's Bounty System is designed to promote longer, interactive, battle cruiser style games - big swingy things should happen and be reacted to when they do happen, there are no prizes for running over a table before anyone else also gets to play Magic. Pre-constructed decks will be fine straight out of the box.

That being said, if a pod wishes for a more optimized, cutthroat CEDH experience, you are definitely welcome to chill out and play with like-minded players, but, there are no Bounties available for crushing a table as fast and consistently as possible.

Mulligans:

AKH default mulligan is the Gis Mulligan - if you do not have a playable opening hand, set it aside and draw a new 7 until you have a playable hand (A reasonable amount of lands, and cards you can play). Afterward, shuffle all cards set aside this way back into the deck.

AKH Banlist Policy:

As long as all players are in agreement after discussion with anything out of the norm (IE. *Silver bordered, gold bordered, banned cards*), pretty much anything is fine (*Including Silver bordered, gold border, placeholder and acorn cards*), but, for general play, the standard Commander banlist from the rules committee (<https://mtgcommander.net/index.php/banned-list/>) is expected to be followed, with the additional cards strongly discouraged:

- Thassa's Oracle
- Tergrid, God of Fright
- Stasis
- Winter Orb
- Drannith Magistrate
- Overwhelming Splendor
- Food Chain

While not banned, Craterhoof Behemoth and Finale of Devastation are disqualified in counting towards any bounty related to dealing damage.

In general, we expect players to accurately represent board states if asked. Publicly available knowledge should be kept transparent (IE, if someone asks "Do you have any blockers" and you have a non-creature permanent with an ability to become a creature, don't simply keep that information unsaid, declare you have it on the battlefield). Cards in hand other than quantity, however, can and should be kept as hidden information.

AKH reserves the right to terminate service for any reason - we strive to create a welcoming play environment for all players.

It is highly recommended to ask opponents what their cards are and what they do rather than trying to read them, but if you must touch another player's cards, be sure to ask for and receive permission first!