



COMMANDER NIGHTS: *MARCH OF THE MACHINE*

Complete achievements from the list below to win special prizes. When you've checked off [], present the list to your organizer for a reward. Once you've completed [], present your list again for an even better prize.

Special Rules (Optional):

- **May 6 – May 12:** Battles enter the battlefield with one fewer defense counter.
- **May 20 – May 26:** Whenever a permanent is transformed or returns to the battlefield transformed, put a +1/+1 counter on it if it is a creature.
- **June 3 – June 9:** Play a game of Planechase Commander. The first time you planeswalk each turn, look at the top two cards of the planar deck. Put one on the bottom of the planar deck and planeswalk to the other one.

Achievements:

- ☐ **United Resistance:** Control a legendary creature or planeswalker of each color. (Each one counts for one color.)
- ☐ **Hatch a Plan:** Transform three or more Incubator tokens in a single turn.
- ☐ **Absolute Chaos:** Have chaos ensue during a game of Planechase Commander.
- ☐ **Trinket Collection:** Control five or more differently named artifact tokens.
- ☐ **Spell Collaboration:** Cast a spell with convoke and mana value 5 or greater by tapping creatures only and paying no mana.
- ☐ **With a Little Help from My Friends:** Have three or more backup abilities and/or other “enters the battlefield” abilities of creatures that target a creature trigger in a single turn.
- ☐ **Chivalric Order:** Control seven or more Knights.
- ☐ **Phyrexian Agenda:** Incubate, proliferate, and sacrifice a permanent in a single turn.
- ☐ **Siege the World:** Control three or more battles with each opponent protecting at least one of them.
- ☐ **You Can Duo It!:** Win a game with a commander that depicts exactly two characters.