

THE BROTHERS' WAR

COMMANDER PARTY

The Brothers' War Commander Party Setup:

You should have received:

- 100 Faction Cards
 - 50 Mishra Faction Cards
 - 50 Urza Faction Cards
- 100 promo cards
- 1 set of instructions

You will also need the poster from the *Dominaria United* event. You will use the same poster for this event, as well as for the upcoming *Phyrexia: All Will Be One* and *March of the Machine* Commander Party events.

If you did not host a Dominaria United Commander Party event: Before The Brothers' War Commander Party event, scratch off 2 of the 3 squares and the octagons labeled A and B.

When players check in for the event, hand out **one participation promo card** while supplies last. Group players as close to four per table as possible. Once all players are seated, and before the event begins, pass out two Mishra and two Urza Faction Cards to each group of players (for tables with an odd player count, randomly remove or add a Faction Card). Players can decide amongst themselves who gets which Faction Card within their group.

Once the event begins, set a timer for 120 minutes and end the event when time runs out. On page two you'll find instructions to be read aloud to players at the beginning, during specific moments throughout the event, and at the end.

The Brothers' War Commander Party Instructions:

Read the following aloud to participants at start of event:

Welcome to The Brothers' War Commander Party! Everyone should have received a Faction Card that is allied with Mishra or Urza when they checked in today. If you don't have a Faction Card, raise your hand and we will get you one now.

The struggle between Mishra and Urza is reflected on your party cards. Each faction can perfect and compare its fighters. Perfecting your fighter allows you add a perfection counter to your Faction Card and a +1/+1 counter on a creature you control. Comparing fighters will allow you to draw a card or gain life while an opponent loses life - it all depends on which brother you align with.

During today's Commander Party, the two triangle scratch off locations on the map will be revealed. The first person to lose any game at the event will get to scratch off one of the triangles and the first person to have 4 perfection counters on their party card will get to scratch off the other. If you believe you are the first person to be lose or to have 4 perfection counters on your party card, raise your hand or call for a staff member to verify.

When a new portion of the map is revealed, we'll announce the new gameplay information that becomes active.

Some of our map has already been revealed and influenced by what happened at the Dominaria United Commander Party. If you meet all the conditions displayed on the revealed portions of the map, once during the game, you may draw three cards.

(Only read the conditions associated with the powers already revealed on your map)

If you're a player:

- 1 - with the lowest life total*
- 2 - whose opponent's creatures have total 9+ power*
- 3 - who controls the fewest creatures*
- 4 - who controls an artifact*
- 5 - who controls the fewest artifacts*
- 6 - who controls the fewest lands*

When your game ends, report the number of perfection counters and which brother you were allied with to the event runner. This information will be used to reveal more poster locations at the end of the event. (There is a place to log this data on a later page.)

During the Commander Party:

When someone meets the criteria for scratching off one of the triangles on the map, make sure to announce the new information to all players.

They can scratch off one of the triangles, shown below with a yellow border.



Read the highlighted text aloud to all players depending on what number is revealed by the scratch-off:

If 7 is revealed:

If you're a player allied with Mishra, you may add a perfection counter to your Faction Card.

If 8 is revealed:

If you're a player allied with Urza, you may add a perfection counter to your Faction Card.

Read the following aloud to participants at the end of the event:

Thanks for stepping back into the midst of The Brothers' War. Hopefully you were able to perfect your fighters and win comparisons against other fighters. We are now going to reveal 2 more map locations that will set us up for the next Commander Party where we'll be heading Phyrexia.

After you read the above, gather any last perfection counter data from players who haven't reported it, share the results, and scratch off the next two map locations.

Number of players in event: _____

Mishra Faction perfection counters: _____

Urza Faction perfection counters: _____

If your Mishra players ended with 6 or more counters than the Urza players, reveal D and F.

If your Urza players ended with 6 or more counters than the Mishra players, reveal E and F.

If your Mishra and Urza players were within 5 counters of each other, reveal D and E.

Make sure to scratch off the two new locations before moving on to the next step.

Read the following aloud after scratching off the two new map locations:

The legacy of The Brothers' War remains the same – destruction and grief. The Brothers' strongholds are now in ruins and mostly forgotten to time. As we jump back to the present, we'll be leaving Dominaria and heading to New Phyrexia. What horrors will await us there? Deathtouch, Haste, Vigilance, Firststrike, and Trample will be within your grasp but only if you open yourself up to the secrets of the Praetors. Thanks for playing and see you for Phyrexia: All Will Be One.

Add two Faction Cards to the map with tape or an adhesive in the middle-right region as shown in this image. One should cover Mishra's foundry and C, and the other should cover Urza's Tower and 2.

