



The Art of Combat

Benelux Conference Edition



Seminar on the Combat Phase – Benelux Conference – Antwerpen
By Bemindt Jona – 26th of November 2016



Theory of the Combat Phase



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Steps of Combat

- 1. Beginning of Combat**
- 2. Declare Attackers**
- 3. Declare Blockers**
- 4. Combat Damage**
- 5. End of Combat**



Steps of Combat

Beginning of Combat

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Beginning of Combat

- **Opponent becomes Defending Player**
- **Triggers go on the stack**
- **Spells and activated abilities**



Steps of Combat

Declare Attackers

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Declare Attackers

- **Declare Attackers**
- **Restrictions – Requirements**
- **Pay costs**
- **Triggers go on the stack**
- **Spells and activated abilities**
- **No attackers declared? Skip to the end!**



Steps of Combat

Declare Blockers



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Declare Blockers

- **Declare blockers**
- **Restrictions Requirements**
- **Pay costs**
- **Announce damage assignment orders**
- **Triggers go on the stack**
- **Spells and activated abilities**



Steps of Combat

Combat Damage

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Combat Damage

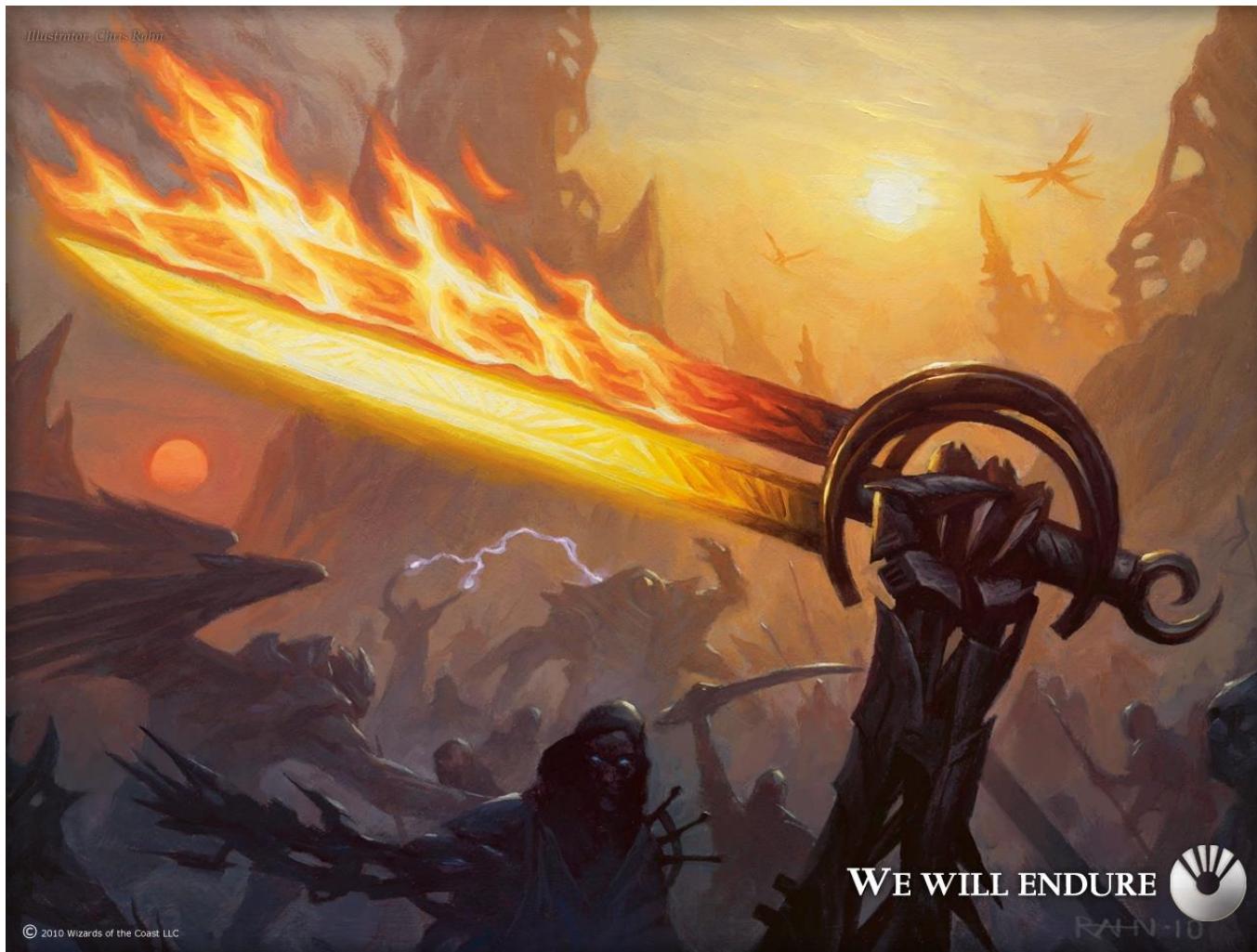
- **Assign combat damage**
- **Deal combat damage**
- **Triggers go on the stack**
- **Spells and activated abilities**
- **First strike or double strike? Go at it again!**



Steps of Combat

End of Combat

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End of Combat

- **Triggers go on the stack**
- **Spells and activated abilities**
- **End of the end => remove from combat**



Practice of the Combat Phase



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Laying Plans

Sightless Brawler (1*)

Master of Cruelties (3/3)

Master of Cruelties (3/3)

Human Warrior (1*)

Insatiable Gorgers (2/2)

Creature — Demon

First strike, deathtouch
Master of Cruelties can only attack alone.
Whenever Master of Cruelties attacks a player and isn't blocked, that player's life total becomes 1. Master of Cruelties assigns no combat damage this combat.

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Creature — Human Warrior

Cast this card for its mana cost plus enchant creature again if it's not attacking.

Creature — Vampire Berserker (5/3)

Insatiable Gorgers attacks each combat if able.

Madness 3 (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

"Drink deeply, for there is no tomorrow!"
—Anje Falkenrath

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Waging War



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Attack by Stratagem



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Tactical Dispositions



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Weak Points and Strong



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Manoeuvering

Aardvark: "I would like to go to the Combat Phase"

Nug: "Ok"

Aardvark: "In Beginning of Combat, I'll crew my Copter!"





Variation in Tactics

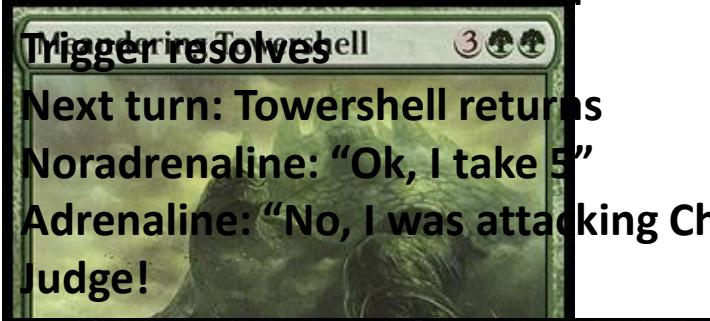


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The Army on the March

Adrenaline: "Attack Chandra"



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Terrain

- Aurelius: “Declare attack”
- Nelaros: “Ok”
- Aurelius: “When Exemplar’s trigger resolves I’ll animate Mutavault
- Nelaros: “Judge!”





The Nine Situations



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The Attack by Fire

Is there a way to both attack with Norwood Priestess and put a creature card onto the battlefield?

Norwood Priestess 2/2

Creature - Elf Druid

E: You may put a green creature card from your hand onto the battlefield. Activate this ability only during your turn, before attackers are declared.

MELISSA A. BENSON

Scourge of the Throne 4/4

Creature — Dragon

Flying

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)

Whenever Scourge of the Throne attacks for the first time each turn, if it's attacking the player with the most life or tied for most life, unlap all attacking creatures. After this phase, there is an additional combat phase.

Markus Kauschke

5/5



The Use of Spies



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Questions?



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