

Rebels Rules

(Updated 11/25/2025)

See the [Rebels Comprehensive Rules](#).

Join the [Discord Server](#).

See [Example Decks](#).

*This document is generally organized from the most important rules to the most optional. Only the rules down to **Commander Types** are necessary to build decks and play in the format. You may explore Rebels' additional mechanics at your own pace.*

These rules have a lot of edge cases, the intention of which is to add "texture" to deck building in Rebels. The core of this format is meant to be simple, while the format also provides extra space for exploring unique deck designs.

The Rebels format follows all official Commander rules with the following changes:

Deck: Your library plus command zone must total 60 cards or more.

Singleton Restriction: Only one copy of a card can exist among the cards in your deck and sideboard, unless a card says otherwise or is a basic land.

Rarity Restriction: Your library and sideboard must be constructed from only commons and uncommons.

Banned Cards: Cards banned in Commander, Game Changers, and Sol Ring are banned in Rebels.

Life Total: You begin with 25 life.

Commander Damage: The commander damage threshold remains at 21. However, only one commander from each player may do commander damage. Announce which commander card or outlander token you've chosen when commanders are revealed.

Command Zone: Players reveal their commanders at the start of the game before sideboarding.

By default, players can choose to have one or two commanders. More than two commanders can be allowed through the **Extra Commanders** rules below.

Commander Rarity: One of these commanders will be rare and the other will be common or uncommon. Alternatively, you can have just a single commander that is rare, uncommon, or common.

Commander Types: One these commanders must be a creature, vehicle, spacecraft, or planeswalker card (i.e. a card that can engage in combat). This card symbolically acts as your deck's leader.

Your other commander and outlander cards may be any card type except basic land.

Commanders do not need to be legendary.

Sideboarding: Optionally, You can have a maximum of ten card sideboard. Sideboarding occurs after players reveal their commanders. A maximum of five cards can be moved to your library this way.

Fast Sideboarding: Alternatively, start with fifteen cards in your sideboard and at least 55 cards in your deck. Then move five cards from your sideboard to your library after commanders are revealed.

Additional Actions: Rebels adds a few actions players can take at sorcery speed:

- **Recover a Commander:** Move your commander back to the command zone, if it is not in your hand or on the battlefield.
- **Play a Land Commander:** Play your land commander by paying its commander tax.
- **Ready a Commander:** Move your commander from the command zone to your hand by paying its commander tax plus 1.
- **Recover an Outlander:** Shuffle your outlander card (not a token) back in your library by paying its commander tax, if it is not in your hand or on the battlefield.

For each of these actions that require paying a commander's tax, its future tax will increase by 2.

See the [Rebels Comprehensive Rules](#) section **2.6** and **2.7** to read the full rules for these actions.

Extra Commanders: *These rules add interesting extra deck building options for those who want to engage with them in their own time.*

Rebels optionally allows players to have more than two commanders through the partner or outlander mechanics. One of your default commanders can provide extra commanders based on either partner-like abilities, or by naming or being named by other cards.

However, you cannot receive extra commanders from both the partner and outlander mechanics, nor can more than one of your default commanders provide extra commanders this way.

Whatever your choices, no two of your commanders may have the same name.

Partners: You may choose to pair one of your default commander cards with an eligible partner. Rare partners are only allowed if they are paired with your rare commander. Otherwise, partners must be common or uncommon.

A partner card is able to fulfill the requirement that one of your commanders in the command zone must be a creature, vehicle, spacecraft, or planeswalker card.

All rules in this document which apply to partner commanders also apply to commanders chosen through "Choose a Background", "Friends forever", or other similar abilities which allow a second commander in EDH.

Outlanders: Outlanders are commanders that cannot be placed into or played from the command zone. Outlander cards are cards in your library that are Outlander tokens are

legendary tokens created by your commanders. Reveal your outlanders along with your commander cards at the start of the game.

Outlander cards contribute to your deck's color identity, but outlander tokens do not.

Outlander cards are allowed to break the rarity restriction for cards in the library, allowing cards like [Tezzeret, Master of Metal](#) and [Urza, Lord Protector](#) into the format when played as outlanders.

The shortcut for the following rule is that you can choose one of your commander cards with a "Faces, Tokens, & Other Parts" section on [Scryfall](#), then you can choose the cards and named legendary tokens shown there to be your outlanders. (There are only a few [minor edge cases](#) where WotC never printed token cards for named legendary creature tokens and therefore are not listed.)

Choose one of your default commander cards. Then repeat the following as many times as you choose or until all options are exhausted:

If the rules text of this chosen commander card or the rules text of one of your outlander cards names another card in your library or names a legendary token (for example, [Dark Supplicant](#) names [Scion of Darkness](#) and [Mechtitan Core](#) names the [Mechtitan](#) token), or if this commander or one of your outlander cards is named by a card in your library (for example, [Bruna, the Fading Light](#) is named by [Gisela, the Broken Blade](#)), then that card in your library or named legendary token can be chosen as one of your outlanders.

To see example command zones with outlanders, see the [Rebels Comprehensive Rules](#) section **5.3**.

Outlander Tokens: *Rebels uses outlander token trackers to make it easier for you to conceptualize what happens if more than one copy of your outlander token exists at the same time or if something other than your commander creates a copy of the token. In most typical situations, it is not necessary to physically represent these trackers.*

Outlander tokens are kept track of by an outlander token tracker object, each of which tracks a specific outlander token. An outlander token tracker can link itself to one instance of the corresponding token at a time. This linking occurs when the token is created.

Permanents with an outland token tracker linked to them are outlanders and therefore commanders.

Each player gets their own outlander tokens and trackers for each token they chose as an outlander. Players each get their own trackers even when multiple players choose the same named token as their outlanders.

When a commander spell you own or the ability of a commander you own resolves, if that spell or ability creates one or more instances of a token you've chosen as an outlander, then you may link your corresponding outlander token tracker to one of those tokens.

An outlander token can be chosen as your one commander that does commander damage. If you do, then such a token can only deal commander damage if your corresponding outlander token tracker is linked to the token.

Outlander token trackers exist in the command zone even when linked to permanents on the battlefield. No card can currently interact with a token tracker, which is intended to remain the case.

Draft Rules: Rebels can be drafted using the [pick two](#) draft, and with following rule changes:

- Your rare commander card can now be any rarity.
- The minimum deck size is reduced to 40 cards.
- The singleton rule no longer applies.

Note that these draft rules are currently untested. The rules written here are my initial guess at what would be the best method for drafting Rebels. An additional rule to consider is allowing any card rarity in the library.