

POWER LEVELS AT OMAR'S COMMANDER NIGHTS

Last Update: 6/18/21

General

At Omar's, we aim to group players into "pods" by the power level of their decks to ensure that all players in each game have a good time. This means not being overpowered compared to other players in your pod, resulting in runaway victories early on, but it also means not being underpowered, by not having enough interaction with the other players to meaningfully impact the end game state. Decks will often play better when they are built with a specific power level in mind, and if possible, we recommend having an alternate deck to play in a different level. Players *must* select their deck's power level when they sign up for an event.

When thinking about your deck's power level, look at when it consistently becomes a threat that players will have to deal with, if left uninterrupted.

CEDH means being a threat by turn 3.

High is turn 5-6.

Mid is turn 7-8.

Low is turn 9-10.

This is not to say that a High deck should win on turn 5, for instance, but rather that it will be in good position to by turn 5 if other players aren't interacting with it.

Deck and Card Archetypes that should be played cautiously, if at all:

- Mass Infect
- Stax
- Group Hug
- Group Slug
- Mass Land Destruction
- Pillow-Fort
- Any form of quick win, including early infinite combos, or milling players out before they can play

These practices in play are banned:

- Kingmaking (you should be trying to win to keep the games fun and engaging)
- Collusion (officially banned in all official play by Wizards of the Coast)
- Proxies (officially banned in all official play by Wizards of the Coast)

Low

The **LOW** level is focused on casual decks, with a focus on creative deckbuilding, thematic Commanders, and fun, but not overpowered, "gimmicks" to drive engagement. Interaction is mostly achieved through combat. These decks typically do not have specific win condition combos that must be achieved for victory. They will become a major threat by turn 9 or

so, if left undisturbed. Official, unmodified (or lightly modified), preconstructed Commander Deck products typically fall into this category, though many can be made MID Level with the right substitutions.

Mid

The **MID** Power level is more focused on winning with defined strategies than LOW. There should be quite a bit of player interaction, and several Tutor effects should be expected in most decks to ensure their strategies come up in play. Many decks will be able to generate a lot of value over a short period of time, including in the early game. Most MID decks have a few specific win conditions that the cards support, and will be a major threat by turn 7-9 if left undisturbed. MID decks will usually run at least a few board wipes, and sometimes opponent-controlling or extra-turn effects, in order to bring these combos to bear. Although MID decks aren't necessarily based around others having fun, they don't make the game frustrating to others by excessive taxing, mass land destruction, or infinite combos.

High

The **HIGH** Power level is focused on highly interactive decks with plenty of player interaction and some of the best cards in Magic's history. Decks are able to become a threat early in the game and even set themselves up as a major threat by turn 5-6 if left undisturbed. Although decks play powerful strategies such as infect, they don't run many cards that lock other players out of being able to impact the game meaningfully, if at all, by running mass land destruction and/or Stax decks. Note that High power decks are NOT CEDH decks.

QUICK NOTES

Low Power

- Fun, Casual decks created for long, interactive games
- Preconstructed Commander decks with no edits are a good example of "low power"
- Victory is achieved primarily through combat
- No high-synergy combos, no land destruction, very minimal Stax elements and tutors
- Focus is on fun and interesting (though not optimized/super aggressive) deck building
- Good entry point for beginners and players learning the format

Mid Power

- More aggressive, honed decks
- Focus on winning through a cohesive strategy (this doesn't have to be via combat)
- Limited Stax elements (and these are not a focus of the deck's strategy)
- No Mass Land Destruction
- Around 2-5 Tutor effects expected to ensure consistency
- No game-ending or infinite combos (example: Thassa's Oracle + Tainted Pact)
- Good for experienced commander players looking for fun and challenging games
- Most of the games featured on *The Command Zone* YouTube channel are good examples of "Mid Power" decks

High Power

- Strongest and most consistent decks belong at this tier
- Stax elements are allowed, but decks should not have Stax as a main strategy
- A bunch of interaction and removal is expected
- Combos involving several cards *NOT including the commander* are allowed
- These decks are often capable of gaining significant advantage as early as turn 5 or 6 if left undisturbed
- Come here for the highest challenges outside of CEDH events

At this time, we are not running CEDH (Competitive EDH) pods.

Stay tuned for more information as we move to our new location in Summer 2021!

For more information, visit our [Discord server](#) and tag @Commander Council Member