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# Ambitions

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*Limited Information*  
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I can't say that error with the *Wings of Velis Vel* locked him out of this game, but it certainly didn't help. After that, it was extraordinary card advantage that allowed the deck to keep the pressure on. A lot of opportunities for two-for-ones were taken; it's hard to come back from that kind of card advantage avalanche

Card advantage here too, and happily he didn't see the *Wrath* effect coming. It's a real gift when you get to disguise your mass removal. In this case, playing out creatures that replaced themselves allowed us to hide the Command and retain card advantage. It's also fun to watch each player's role switch from aggression and defense. There was a lot of interplay in the match, which stands to reason when both decks were so similar. In this case, the opponent's deck was a little more aggressive while ours was more controlling. Luckily the Command blunted his offense and let our deck take off. A good match. [We've got more!](#)



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