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Ambitions

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RULES



One of the tightest games of the tournament. There were probably some errors made on both sides, but trading the **Ashling** against **Benthicore** was key. It was a fun game, though; each turn was pretty critical to stem the rush. Again, at some point the deck *must* turn aggressive; the life totals are always fairly low, and we really don't want them to find burn or a dragon or whatever. It's hard to quantify precisely when the tipping point exists, but ideally there was enough information provided to see why and when going aggro was best.

Looking back at this one, I think the final few turns were played a little too defensively/card advantage oriented. I also think Necrotower did himself a disservice by drying up the Vivid land, preventing a triple **Ashling** turn. It was getting to a point where he needed that option to dig himself out of the hole. But again the card advantage and tempo came through, along with that critical clash win on the third turn. [On to the finals!](#)



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