

# ? POD DECK-BUILDING GUIDE

## DeckCheck-Centric Framework for Clear, Fair, and Consistent Commander Nights

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### ? Purpose of This Guide

This guide exists to keep our Commander nights organized and consistent. DeckCheck gives us an objective way to evaluate:

- **Threat Velocity**
- **Resource Velocity**
- **Consistency**
- **Interaction Density**
- **Win Turn / Effective Win Turn**

This clarity helps prevent mismatches and ensures everyone sits down with accurate expectations.

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### ? Weekly Requirement — Submit Decks by Thursday

To prepare balanced pods, every player must:

1. Run their deck through **DeckCheck**
2. Share the **DeckCheck power rating**
3. Declare the **League (BBC, MILF, or WHORE)**
4. Submit this **before Thursday at 11:59 PM**

If a player misses the deadline, they may still play but must choose one of the penalty modifiers listed below.

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# ? The League System

Leagues are determined by DeckCheck power ranges and Bracket 3 rules (for BBC & MILF).

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## ? BBC League — Low Velocity / Precon-Style

**DeckCheck Range:** Less than 6.5

**Restrictions:** Bracket 3

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## ? BBC League Overview

BBC League aims for relaxed gameplay similar to upgraded precons.

## Mechanical Characteristics

- **Win Turn:** Typically Turn 9-11
- **Strategy:** Combat-focused, slow value engines
- **Tutors:** 0-1
- **Interaction:** Basic, minimal free spells
- **Ramp:** CMC 2-3, slower rocks
- **Consistency:** Low redundancy and low protection

## Power Range Enforcement

DeckCheck rating must be **below 6.5**.

Anything stronger moves to MILF League.

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## ?? BBC League — Bracket 3 Rules (Mandatory)

- Max **0-3 Game-Changers**

- No **mass land destruction**
  - No **extra-turn loops**
  - No **deterministic wins before Turn 6**
  - No **early hard locks** (Turns 2-4)
  - No **fast-mana dominance**
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## ? BBC League Gameplay Expectations

- Slower tempo
  - Emphasis on board presence
  - High interactivity
  - Longer games
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## ? MILF League — Tuned / Synergy-Focused Casual

**DeckCheck Range:** 5.5 - 6.5

**Restrictions:** Bracket 3

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## ? MILF League Overview

MILF League is for tuned, synergistic decks that are still clearly noncompetitive.

### Mechanical Characteristics

- **Win Turn:** Typically Turn 6-8
- **Strategy:** Synergy engines and optimized value lines
- **Tutors:** 1-3
- **Interaction:** Moderate and purposeful
- **Ramp:** Efficient CMC 1-2-3 ramp
- **Consistency:** Good redundancy and moderate protection

### Power Range Enforcement

DeckCheck rating must fall **between 5.5 and 6.5**.

Higher ratings move to WHORE League.

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## ?? MILF League — Bracket 3 Rules (Mandatory)

- Max **0-3 Game-Changers**
  - No **mass land destruction**
  - No **extra-turn loops**
  - No **Turn 6 or earlier deterministic wins**
  - No **early oppressive stax**
  - No **infinite-mana outlet wins before Turn 6**
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## ? MILF League Gameplay Expectations

- Strong and reliable
  - Interactive and tactical
  - Clearly casual, but not weak
  - Appropriate for experienced casual play
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## ? WHORE League — Open Power

**DeckCheck:** No limits

**Restrictions:** None

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## ? WHORE League Overview

WHORE League allows any legal strategy, including high-power and cEDH-level play.

## Mechanical Characteristics

- No DeckCheck ceiling
  - Fast mana allowed
  - All combos allowed
  - Early win attempts expected
  - Stax and efficient protection legal
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## ? WHORE League Gameplay Expectations

- High tempo
  - Strong interaction
  - Explosive turns
  - Competitive-level strategies acceptable
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## ?? Bracket 3 Expectations

*(Tiers 1 & 2 Only)*

To maintain fair mid-power games:

- Games end **Turn 6 or later**
  - Wins require setup + interaction windows
  - No mass land destruction
  - No extra-turn abuse
  - No early hard locks
  - Max **0-3 Game-Changers**
  - BBC League = DeckCheck **4.5-5.5**
  - MILF League = DeckCheck **5.5-6.5**
  - Decks outside their range must move up a tier
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## ? Player Checklist

Before game night:

- Submit your DeckCheck rating + Tier by Thursday
- Ensure your deck falls within your Tier's range

- Follow Bracket 3 rules if in BBC League or 2
  - Align your deck's speed with your intended Tier
  - Bring decks that support fair and interactive games
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# ? Penalties for Late Deck Submission

If you miss the Thursday deadline, choose one:

## Option A — Lost & Found Deck

Play a random deck from the community pile.

## Option B — Chaos Seat

Start with:

- One tapped land
- One Clue token
- Once per game, any player may ask you a rules question you must answer.

## Option C — Frozen Mulligan

Only one mulligan for the game.

## Option D — Mystery Draw

A podmate draws your opening seven.  
Keep it or take a single mulligan.

## Option E — Group Vote

The table chooses a modifier for your game.

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# ? Pod Values

- Clear communication
- Respect for everyone's time
- Balanced expectations
- Consistent gameplay across tiers
- Interactive, fair games
- No mismatched power levels
- No frustration from surprise spikes

This structure ensures all players can focus on enjoying the game.

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