

POD DECK-BUILDING GUIDE

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

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.

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.

☐☐ The League System

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

☐☐ BBC League — Low Velocity / Precon-Style

DeckCheck Range: Less than 6.5

Restrictions: Bracket 3

☐☐ 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.

⚠ 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

☐☐ 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.

⚠️ 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

☐☐ 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.

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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