



# Deckhand



**RULEBOOK**



# Deckhand



## DECKHAND

Deckhand, the online Collectable Card Game (CCG), rocketed onto the tournament scene a few years ago; it's accessible and strategic gameplay helping it carve out a niche in an arena otherwise dominated by twitch-based games. Superior strategy can win the day in Deckhand, but luck will always play a factor, turning the best-laid plans into early-turn defeats.

Deckhand is a 2-player game settling a quarrel between two starship Captains, their ships docked with one another and a full melee breaking out between their respective Crews. Your objective is to kill the enemy Captain, while keeping your own Captain safe from harm. So, summon your Crew and prepare to be boarded!

## GAMERS

Deckhand, Partition's CCG-inspired game, uses Wisdom and X Factor. Gamers with high values for one or more of these two statistics will find great success in matches of Deckhand. Also keep an eye out for any Gamers with the CCG symbol on the top left of their card (the same symbol as the one on the top left of Mint93's card on the next page) as this identifies them as avid Deckhanders who can pull victory from the closed airlock of defeat.

Each player needs 1 Gamer for a match of Deckhand. If you are playing Deckhand separately from the Partition tournament system, you may select your Gamer by shuffling the Gamer cards together and each player drawing a card. Players may also select their Gamer through mutual agreement or by each player drawing half of the Gamer deck and selecting a Gamer from the cards they have drawn.

Deckhand can also be played without Gamers at all. Simply roll three dice for each attack and Counterattack.

## SETUP

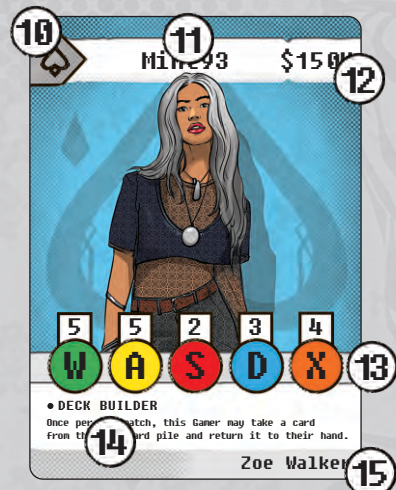
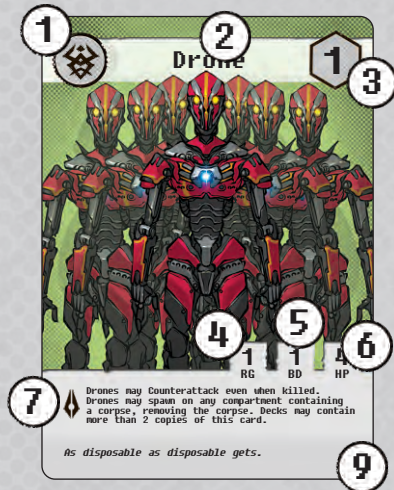
Take the three Airlock cards and place them across the center of the table to create the map as seen in the diagram below. Each player chooses a Captain and a 20-card deck and places their Captain below the rightmost (from their perspective) Airlock card. Each player then shuffles their deck and draws 5 cards. If a player is unhappy with their initial hand, they may return the cards, shuffle the deck again and draw five new cards. The new hand is final.

Finally, place the dice and tokens within reach of both players and keep your Gamer close to the map for easy reference. Unlike other Partition genres, no card is placed on top of the Gamer in a Deckhand match.



## CARDS

In addition to Gamers, there are three types of cards in Deckhand: Captains, Crew and Maneuvers. They share similar attributes as seen on the right.



## DECK CARDS

- 1** Deck Symbol - Identifies which Captain the card belongs to. Cards with an alien skull and crossbones symbol are freelancers and may be used by any Captain.
- 2** Name - Name of the card.
- 3** Cost/Captain Symbol - The number of Corryte it costs to summon the Crew or activate the Maneuver. Captains do not have a Corryte cost, so this space is filled with a Captain Symbol instead.
- 4** Range (RG) - How many compartments away the Captain or Crew can attack. If a card does not have this or the next two attributes, it is a Maneuver.
- 5** Base Damage (BD) - The automatic damage the Captain or Crew deals to its target. This is added to the results of the Gamer's dice roll to determine the damage of an attack or Counterattack.
- 6** Hit Points (HP) - The amount of damage the Captain or Crew can sustain before being killed.
- 7** Special Ability - A special action produced by the card. Maneuvers are usually instant while Captain and Crew abilities are either passive or require specific criteria to activate.
- 8** Skill - Unique to Captains, Skills are similar to Special Abilities except they cost 1 Corryte to activate.
- 9** Flavor Text - Captain Helen Jara, the Star-Bounder, offers her unique opinions and perspectives with zero gameplay implications.

## GAMER CARDS

- 10** Preferred Genre - The genre the Gamer enjoys playing most. There is no gameplay effect; use it as a quick reference when building your eSports team.
- 11** Handle - The Gamer's online gaming name/persona.
- 12** Salary - How much money it costs to add the Gamer to your eSports team in the Partition tournament system.
- 13** Stats - The Gamer's skill and talent with different aspects of games: Wisdom, Awareness, Synergy, Dexterity and X Factor. Deckhand uses Wisdom for attacks and X Factor for Counterattacks.
- 14** Talent - A unique ability the Gamer may use to affect the outcome of a match. If the Gamer does not have a Talent, this space is filled with italicized flavor text.
- 15** IRL Name - The Gamer's real world name.

## Deckbuilding

Future expansions will add new cards to customize your deck with, but there are some restrictions. Each deck must consist of 20 cards (in addition to the Captain). All cards must have the same Deck Symbol as the Captain, unless they have the freelancer alien skull and crossbones symbol. No more than two copies of a card with the same Name may be included in your deck. Additionally, only one copy per 3-Cost card may be included in your deck.

## PLAYING THE GAME

Deckhand is played on a map divided into three zones, each made up of three compartments. The center zone's compartments are marked by the three Airlock cards as seen in the green box in the diagram on the right. On either side of the Airlock Zones are two Starship Zones, as seen in the red and blue boxes on the right. No cards are used to mark the locations of the Starships' compartments; their location is determined by referencing the cards in the Airlock Zone.

Players begin by rolling their Gamers' X Factor Stat, the player who rolls the most symbols (Successes) activates first. The player taking their turn first draws a card and has 2 Corryte to spend summoning Crew or activating Maneuvers or their Captain's Skill. Every turn after the first (including the second player's first turn), each player draws a card and has 3 Corryte to spend.

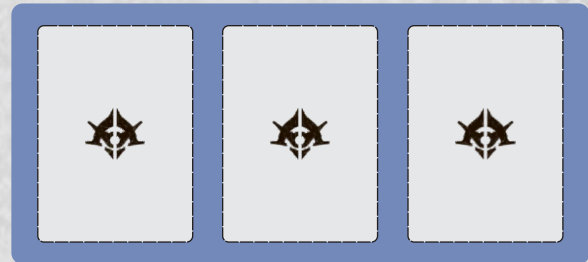
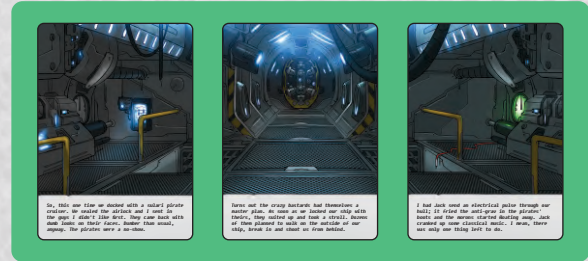
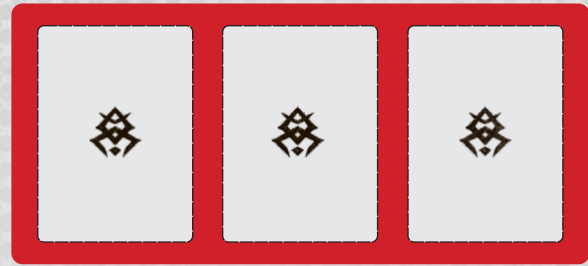
During their turn, players may also move and attack with their Captain (and any Crew already on the board) for free. Spending Corryte and activating your Captain and Crew can be performed in any order, but each card must be resolved completely before moving to the next (you can't move your Captain, use a Maneuver and then attack with your Captain). Each Crew and Captain may only activate once per turn.

## MOVEMENT

Captains and Crew may move one compartment away from their current location each turn (including the same turn they are spawned). Movement may occur before or after attacking and generally may not be performed diagonally, unless otherwise noted on the card. Moving to a compartment with a corpse destroys the corpse; move the card to the owning player's discard pile.

## SUMMONING CREW

Pay the Corryte cost to place a Crew on one of the three compartments in your Starship Zone. The Crew may move 1 compartment after being summoned, if desired, but they may not attack until the owning player's next turn.



## ATTACKING

A Crew or Captain may attack an enemy if the target is within the Crew or Captain's Range and is not blocked by any other enemy. For a Range greater than 1, count the compartments to confirm the target is in Range and then use the center of the

## RECKLESS CHARGE

If each compartment in your Starship Zone is occupied and at least one compartment contains an enemy Crew or Captain, you may perform a Reckless Charge to create room. Pay the Corryte cost to summon a Crew on one of your Starship compartments occupied by an enemy. Move the enemy into the adjacent Airlock compartment and move any Crew or Captain (friend or foe) already in the Airlock compartment to the adjacent enemy Starship compartment. If the last compartment in the column is also occupied by a Crew, move that Crew to the owning player's discard pile. If the last compartment is occupied by a Captain, the Captain takes 3 Damage and the Crew that was in the Airlock compartment at the start of the Reckless Charge is discarded instead.

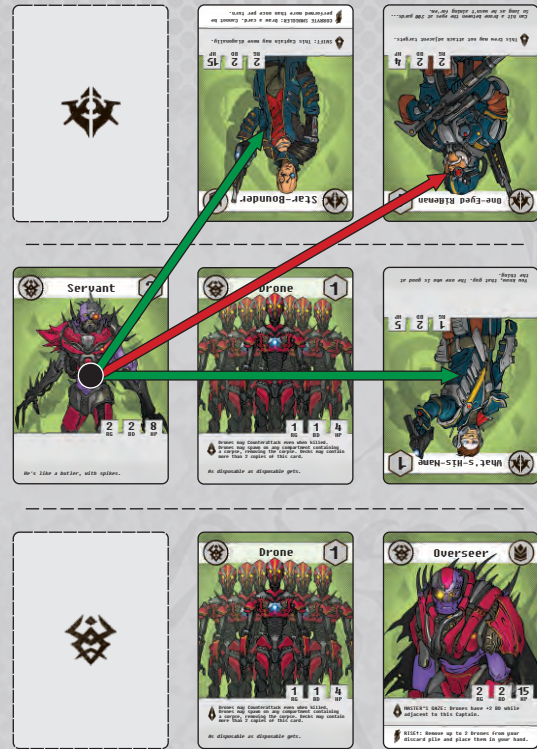
attacker's compartment and make a straight line to the center of the target's compartment. If the line does not cross another enemy Crew or Captain, the attack may take place.

Roll dice equal to the value of your Gamer's Wisdom. Each symbol rolled is considered a Success, and each Success is added to the attacker's Base Damage. Place damage tokens on the target equal to the amount of damage inflicted.

If the target of the attack lives, they may perform a Counterattack (see the next section). Some Crew can make attacks affecting multiple targets; only the initial target may Counterattack.

If a Crew has damage tokens equal to or greater than its Hit Points, the Crew is killed and they become a corpse. Flip the Crew's card over to show they are now a corpse.

If a Captain has damage tokens equal to or greater than their Hit Points, the Captain is killed and the opposing player wins the match.



The Overseer player wants to activate their Servant to do the most possible damage. The Servant has a Range of 2, giving him an advantage over melee-minded Crew. The Servant can target What's-His-Name as he is 2 compartments away and the allied Drone Crew won't block line of sight. The Servant could attack the Star-Bounder as well, but would incur her wrath in the form of a Counterattack. The One-Eyed Rifleman is sadly out of reach. He is 3 Compartments away and even if the Servant moved one compartment forward, the Star-Bounder would block line of sight.

## COUNTERATTACKING

Whenever a Crew or Captain survives an attack, they may Counterattack if their attacker is in Range. Roll dice just like a normal attack, but use the value of your Gamer's X Factor. Counterattacks may not be Counterattacked. That would be silly.

## MANEUVERS

Maneuvers are Captain-focused action cards usually played on your turn and discarded after use. Pay the Corryte cost, resolve the text on the card, discard it and move on to your next action. Maneuvers that assign damage are considered attacks, but they may not be Counterattacked.

## VICTORY

Kill the enemy Captain and you win the match!

