Multifunction Combat Turret Attack (standard) Defend (standard) Retain: 1 power	Multifunction Combat Turret Attack (standard) Defend (standard) Retain: 1 power	Multifunction Combat Turret Attack (standard) Defend (standard) Retain: 1 power
Multifunction Combat Turret Attack (standard) Defend (standard) Retain: 1 power	Beamed Power Transmission Gain 3 power	Beamed Power Transmission Gain 3 power
Beamed Power Transmission Gain 3 power	Beamed Power Transmission Gain 3 power	High-Efficiency Solar Capacitor +1 Power per turn Retain: 0

Pre-constructed deck - **Athena** - Printed on June 29, 2006

High-Efficiency Solar Capacitor	High-Efficiency Solar Capacitor	High-Efficiency Solar Capacitor
+1 Power per turn	+1 Power per turn	+1 Power per turn
Retain: 0	Retain: 0	Retain: 0

Armored Cannon	Hardened Chaingun Nest	Spiked Shield
Defend (-1 cost) 0 / 2 / 7	Defend (-2 cost) 0 / 1 / 6	Defend (-3 cost) 0 / 0 / 5
Attack (+1 cost) 1 / 4 / 9	Attack (+2 cost) 2 / 5 / 10	Attack (+3 cost) 3 / 6 / 11

Armored Cannon	Hardened Chaingun Nest	Spiked Shield
Defend (-1 cost) 0 / 2 / 7	Defend (-2 cost) 0 / 1 / 6	Defend (-3 cost) 0 / 0 / 5
Attack (+1 cost) 1 / 4 / 9	Attack (+2 cost) 2 / 5 / 10	Attack (+3 cost) 3 / 6 / 11

Pre-constructed deck - **Athena** - Printed on June 29, 2006

Armored Cannon	Hardened Chaingun Nest	Spiked Shield
Defend (-1 cost) 0 / 2 / 7 Attack (+1 cost) 1 / 4 / 9	Defend (-2 cost) 0 / 1 / 6 Attack (+2 cost) 2 / 5 / 10	Defend (-3 cost) 0 / 0 / 5 Attack (+3 cost) 3 / 6 / 11
Armored Cannon	Hardened Chaingun Nest	Spiked Shield
Defend (-1 cost) 0 / 2 / 7 Attack (+1 cost) 1 / 4 / 9	Defend (-2 cost) 0 / 1 / 6 Attack (+2 cost) 2 / 5 / 10	Defend (-3 cost) 0 / 0 / 5 Attack (+3 cost) 3 / 6 / 11
Command Report	Command Report	Defense Report
Tokenize: Discard to roll one extra time in the Command phase and select the result you want.	Tokenize: Discard to roll one extra time in the Command phase and select the result you want.	Tokenize: Discard to roll two extra times for a card's defense.

Repair Team	Repair Team	Repair Team
3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens	3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens	3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens
Repair Team	**Research Report**	**R&D Breakthrough**
3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens	Tokenize: Discard during the Recover phase to draw three cards, then pick three cards from your hand and shuffle them into your deck.	Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.
Research Report	**R&D Breakthrough**	**Rapid Response Team**
Tokenize: Discard during the Recover phase to draw three cards, then pick three cards from your hand and shuffle them into your deck.	Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.	Tokenize: Discard to re-roll any roll you make.

Rapid Response Team

Tokenize: Discard to re-roll any roll you make.

EMP Grenade Launcher

Attack (-3 cost) 0 / 0 / 5
Defend (standard)

Damage: Neutralize targeted card.

EMP Grenade Launcher

Attack (-3 cost) 0 / 0 / 5
Defend (standard)

Damage: Neutralize targeted card.

Recovery Team

Tokenize: Discard to take a card of your choice from your discard pile instead of drawing the top card from your deck.

EMP Squad

Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.

EMP Squad

Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.

Command Aide

Tokenize: Discard and spend three Power to take an extra Command phase action.

Command Aide

Tokenize: Discard and spend three Power to take an extra Command phase action.

This deck has 44 cards in it. Remove 4 cards from the deck before playing with it. This deck is designed to dodge and endure damage. I recommend using a 4-, 6-, or 8-sided Commander.