

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

High-Efficiency Solar Capacitor +1 Power per turn Retain: 0	High-Efficiency Solar Capacitor +1 Power per turn Retain: 0	High-Efficiency Solar Capacitor +1 Power per turn Retain: 0
Command Report Tokenize: Discard to roll one extra time in the Command phase and select the result you want.	Command Report Tokenize: Discard to roll one extra time in the Command phase and select the result you want.	Rapid Response Team Tokenize: Discard to re-roll any roll you make.
Rapid Response Team Tokenize: Discard to re-roll any roll you make.	Linked Systems Array 3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.	Linked Systems Array 3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.

Linked Systems Array

3 Power: Activate 2 adjacent cards.

8 Power: Activate 3 adjacent cards.

16 Power: Activate 4 adjacent cards.

Linked Systems Array

3 Power: Activate 2 adjacent cards.

8 Power: Activate 3 adjacent cards.

16 Power: Activate 4 adjacent cards.

This deck has 20 cards in it. Add 20 cards to it before trying to play with it. At least 12 of those cards should be able to attack your opponent.