

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

<p>High-Efficiency Solar Capacitor</p> <p>+1 Power per turn</p> <p>Retain: 0</p>	<p>High-Efficiency Solar Capacitor</p> <p>+1 Power per turn</p> <p>Retain: 0</p>	<p>High-Efficiency Solar Capacitor</p> <p>+1 Power per turn</p> <p>Retain: 0</p>
<p>Diamond-Carbide Chainblade</p> <p>Attack (-1 cost) 0 / 2 / 7</p> <p>Defend (+1 cost) 1 / 4 / 9</p>	<p>Spiked Demolition Ball</p> <p>Attack (-2 cost) 0 / 1 / 6</p> <p>Defend (+2 cost) 2 / 5 / 10</p>	<p>Phased Plasma Array</p> <p>Attack (-3 cost) 0 / 0 / 5</p> <p>Defend (+3 cost) 3 / 6 / 11</p>
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<p>Command Report</p> <p>Tokenize: Discard to roll one extra time in the Command phase and select the result you want.</p>	<p>Command Report</p> <p>Tokenize: Discard to roll one extra time in the Command phase and select the result you want.</p>	<p>Anti-Infantry Systems</p> <p>Tokenize: Discard to remove an alert token from your deck.</p>

Anti-Infantry Systems

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Research Report

Tokenize: Discard during the Recover phase to draw three cards, then pick three cards from your hand and shuffle them into your deck.

R&D Breakthrough

Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.

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R&D Breakthrough

Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.

Rapid Response Team

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<p>Linked Systems Array</p> <p>3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.</p>	<p>Linked Systems Array</p> <p>3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.</p>	<p>Linked Systems Array</p> <p>3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.</p>
<p>Targeting Systems</p> <p>All adjacent attacks roll one extra time for hit location. You choose which roll to use.</p> <p>Retain: 1</p>	<p>EMP Squad</p> <p>Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.</p>	<p>EMP Squad</p> <p>Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.</p>
<p>Targeting Systems</p> <p>All adjacent attacks roll one extra time for hit location. You choose which roll to use.</p> <p>Retain: 1</p>	<p>EMP Grenade Launcher</p> <p>Attack (-3 cost) 0 / 0 / 5 Defend (standard)</p> <p>Damage: Neutralize targeted card.</p>	<p>This deck has 44 cards in it. Remove 4 cards from the deck before playing with it. This deck is designed to make lots of attacks. I recommend using a 10-, 12-, or (possibly) a 20-sided Commander.</p>