



DREADNAUGHT

[DECKBUILDING GUIDE]

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BUILDING CUSTOM DECKS

PRE-CONSTRUCTED DECK CUSTOMISATION

The pre-constructed decks may be customised in the following ways:

- ▶ **Upgraded Boosts:** You may modify or swap the Boost Cards in your deck to change its extra capabilities.
- ▶ **Secondary Weapons:** You may swap cards between Offense Decks to give your ship a wider array of weapons.
- ▶ **Secondary Defenses:** You may swap cards between Defense Decks to give your ship more well rounded protection.
- ▶ **Alternate Terrain:** You may swap terrain between any decks to create unique battlefield effects.
- ▶ **New Events:** You may swap Event Cards from your main deck with those in your chosen secondary decks.
- ▶ **Augment a Weapon:** An upgrade that changes the way some of your weapons or cards function.
- ▶ **Install a Hull Package:** An upgrade that gives your ship a combination of active, passive, and setup abilities.

ADDING BOOSTS

Boosts

After creating your combined deck of 36 cards (either adding 2 pre-constructed decks together, or a custom deck), you may add Boost Cards to improve certain aspects of that deck, or gain special reaction effects. You may add any Boost Cards, with the following restrictions:

- ▶ You must add **exactly 4** Boost Cards to your combined deck.
- ▶ You can add a maximum of 2 Boost Cards with the same name to your combined deck.
- ▶ The maximum total power level of these cards cannot exceed the combined power level total of your chosen Offense and Defense Deck.






If you are using secondary weapons or defenses, only the power level of your core offense and defense deck are used when determining the total boost power level.

If you have at least 6 cards from a single secondary deck, and that deck has a power level 2 or more points higher than your core deck, you may add 1 to your core deck's power level. You may apply this effect only once.

SECONDARY CARDS

SECONDARY WEAPONS & SECONDARY DEFENSES

In reality it is very rare for a ship to concentrate on a single weapon system to the exclusion of all else. The same goes for defensive measures. Because of this, you may customise any pre-constructed deck (a core deck) with the following limitations:

- ▶ You may remove up to 8  cards from an Offense Deck.
- ▶ You may remove up to 4  cards from a Defense Deck.
- ▶ You may add a total of up to 10  cards from up to 2 different Offense Decks to replace these cards.
- ▶ You may add a total of up to 4  cards from up to 1 other Defense Deck to replace these cards.
- ▶ You cannot add more  cards to your deck(s) than you removed from them.
- ▶ No more than 4 of the cards you added can have the **Movement** and/or **Defensive** keywords.
- ▶ Your combined card total must be exactly 36.

SWAPPING TERRAIN & EVENTS

You may freely swap Terrain Cards and Event Cards between any core decks with the following limitations:

- ▶ You may remove a Terrain Card from your combined deck to add a Terrain Card from any other core deck.
- ▶ You may remove an Event Card from your combined deck to add an Event Card from any core or secondary decks that match the deck symbols included in your combined deck.
- ▶ If an Event Card mentions one or more specific cards, you must include at least one of those cards in your combined deck if you wish to add that Event Card to your deck.

SECONDARY SYSTEMS

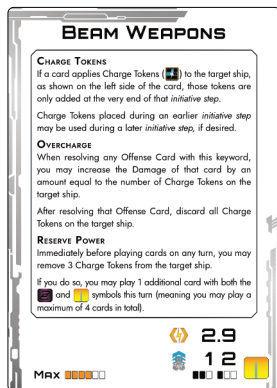
When swapping Terrain & Event Cards, you may choose to use one of the following additional effects:

- ▶ You may remove up to 2 Event Cards from your combined deck to add the same number of Terrain Cards to your combined deck, following the above limits.
- ▶ You may remove a Terrain Card from your combined deck to add an Event Card to your combined deck, following the above limits.

SECONDARY SYSTEMS

Secondary System Cards are provided for reference. When using one of these you *gain no HP or Resource bonuses from that card, ignore its Basic Movement effect, and it does not influence your opponent's deployment.*

When using the **System Card** of your **Secondary Weapons**, you gain only the abilities and effects from that card required to make its tokens or cards work at minimum effect.

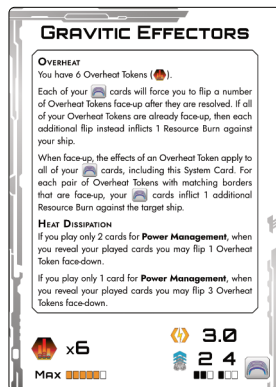


For example, using Beams (⚡) as Secondary Weapons, you would gain only the **Charge Tokens** and **Overcharge** effects.

You would not gain the **Reserve Power** effect, and you ignore the Basic Movement effect of the Beam System Card.

When using Effectors (🌀) as Secondary Weapons you would gain the **Overheat**

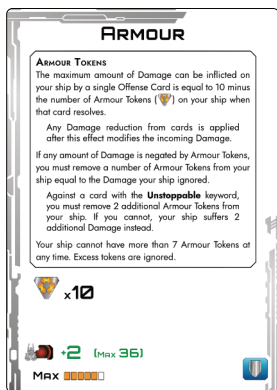
effect and the Heat Dissipation effect, as it is required for the functionality of Overheat Tokens.



SECONDARY SYSTEMS

Extra secondary System Cards are provided, marked with black corners, should players wish to use the same secondaries, or a deck that secondaries were taken from.

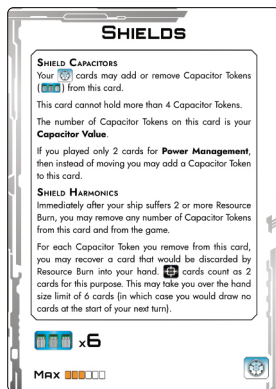
When using the **System Card** of your **Secondary Defenses**, you gain only the abilities and effects from that card required to make its tokens or cards work at minimum effect.



For example, using Armour (🛡️) as Secondary Defenses, you would gain only the **Armour Tokens** effect (which is also the only effect on the card).

When using Shields (🛡️) as Secondary Defenses you would gain only the **Shield Capacitors** effect.

You would not gain the **Shield Harmonics** effect as it is not required for the basic functionality of Capacitor Tokens.



When using Secondary Defenses, you may choose which **Spawn Bonus** to use; either the one from your Defense **System Card**, or the one from your **Secondary Defense System Card**.

AUGMENTS & HULLS

WEAPON AUGMENTS

When selecting your Offense Deck, or creating a custom deck, you may also choose an Augment Chip (printed as a medium rectangular token) for that deck. The effects of each augment are printed on the token.

Some may change the Damage, Push, Resource Burn, or other values on certain cards in your Offense Deck. Others may change how the special tokens for that deck work, or modify how it's System Card effects are applied.

The effects of an Augment Chip can only apply to cards with a matching Offense Symbol (so they do not affect secondary weapons, or the associated secondary System Cards).

HULL PACKAGES

After your opponent has selected their Offense Deck (but before selecting their Defense Deck) you may install a Hull Package on your ship (this is a small card with additional bonuses on it).

The bonuses from Hull Packages are divided into 3 categories:

- ▶ **Setup:** This applies when setting up the game, placing your ship, and applying spawn bonuses.
- ▶ **Passive:** This applies at all times, possibly in response to a triggering effect.
- ▶ **Active/Ability:** A single-use or limited use effect that you may choose to activate.

When creating a custom deck, you may select a Hull Package when creating that deck.

Hull Packages provide a wide variety of bonuses based around a certain theme or style of play. Some may have more powerful synergies with certain decks than others.

AUGMENTS & HULLS

When using a Weapon Augment, you may only make use of the bonuses if your opponent is also using a Weapon Augment.

When using a Hull Package, you may only make use of the bonuses if your opponent is also using a Hull Package.

This is to ensure balance and fairness as much as possible, as these upgrades can considerably increase the power or survivability of various decks.

If your opponent agrees, you may use your bonuses while they have none (perhaps they want to play on “hard mode” today), or you may use an Augment against their Hull Package, and so on.

DECK COMPARISONS

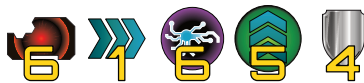
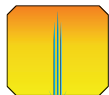
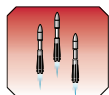
Each Offense deck has the capacity to do well against several other decks due to the way they are constructed. This can help you make informed choices about your ship's secondary weapons, augments, and defenses.

Note that the ratings given below don't relate to number of cards, but the overall effectiveness of each deck in the five standard categories:

- ▶ Damage
- ▶ Push
- ▶ Resource Burn
- ▶ Mobility
- ▶ Defense

Offense Type

Effect Ratings



STARTER DECK GUIDES

BASIC WEAPONS



This deck is themed around giving a good overview of all the basic mechanics of the game, and has enough damage, push, and resource burn to win through any means. This gives it some very strong cards, but a disappointing lack of focus, making it quite luck-dependent to do well with.

GAMEPLAY

With normal movement speeds, but acting slightly earlier in the turn, this deck functions well at getting its heavy hitters into play. It has a number of **Unstoppable** cards, and a good spread of utility cards.

Main Guns, *Energy Fusillade*, and *Hidden Weapon* are your heavy hitters, sometimes with higher numbers than in other decks. *Tractor Beams* offers moderate utility to keep an opposing ship pinned down, while *Impact Field* offers quite powerful defense.

Overall, Basic Weapons relies on luck to get the right cards at the right time, due to its lack of focus on any one aspect. On the flip side, this also means you can *always* do something useful on your turn, even if it's not directly helping you to win.

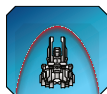
COUNTER-PLAY

Ideally played against another Basic Weapons deck (in intro games), it's best to try and figure out what your opponent is going for and work against stopping that, either by getting out of arc, putting down terrain, or stacking your damage, push, or burn faster.

Against a standard or custom deck, Basic Weapons will struggle until the mid- to late-game, where it's versatility at all different aspects will come to the fore. Aggressive decks will defeat it easily if played well, but sustained decks or late-game decks may struggle slightly.

STARTER DECK GUIDES

BASIC DEFENSES



This deck has no special system effect, but has a useful spawn bonus to make your ship slightly tankier at least. The cards in this deck give a good spread of options against all incoming fire, reducing damage, push, and resource burn, while also having some utility.

GAMEPLAY

Basic Defenses works well against everything, but being non-specialised, requires drawing the right cards at the right time. That being said, it still has useful events, and some utility effects on its more common cards.

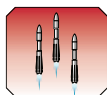
Angled Armour offers a quick turn ability to your ship, while *Emergency Bulkheads* gives you a total of 12 reduction against resource burn. Don't overlook using *Compensation Fields* either, as while the reduction is low, it applies to everything, and it's **Unbreakable**.

COUNTER-PLAY

Basic Defenses works competently against everything, but unfortunately that's the best that can be said for it. Strong focus on one attack type can quickly overwhelm its cards, and it's lack of a system effect leaves the target ship quite vulnerable to sustained effects.

OFFENSE DECK GUIDES

MISSILES & TORPEDOES



This deck is themed around overwhelming your opponent with more missile tokens than they can possibly deal with. The overall focus is towards damage, with a strong level of push—especially if you can leverage the use of the **orange Danger Zones** on the “shoulders” of the map.

GAMEPLAY

This deck allows for reasonably fast movement, and as missile tokens can be placed facing in any direction, it also gives you independence from the arc limits of most other decks. In addition, as many of your tokens have the **Guided** keyword, this allows you to circumvent terrain by literally flying around it with your weapons.

The torpedoes are obviously your standout cards, but don't overlook the utility of *Streak Missiles* and *Main Engines*, or the defensive buff from *Sandcasters*. *Ion Rockets* can be used to set up traps, and *Rolling Launch* has some nasty possible combos.

Overall, missiles should be played aggressively, getting out as many high damage or high push tokens as possible so your opponent is overwhelmed with the swarm. Try to keep up constant pressure.

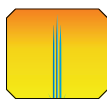
COUNTER-PLAY

Missiles have weak resource burn capability, and the strongest cards require spending resources to use. In addition, sometimes it's better to use your secondary weapons for shooting down incoming torpedoes than damaging the launching ship.

Multi-token cards might seem scary, but for the most part those tokens are individually weak, so can be dodge or dealt with, and the few that do get through are not critical. While *Sandcasters* is a strong defensive buff, it's not **Unbreakable**, and if you're close you can maneuver around it.

OFFENSE DECK GUIDES

BEAMS



This deck is themed around building up towards doing massive damage (and resource burn) on a single turn by stacking tokens on your opponent's ship. You can of course choose to use those tokens earlier, to somewhat lesser effect—but everyone loves the idea of the old wave motion gun.

GAMEPLAY

This deck has standard movement speed, though a little later in the turn than some others. The key effect is **Overcharge**, but you should never overlook the utility of **Reserve Power**—being able to play an extra offense card is incredibly powerful, especially given that some cards add back those Charge Tokens, or give you defensive buffs.

Bomb-Pumped Grasers can be a little hard to use, but with good positioning you can create devastating traps. *AEGIS Beams* is also an excellent hold-out for a desperate moment. *Graser Lances* might hit the hardest out of all your cards, but don't overlook the raw speed of *Chemical Laser Cartridges*.

Overall, beams should be played moderately conservatively, building a stockpile of tokens on the target until you're ready to unleash utter devastation.

COUNTER-PLAY

Beams have almost no push, so it is generally safe to stay at longer ranges in order to avoid the worst that this deck can do. Terrain with damage absorption, and especially terrain that can block line of fire can really slow down the build up of Charge Tokens. Failing that, just pushing the ship—or forcing it to turn—can be very disruptive.

Of note is the effect of Graser Tokens—they hit everything in their AoE. This means that with clever movement you might be able to force your opponent to damage their own ship with these.

OFFENSE DECK GUIDES

PARTICLE



This deck is themed around inflicting mass resource burn and strong push, while using your own HP as a resource to increase it even further. Radiation Tokens are an effective source of extra burn, but also serve as a powerful threat so you can use them to influence your opponent's movement.

GAMEPLAY

This deck is slow, but surprisingly agile given its early movement initiative.

Area Denial is the key effect of the deck, but don't discount the power that the **Overload** options on your cards can give you—you have the extra health to make use of it, after all.

Particle has lackluster defenses, but *E-Beam Sweep* is useful to take out annoying cards with ongoing effects, and of course *Linear Macron Accelerator* is possibly the most terrifying card to face. *Plasma Burst* and *Ion Lances* are your fastest cards, so are never bad plays, while *Macron Accelerator Bank*—even though it's weak—can cut through all intervening terrain.

Overall, Particle should be played as aggressively as possible, as your cards tend to hit hardest early in the game, and the deck lacks sustained effects beyond **Area Denial**.

COUNTER-PLAY

Particle has poor defenses, and is slow moving and slow acting for the most part. This means it can struggle against quick acting decks and high push decks.

In addition, sometimes it's better to accept the push the deck inflicts, as a number of its cards have limited range and literally have no effect beyond medium range. **Area Denial** can hurt, but overall its effects are limited and may be helpful if you want to remove cards in your hand anyway.

OFFENSE DECK GUIDES

KINETIC



This deck is themed around inflicting constant damage over time, possibly dealing with multiple targets at once. There are a couple of big hitters, but it's mostly about stacking damage and using the available push effectively.

GAMEPLAY

This deck is somewhat slow acting, but fast moving and surprisingly agile.

Volley is key to getting the most out of this deck, and a lot of your cards generate Volley Tokens. As these don't persist between turns, it's always best to try spending them all—so picking those two **Volley** cards during setup can be crucial.

Everyone loves the damage potential of *Spinal Railcannon*, but don't overlook what stacking the humble *Kinetic Strike* can do. *Flak Batteries* makes an excellent defensive wall, while *Precision Strike* offers an excellent opportunity for rapid repositioning.

Overall, Kinetics should be played slightly conservatively, focusing on getting big mid-game turns with **Volley**. While many **Volley** effects are slower, they can hit harder or push further, and later in the game gives you more access to them, so don't be afraid to play them early.

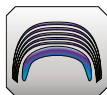
COUNTER-PLAY

While Kinetic has good sustain, it is somewhat weaker in terms of its big hits, especially at longer ranges—doing more push than damage at range in most cases. Being able to reduce or ignore the 'chip' damage is a reliable way to reduce the impact of the big hits.

Playing cards from discard (via **Volley**) is powerful, but is also limited in scope—early game this deck has few options, and late game this deck will struggle generate the Volley Tokens to reliably get out their big hits from **Volley**. So either strike fast, or weather the incoming barrage while preparing your counterstrike.

OFFENSE DECK GUIDES

GRAVITIC EFFECTORS



This deck is themed around playing the right cards at the right time to maximize your effectiveness. This is hampered somewhat by the **Overheat** mechanic, creating an ebb and flow of where and how your cards are most powerful, and where they might have only minimal impact.

GAMEPLAY

This deck has moderate timing, but moves blazingly fast compared to many others. This is compensated for by the fact that overheats can seriously hamper movement effects. Choosing what to **Overheat**, and when, can be a difficult decision.

The utility cards in this deck seem odd at first, with *Grav Burst* only moving tokens, but the real strength is in removing cards and repositioning terrain. *Thermal Grav Channels* flips the **Overheat** mechanic on its head, growing stronger for each flipped token, while *Heavy Gravity Lance* is terrifying as a mid-game play.

Overall Effectors needs more micro-management than other decks, so has a higher skill floor, but by combining effects and managing heat effectively you can very consistently push your opponent towards the edge of the map, eventually knocking them out every time.

COUNTER-PLAY

Effectors is strong in push, but weak in damage and resource burn. If you focus on mobility—sacrificing some offensive potential—you can generally keep ahead of the push for a while. However, given the consistency of the deck, you need to try and win early.

A special note is that with its level of push this deck is very effective at manipulating terrain, so high damage terrain can be a double edged sword when placed on the map. In addition some effects are specialised for specific ranges, so if you plan well you could easily burn them out.

OFFENSE DECK GUIDES

CLOSE ACTION



This deck is themed around inflicting maximum burn while using Sabotage Tokens to either increase total burn or disrupt your opponent's plans by discarding their cards. It also has incredible basic movement capability with **Enhanced Drives**.

GAMEPLAY

This deck only moves at moderate speed, but it has the greatest agility of all decks with **Enhanced Drives**, and a massive number of **Movement** cards. Effectively using Sabotage Tokens can also massively disrupt your opponent—especially those without extra card play mechanics.

Close Action can inflict a lot of burn very quickly, but needs to get close to do anything else. *Boarding Harpoons* is excellent to pin the target in place, while *Reactor Overload* can be a death sentence if played early. *Drive Sabotage* allows you to further manipulate your opponent's ship, while *Close & Engage* even allows you to heal, at a cost.

Overall this deck should be played aggressively, using Sabotage Tokens to boost your burn capabilities, while using your incredible movement to dictate the range and position of the engagement.

COUNTER-PLAY

Close Action does massive burn, and can do so very quickly, but it lacks somewhat in damage, and has virtually no push—though *Drive Sabotage* gives it some 'virtual' push. Sabotage Tokens can hurt, but effects that clear them hurt Close Action more, and if you're willing to sacrifice your secondary cards to get big hits through, you can easily cut through this deck's complete lack of defensive cards.

Reactor Overload is terrifying if it comes out early, but remember that it might be sacrificed for burn protection (given it counts as 4 cards when in play). With fast cards being forward arc, and slow cards being broadside arc, at medium ranges you can force hard choices on your opponent with canny positioning.

DEFENSE DECK GUIDES

ARMOUR



This deck works by literally tanking damage, so it's great against anything that inflicts large amounts of damage at once, but is less useful against chip damage.

GAMEPLAY

Armour also has some utility against push and burn, but it's mostly about decreasing incoming damage by as much as possible using the System Card effect.

Ablative Plating is an excellent card that offers healing at the cost of possibly suffering more incoming damage, while *Nanotech Composites* offers superlative defense *now* at the cost of degrading defense *later*.

COUNTER-PLAY

Armour works brilliantly against high damage attacks, and reduces burn a little with its cards, but overall is very bad against decks that are consistent in their output—and has nothing for token removal.

PDS & EVASION



This deck works by shooting down incoming missiles (or similar tokens), clearing tokens from your ship, and mitigating damage through movement.

GAMEPLAY

PDS & Evasion aren't great against burn, but the deck has a built-in move to help recover from incoming push.

Jink is the core card from this deck, and offers mundane utility, while *Intercept Solutions* is one of the strongest defenses in the game.

COUNTER-PLAY

PDS & Evasion is generally good against chip damage effects, but big hits go through easily as the deck only has a handful of **Unbreakable** cards, and half of those have costs to use.

DEFENSE DECK GUIDES

SHIELDS



This deck works by allowing you to recover burned cards with the **Shield Harmonics** effect, and using the regular defense cards to ignore all resource burn below a certain threshold.

GAMEPLAY

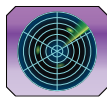
Shields isn't great against push, but is okay against low damage, and has a retaliatory effect card as well in order to reflect incoming firepower. The disadvantage is that this fluctuates depending on how much you use **Shield Harmonics**, and overusing it can leave your ship defenseless.

Shields has some damage mitigation and counter-push via *Reactive Field Array*, but overall is virtually useless against heavy damage or push decks.

COUNTER-PLAY

Chip damage—or rather, low consistent burn—is bad against Shields, while big hits are more likely to go through. In addition, while saving cards from burn is powerful, it also sets your opponent up to be hurt more next turn.

E-WAR & STEALTH



This deck works by creating decoys that must be destroyed to find your ship's true location. There is very little reduction—but the effects of a hitting the 'wrong' target are just as good.

GAMEPLAY

E-War & Stealth has a lot of options to recover Decoy Tokens, and on top of that, has a number of counter-offensive options to improve your attacks, and events to steal your opponent's cards.

COUNTER-PLAY

It's a frustrating gamble to keep shooting up the wrong target, so multi-target cards, and anything that hits an area becomes incredibly potent against these tokens. Sustain decks, and decks with consistent smaller attacks are the bane of this deck.

SECONDARY GUIDELINES

When adding secondary weapons or defenses to a pre-constructed or custom deck, you may be wondering where to start, or what to patch, here are some ideas to try.

MISSILES & TORPEDOES

This deck has a good spread of options working with damage and push, but is low on resource burn. The requirement to get tokens in place and hitting the target can also be somewhat difficult.

It might be tempting to grab cards from the Particle or Close Action decks to massively up the burn potential, but that's unlikely to be a winning strategy—you just can't quite do enough total burn to make it work.

It's better to incorporate cards that have push that act after your missiles, or that do damage directly, and all ranges. Taking from the Beam deck and Kinetic deck give good options here.

If looking for mobility, Kinetic, Close Action, and Beam have the best options, while Effectors offers the best utility cards.

BEAMS

Low on push—in fact, there's virtually none. Therefore you should avoid push-focused cards unless it's for combining with various trap effects from *Bomb-Pumped Grasers*.

Building up Charge Tokens is your main goal, so you don't want to compromise that by trading out too many cards unless they offer more damage or resource burn in return for what you're losing.

Adding Particle or Kinetic cards is usually a good choice, as the former have **Overload** options to make up for losing tokens, and the latter give you **Volley**, for playing from discard—which, with luck, could allow you to play a disgusting 5 offense cards in one turn.

For more utility, and especially in combination with Grasers, look at all the options the Missile Deck contains. Or you can play nasty and incorporate cards from the Close Action deck to take out your opponent's cards.

SECONDARY GUIDELINES

PARTICLE

This deck hits hard with resource burn—very hard when **Overload** is included—and has strong push effects as well. Damage is low, but viable—especially if *Linear Macron Accelerator* hits, so adding damage cards from the Kinetic or Beam deck isn't bad.

With low speed basic movement, all **Movement** cards are desirable, especially those with wider patterns, such as from the Close Action and Beam decks.

The Missile deck offers an interesting tactical combo when combined with **Area Denial**, as your opponent wants to move to avoid the burn. But this will move them closer to your missiles.

Utility cards taken from the Effector or Close Action deck can also be very useful in controlling what your opponent does.

KINETIC

Strongly focused on damage, especially sustained damage, along with decent push, but very little burn. There are some real heavy hitters in this deck, but you need to be up close for best effects.

Cards from the Particle Deck, while more burn focused, can be useful for setting traps with Radiation Tokens, or letting you cut through terrain. Missile cards are a natural combo, but also look at the tactical opportunities that Beam cards can offer you for getting more heavy hits out on key turns.

Secondary weapons from the Effector deck can help if you want to lean more into the push aspect of this deck, while the Close Action deck can offer some interesting position based cards that do useful amounts of damage while inflicting at least a little burn.

Movement cards are best taken from the Beam deck, offering wider move patterns, while utility cards from the Particle or Effector decks can cover the weaknesses of this deck.

SECONDARY GUIDELINES

GRAVITIC EFFECTORS

You're all about push, with low defense and odd, though fast, movement. So any **Defensive** and extra **Movement** cards become valuable to you. Leaning into anything that does more push is generally good, especially things with unique mechanics like Kinetic's **Volley**.

Both Particle and Missile cards work exceptionally well with the sheer amount of push this deck does, and better yet, aren't affected by your Overheat Tokens.

Beams and Close Action, being more focused on damage and burn, are generally poor choices, but if you plan to run hot, using the **Overheat** mechanics to increase burn, this is a viable option, though possibly hard to manage effectively.

For the most part, stick to offensive secondaries, as this deck already has pretty good utility effects.

CLOSE ACTION

There's no push here, but you don't really want it either. A lot of your cards work much better up close and personal. Lean into more burn, or extra utility—or even switch it up and go for maximum damage.

Missile cards can be quite useful—and working at close range they'll hit instantly most turns. Beam cards can combo very strongly, as you can stack Charge Tokens and Sabotage Tokens on the target to really put on the hurt on big turns.

Particle cards look good—and some of them really are—but push is generally counterproductive for what you want to do with this deck. The utility and **Defensive** cards from that deck, however, are excellent picks.

The Kinetic deck offers interesting choices, as it can essentially turn this deck into a damage/burn combo deck with additional sustain. You could also choose to take the **Defensive** cards, offering multiple uses with the **Volley** mechanic.

SECONDARY GUIDELINES

ARMOUR

With the useful effects of this deck mostly counteracting heavy hits, you may find it useful to add something good against chip damage, such as cards from the PDS & Evasion deck.

E-War & Stealth makes what seems like an odd combo, until you think about the disruptive and protective effects of those Decoy Tokens.

PDS & EVASION

While it's great against light attacks and chip damage, this deck struggles with heavy attacks, especially heavy burn. Something from the Shield deck could help here.

On the other hand, adding Armour cards, especially with some healing potential, is an excellent way to mitigate those powerful impacts.

SHIELDS

Excellent against burn, and okay against damage, this deck really struggles against push. PDS & Evasion does not. Strongly consider that before any other choices.

Shields & Armour or Shields & stealth are both powerful combos, so choosing between them could be a difficult choice.

E-WAR & STEALTH

Actual defense might be low, but the disruptive effects of this deck are very powerful. That said, consider both Armour and Shields for their various recovery effects to really disrupt your opponent's plans.

PDS & Evasion cards aren't a bad choice, but this deck isn't normally too bothered by token effects against your ship. Against Missiles and other things with area effects, however, these cards could be invaluable.

DECK BALANCE

Each of the Offense and Defense decks are good and bad against certain other decks. An outline of those possible matchups is shown below, using the key given here.

Select a deck on the left to compare it with the other decks at the top.

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