

## DECKBUILDING

Deckbuilding can be the most exciting and challenging part of trading card games. Building a new deck allows you to experiment with new strategies and themes that may not be available in the **C\*23** starter decks. In order to build new decks, you'll need to start by buying two or three **C\*23** booster packs. These will give you several new cards to consider adding to your deck. Look for cards that fit the theme of your deck. Does your deck have characters with **Mobility**? Then consider adding more characters that have **Mobility** and taking out characters that don't have **Mobility**. This may make your deck even better! While you play, watch your opponents' decks closely for themes and strategies that you can incorporate into your own deck.

Notice that all of the cards are one of three colours: red, green, or blue. If you choose to make a deck out of only one colour, you can easily put any card you draw in play, but you're very limited in the number of strategies you can include in your deck. On the other hand, a three-coloured deck has more strategies available, but you'll probably have to wait longer to put some of the cards you draw in play. Experiment with different coloured decks until you find a combination that you like.

There are a few basic deck-building rules that every player should know: A deck can't have more than 40 cards in it, and it can't have more than 4 copies of any card except for resources. You can play with decks that are larger or smaller than 40 cards as long as both players agree to the new deck size.

**C\*23** starter decks are available in six different themes, but each deck is unique. For instance, if you already own the Swarm deck but want more cards of that theme, you'll get several new cards of that theme if you buy another Swarm deck.

Here are suggestions for making new, more powerful decks out of the six **C\*23** starter decks:

### **Buzzsaw Deck**

9 red resources  
9 green resources  
2 Fresh Out of the Academy  
2 Rejected Experiment  
2 Angelan Scouts  
2 Sewer Dwellers  
1 Ekon's Task Force  
1 Electrodart Rifle  
1 Fanatical Troops  
1 Nemesis Crushes Them. . .  
1 Desert Nomads  
1 Mustard Gas  
1 Surprise Mutations  
1 Cybered-Up Gizard  
1 Gamelus Corps  
1 Nemesis Knows Counterattacks  
1 Phalanx Hoses them Down  
1 Tactical Instincts  
1 Corbin Trashes a Lab  
1 Gamelus Plots the Approach

### **Firestorm Deck**

9 red resources  
9 green resources  
2 Barrage's HE Charge  
2 Phalanx Busts Down the Door  
2 Sniper Crew  
2 Lumbering Hulk  
2 Tunnel Commando  
1 Burn Squad  
1 Nemesis Crushes Them. . .  
1 Mustard Gas  
1 Angelan Guard Beast  
1 Thunder Beetle  
1 Hemlocke Gets His Hands Dirty  
1 Phalanx Has Just the Thing  
1 Phalanx's Plasma Barrage  
1 Phyla's Stoolie  
1 Spies in High Places  
1 Barrage  
1 Plaguebearer

### **Gung-Ho Deck**

9 blue resources  
9 red resources  
2 Councilor Mariah's Guard  
2 Did You Hear Something?  
2 Loyal Strike Force  
2 Rejected Experiment  
2 Flank Attack  
1 Artillery Support  
1 Hemlocke's Investigators  
1 Stasis Field  
1 Ekon's Task Force  
1 Fanatical Troops  
1 Fresh Out of the Academy  
1 Corbin's Expert Touch  
1 Cybered-Up Gizard  
1 Hemlocke's Secret Police  
1 Medicus Patches Them Up  
1 Panzer  
1 Lucky Strike

### **Swarm Deck**

9 green resources  
9 blue resources  
2 Angelan Guard Beast  
2 Lumbering Hulk  
2 Tunnel Commando  
2 Forward Command Point  
2 Angelan Commander  
1 Mustard Gas  
1 Wolvern Pack  
1 Councilor Mariah Makes Plans  
1 Hemlocke Puts His Foot Down  
1 Mobile Sector HQ  
1 Angelan Autopsy  
1 Angelan Juggernaut  
1 Armored Transport  
1 Lucky Strike  
1 Tactical Instincts  
1 Strength in Numbers  
1 Wrath of Hemlocke

### **Steamroller Deck**

10 green resources  
8 blue resources  
2 Angelan Scouts  
2 Desert Nomads  
2 Sewer Dwellers  
2 Strafing Drone  
1 Surprise Mutation  
1 Automated Defenses  
1 Carnivorous Plant  
1 Hemlocke Puts His Foot Down  
1 Stasis Field  
1 Subdue  
1 Delaying Tactic  
1 Facade  
1 Gamelus Corps  
1 Hemlocke's Secret Police  
1 Phyla's Stingers  
1 Stampeding Herd  
1 Gamelus  
1 Added Incentives

### **Time Bomb Deck**

8 blue resources  
8 red resources  
2 Automated Defenses  
2 Councilor Mariah Makes Plans  
2 Phalanx Busts Down the Door  
2 Rocketman's HE Charge  
2 Sniper Crew  
1 Angelan Commander  
1 Carnivorous Plant  
1 Forward Command Point  
1 Mobile Sector HQ  
1 Burn Squad  
1 Cronus Planned Ahead  
1 Electric Barrier  
1 Phalanx's Plasma Barrage  
1 Rocket Platoon  
1 Sensor Station  
1 Barrage's Homing Missile  
1 Corbin Leads the Hypershocks  
1 Councilor Mariah Tracks Her Assets  
1 Councilor Mariah's Influence

If you follow the above tips, eventually you'll have several different **C\*23** decks, each with a different theme. This will make you well-prepared for any opponent who challenges you!

Also, be sure to look for new sets of **C\*23** cards in the future. These new sets of cards, called expansion sets, will contain all-new cards that introduce new themes and strategies for you to incorporate into your decks. Expansion sets are only available for a limited time, so don't miss your opportunity to get these limited-edition cards.