

1. What is your deck trying to accomplish?
 - a. It's essential to narrow down your focus before you start choosing any cards for your deck
 - b. Is it merely trying to be the best 60 card deck possible?
 - c. Is it trying to be very thematic but still as competitive as it can be while sticking to your theme?
 - d. Is it just trying to be a casual fun deck with your favorite cards?
 - e. Once you have narrowed down your deck focus, you can start selecting the units you want to use in your deck.
2. Make sure you have enough units; the minimum number of units is 12.
 - a. Playing 12 units isn't always enough; I'd recommend 13-14 units in each arena.
 - b. The cheaper your units are, the more of them you will likely want; the opposite is true of the more expensive units.
3. Pay attention to the cost of your units because if they all cost too much, you can have trouble during the setup phase and further issues completing units during the build step.
 - a. I'd consider units that cost 6 or more build points as your core units, essential to winning the arena.
 - b. Cheaper units (5 build points and under) I'd consider support units meant to help with your core units strategies.
 - c. Having a few low-cost units in each arena is essential to any good deck.
 - d. Low cost-cost units allow you to be flexible when deploying in setup and are much easier to complete during the build step.
4. Consider running different versions of one more unique unit cards as a core strategy.
 - a. Unique units can be stacked during setup for only 1 build point, which allows you to see more cards during setup and thus have more options to deploy units.
 - b. Stacking a unit is the most cost-effective way to improve a unit's speed, power, and health.(it only costs 1 build to stack a unit underneath)
5. Choose units with High-Speed, Damage increasing abilities, Defensive abilities, or both; avoid units with no abilities.
6. Mission cards cost build points, so you don't want too many probably between 4-8 mission cards, and the best ones support the unit strategy you have chosen and usually do one of the following.
 - a. Draw extra cards
 - b. Search for specific cards
 - c. Remove cards from your opponent's hand or deck
 - d. Gain or Drain force points
 - e. Deal damage or Remove damage
 - f. Gain build points or take away build points.
7. Battle cards require force rather than build points, and they can often turn the tide in our favor. We probably want between 8-12 battle cards that can do the following things.
 - a. Prevent damage or deal damage
 - b. Disrupt cards and or abilities
 - c. Increase or decrease speed

- d. Increase or decrease attack power
 - e. Some kind of specialized effect core to the unit strategy
8. You probably want 4-6 locations, and they are incredibly powerful as they provide an effect for you as long as they remain in play.
- a. The trick to locations is understanding that because the Light Side builds last, they will always be able to react and replace your location.
 - b. If you are the Dark Side and relying on a location effect for a core strategy, you will need more of that location as there's a good chance the Light Side will build and replace it before you can use it.
 - c. If you are the Light Side you can tend to play fewer locations as they are less likely to be replaced before they can grant you an effect.
9. Equipment cards don't need to be included in every deck, and I wouldn't play more than 4 of these.
- a. Equipment cards are strong cards but usually have a high cost and narrow effectiveness.
 - b. If you are going to play any equipment, make sure there's a good reason you need it in your deck.
10. Lastly, and probably most important, your deck should always be 60 cards. You want to draw your best cards as often as possible. Playing more than 60 cards will always increase the chances you do not draw your best cards.