

# AGGRO TERRAN



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**Difficulty:** Easy

**Faction:** Terrans

**Playstyle:** Aggressive

**Strategy:** Control the game's tempo by deploying threatening ships. Strike quickly and decisively to destroy your opponents before they can retaliate!

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**Game plan:**

- Your win condition is directly hitting your opponents' bases from every direction until they succumb to the pressure
- In the early game, play fast and aggressively, use Laser Shots to clear the board and slow down your opponents' income
- In the midgame, maintain the pressure, a Double Strike can devastate exposed enemy structures while your Missile Cruisers chip at your opponents' bases
- In the late game, a Planet Destroyer or a Fusion Laser Battery can become an unstoppable threat

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**Arsenal composition:**

15 7 6 2

- 2 Oil Tanker
- 2 Prospector
- 2 Scout
- 2 Resource Silo
- 2 Laser Shot
- 1 Assault Ship
- 2 Rocketship
- 2 Fuel Depot
- 2 Missile Cruiser
- 1 Overseer Station
- 1 Double Strike
- 1 Power Surge
- 1 Radar Jammer
- 1 Hullbreaker Frigate
- 1 Ammunitions Depot
- 1 Hyper Beam
- 2 Carrier
- 1 Fusion Laser Battery
- 1 Artillery Barrage
- 1 Missile Strike
- 1 Planet Destroyer

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**Reserves:** If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games

**Reserves composition:**

- 2 Mined Terrain
- 1 Swap Places
- 1 Assault Ship
- 2 Siphon Funds
- 1 Double Strike
- 1 Power Surge
- 1 Radar Jammer
- 1 Structural Payload

**Reserves strategies:**

- If you lack board pressure, an extra Assault Ship and Double Strike might help
- If your opponents keep denying your plays, Power Surge, Radar Jammer, and Swap Places can help you regain control
- If you want to slow down your opponents' income progression, Mined Terrain, Siphon Funds, and Structural payload can hinder their development

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