

CAPITAL OMNI



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Difficulty: Hard

Factions: All of them

Playstyle: Capital ships

Strategy: This large arsenal features the most powerful ships from each faction, but acquiring enough resources to deploy them will be a challenge.

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Game plan:

- This arsenal has 80 cards, compared to the minimum of 30, don't rely on drawing specific cards
- There are no reserves for this arsenal, but you can adjust it between games by removing some cards to make it more focused
- Your win condition is a mix of luck and strategy to deploy a fleet of massive ships, overwhelming opponents with more than they can handle
- In the early game, remember that your base's durability is a resource, taking some damage while you draw extra cards doesn't mean the game is lost
- In the late game, hold on to your resource-swapping actions unless they are needed to survive, as without them it will be harder to deploy your capital ships

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Arsenal composition (1/2):

- 42 19 10 9
- 2 Drone
- 2 Observer
- 1 Pod
- 2 Prospector
- 2 Rustwing
- 1 Scout
- 1 Supplier
- 2 Hollow Asteroid
- 2 Resource Silo
- 2 Warp Core
- 2 Weapons Depot
- 1 Swap Places
- 2 Swap Resources
- 2 Mecha Suit
- 2 Mind
- 2 Phantom Interceptor
- 1 Smuggler
- 1 Contraband Storage
- 1 Fuel Depot
- 2 Forced Trade
- 2 Recruitment
- 1 Celestial Horror
- 1 Hyperspeed Hunter
- 2 Missile Cruiser
- 2 Trader
- 1 Flesh Mender
- 1 Overseer Station
- 1 Gauss Shot
- 1 Fake Intel
- 1 Friendly Winds
- 1 Radar Jammer

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Arsenal composition (2/2):

- 2 Biosteel Symbiote
- 1 Hullbreaker Frigate
- 1 Moon Eater
- 1 Reinforced Cruiser
- 1 Scrap Eater
- 1 Scrap Synthetizer
- 1 Acid Generator
- 1 Control Station
- 1 Flesh Synthetizer
- 1 Warp Gate
- 2 Tax Collector
- 1 Reassemble
- 1 Outbid
- 1 Stall
- 2 Carrier
- 2 Warship
- 2 Conversion
- 1 Full Repairs
- 1 Dream Crusher
- 1 Living Asteroid
- 1 Planet Destroyer
- 1 Scrapper
- 1 Trading Station
- 1 Bribe
- 1 Crash
- 1 Mobile Shipyard
- 1 Galactic Sovereign
- 1 Mobile Base

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