

DAUNTLESS ASCENDED



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Difficulty: Average

Factions: Invaders + Organics

Playstyle: Hard to kill

Strategy: Survive everything your opponents throw at you while drawing your way to victory.

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Game plan:

- Your win condition is to let your Infested Stations gradually wear down opponents while your reactions neutralize their threats
- In the early game, focus on survival and keep drawing cards until you find an Infested Station
- In the midgame, catch opponents off guard by leaving lanes open, then using Containments and Solar Winds when they try to attack your base
- In the late game, protect your Infested Stations at all costs and keep drawing cards until you win the game

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Arsenal composition:

♣ 17 ♠ 6 ♦ 4 ♠ 3

- ♣ 2 Drone
- ♣ 2 Observer
- ♣ 2 Pod
- ♣ 2 Supplier
- ♠ 1 Energy Cell
- ♠ 2 Hollow Asteroid
- ♣ 2 ♦ Mind
- ♣ 2 ♦ Phantom Interceptor
- ♠ 1 ♦ Alter Fate
- ♣ 2 ♦ Celestial Horror
- ♣ 1 ♦ Energy Leech
- ♣ 1 ♦ Hyperspeed Hunter
- ♠ 1 ♦ Last Resort
- ♣ 1 ♦ Moon Eater
- ♠ 1 ♦ Flesh Mender
- ♠ 2 ♦ Explore
- ♣ 1 ♦ Solar Winds
- ♣ 2 ♦ Containment
- ♠ 2 ♦ Infested Station

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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:

- ♣ 1 Dart
- ♣ 1 ♦ Energy Collector
- ♠ 1 ♦ Alter Fate
- ♠ 1 ♦ Energy Bomb
- ♣ 1 ♦ Energy Leech
- ♣ 1 ♦ Appropriation
- ♣ 1 ♦ Solar Winds
- ♣ 1 ♦ Stall
- ♠ 1 ♦ Flesh Synthetizer
- ♠ 1 ♦ Hatch

Reserves strategies:

- Dart and Energy Collector give you more ways to generate Invader resources
- Solar Winds, Stall, and Flesh Synthetizer make you more resilient if you can afford their cost
- Alter Fate, Appropriation, and Hatch let you draw more cards
- Energy Bomb can channel your leftover resources into clearing a threat
- Energy Leech is an annoyance against arsenals relying heavily on actions

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