

DENIAL PIRATE



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Difficulty: Hard

Faction: Pirates

Playstyle: Reactive

Strategy: Identify your opponents' strategies and deny them the ability to play their key cards.

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Game plan:

- Your win condition is to disrupt your opponents' plans while gradually establishing your own
- In the early game, use Stolen Cruisers for income, but make sure to deploy them when you won't be needing to deploy other ships
- In the midgame, skip deployments and draw an extra card whenever possible to expand your options
- In the late game, a Magnetic Turbine or Bribe can save your Scrapper from destruction, letting you redeploy it at full health

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Arsenal composition:

♣ 13 ♠ 7 ♣ 6 ♣ 4

- ♣ 2 Junker
- ♣ 2 Rustwing
- ♣ 2 Stolen Cruiser
- ♠ 2 Weapons Depot
- ♣ 2 ✂ Mecha Suit
- ♣ 1 ✂ Radioactive Debris
- ♣ 1 ✂ Smuggler
- ♠ 2 ✂ Contraband Storage
- ♠ 1 ✂ Negative Field
- ♣ 2 ✂ Control Override
- ♣ 1 ✂ Spy
- ♣ 2 ✂ Reinforced Cruiser
- ♣ 1 ✂ Reassemble
- ♣ 2 ✂ Outbid
- ♠ 1 ✂✂✂✂ Magnetic Turbine
- ♣ 1 ✂✂✂✂ Sabotage
- ♣ 1 ✂✂✂✂ Scrapper
- ♠ 1 ✂✂✂✂ Ring Station
- ♣ 1 ✂✂✂✂ Bribe
- ♣ 1 ✂✂✂✂ Nuclear Strike
- ♣ 1 ✂✂✂✂ Intercept Funds

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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 Protective Shell
- ♣ 2 Hold Back
- ♣ 1 ✂ Radioactive Debris
- ♣ 1 ✂ Smuggler
- ♠ 1 ✂ Negative Field
- ♣ 1 ✂ Spy
- ♣ 1 ✂✂✂✂✂ Dream Crusher
- ♠ 1 ✂✂✂✂✂ Trading Station

Reserves strategies:

- If you struggle in the early game, Protective Shells, Hold Back, a Radioactive Debris, and a Smuggler will help you withstand aggressive tactics
- If your opponents manage to play their key cards despite your control, Negative Field and Spy provide additional ways to deny them
- If your Scrapper isn't enough to finish off your opponents, consider adding a Dream Crusher for its powerful weapons, but be mindful of its drawback
- If you're comfortable reaching the late game, a Trading Station combined with your Ring Station ensures you always draw two cards per turn

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