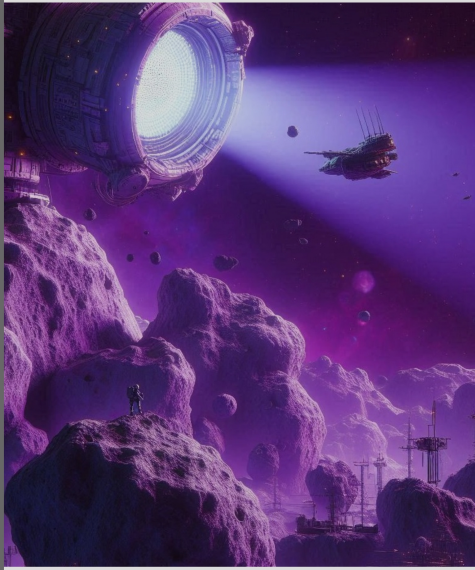


FLOOD OMNI



©2024-2024 Future Invaders

FLOOD OMNI

Difficulty: Average

Factions: All of them

Playstyle: Unpredictability

Strategy: Leverage the strengths of all factions to hit your opponents with their best early game options.

©2024-2024 Future Invaders

FLOOD OMNI

Difficulty: Average

Factions: All of them

Strategy: Leverage the strengths of all factions to hit your opponents with their best early game options.

Game plan:

- This arsenal has 10 more cards than usual, making it harder to draw specific cards
- Your win conditions are varied, adapt to the cards you draw and find lethal combinations
- In the early game, use Swap Resources and Forced Trade to get access to all resource types
- In the midgame, you have access to a gallery of powerful ships and structures, leverage them efficiently
- In the late game, protect your key structures and let them gradually wear down your opponents' bases

©2024-2024 Future Invaders

FLOOD OMNI

Arsenal composition:

☛ 23 ☛ 9 ☛ 4 ○ 4

- ☛ 2 Drone
- ☛ 1 Junker
- ☛ 2 Observer
- ☛ 2 Prospector
- ☛ 1 Rustwing
- ☛ 1 Energy Cell
- ☛ 1 Hollow Asteroid
- ☛ 1 Resource Silo
- ☛ 1 Weapons Depot
- 2 Swap Resources
- ☛ 1 Assault Ship
- ☛ 2 Mecha Suit
- ☛ 1 Mind
- ☛ 1 Phantom Interceptor
- ☛ 2 Forced Trade
- ☛ 1 Celestial Horror
- ☛ 1 Hyperspeed Hunter
- ☛ 1 Missile Cruiser
- ☛ 2 Trader
- ☛ 1 Gauss Shot
- 1 Fake Intel
- ☛ 1 Biosteel Symbiote
- ☛ 1 Reinforced Cruiser
- ☛ 1 Scrap Eater
- ☛ 1 Scrap Synthetizer
- ☛ 1 Acid Generator
- ☛ 1 Control Station
- ☛ 1 Plasmasteel Cannon
- ☛ 2 Tax Collector
- ☛ 1 Reassemble
- 1 Outbid
- ☛ 1 Mobile Shipyard

©2024-2024 Future Invaders

FLOOD OMNI

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

Reserves composition:

- ☛ 1 Energy Bomb
- ☛ 1 Biosteel Symbiote
- ☛ 1 Scrap Eater
- ☛ 1 Acid Generator
- ☛ 1 Control Station
- ☛ 1 Flesh Synthetizer
- ☛ 1 Plasmasteel Cannon
- 1 Outbid
- ☛ 1 Conversion
- ☛ 1 Trading Station

Reserves strategies:

- If you struggle with resources, Conversion and a Trading Station offer more flexibility
- If you tend to have excess resources, an Energy Bomb can spend them effectively
- If you want additional ways to damage enemy bases, consider adding a Scrap Eater, an Acid Generator, a Control Station, and a Plasmasteel Cannon
- If you need better defense, a Biosteel Symbiote, a Flesh Synthetizer, and Outbid provide extra protection

©2024-2024 Future Invaders