

HUNGRY AND OVERGROWN



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Difficulty: Easy

Factions: Organics + Pirates

Playstyle: Overwhelming

Strategy: Dominate the midgame with your powerful ships and overwhelm your opponents before they can regain control.

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Game plan:

- Your win condition is to deploy large ships early and keep relentless pressure on your opponents
- In the early game, capitalize on every chance to chip away at your opponents' bases, as you might struggle to damage them later on
- In the midgame, sacrificing one of your ships for a Targeted Charge is worth it if it clears a lane for another powerful ship to take its place
- In the late game, an Infestation backed by an Outbid can deal with enemy capital ships

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Arsenal composition:

16 7 4 3

- 2 Junker
- 2 Observer
- 1 Pod
- 1 Rustwing
- 2 Hollow Asteroid
- 2 Weapons Depot
- 1 Contraband Storage
- 2 Mecha Suit
- 1 Mind
- 1 Flesh Mender
- 2 Celestial Horror
- 2 Targeted Charge
- 1 Friendly Winds
- 2 Scrap Eater
- 2 Biosteel Symbiote
- 1 Reinforced Cruiser
- 1 Flesh Synthetizer
- 1 Reassemble
- 2 Outbid
- 1 Infestation

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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 Pod
- 1 Rustwing
- 2 Infestor
- 1 Friendly Winds
- 2 Shell
- 1 Moon Eater
- 1 Reinforced Cruiser
- 1 Bribe

Reserves strategies:

- If you struggle with early game resource generation, consider adding a Rustwing and a Pod
- If you prefer a more aggressive start, Infestors can provide early pressure
- If you want to double down on powerful ships, grab a Moon Eater and a Reinforced Cruiser
- If your ships are getting destroyed too quickly, Friendly Winds and Bribe can give them a second life
- If your opponents are dealing direct damage to your base, Shells will provide protection

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