INDUSTRIAL REBEL	INDUSTRIAL REBEL	INDUSTRIAL REBEL
	Difficulty: Average	Difficulty: Average
	Factions: Terrans + Pirates	Factions: Terrans + Pirates
		Strategy: Deploy endless waves of ships directly from your factories' assembly lines.
	Playstyle: Snowball effect	Game plan: - Your win condition is to set up Weapons
	Strategy: Deploy endless	Factories and let them transform your average ships into massive threats
2000	waves of ships directly from your factories' assembly lines.	- In the early game, only deploy the amount of ships required to keep you alive, try to keep
		some in your hand if possible - In the midgame, once you've deployed a Weapons Factory, throw waves of buffed ships
		at your opponent - In the late game, Jump and a Jumper
		Behemoth can finish an unsespecting opponent by crushing them through an empty lane
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INDUSTRIAL REBEL	INDUSTRIAL REBEL	
Arsenal composition: ♦ 19	Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games	
 ✤ 2 Junker ✤ 2 Prospector 	Reserves composition:	
 2 Rustwing 2 Scout 	 ♣ 2 ■ Rocketship ■ 1 ■ Fuel Depot ■ 1 ■ ■ Overseer Station 	
 2 Resource Silo 2 Weapons Depot 	₩ 1 = Double Strike ₩ 1 × = Jump	
 ♣ 2 Assault Ship ♣ 2 X Smuggler 	◆ 1 米米● Reinforced Cruiser 巻 1 米米● Reassemble Ø 1 米米● Outbid	
 	Reserves strategies:	
₩1 ■ Double Strike ₩1 米■ Jump	 Mecha Suit and Fuel Depot help you stabilize your resource generation in the midgame 	
Ø 1 Power Surge I Blackout Project	 Reinforced Cruiser and Reassemble are solid defensive options against aggressive opponents Rocketships and Double Strike are aggressive options of 	
≅ 2 ■ X Weapons Factory Ø 1 XX Outbid	your own - Overseer Station and Jump allow you to exploit	
₩1 XX <>>> Bribe ♦ 1 = = XXX Jumper Behemoth	weaknesses in your opponent's lines - Outbid is a useful tool against opponents trying to slow you	
* 1 * * * * * * Mobile Shipyard	down ©2024-2025 Future Invaders	

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