

# MAD NEUTRAL



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**Difficulty:** Easy

**Factions:** Neutrals + a splash of Organics

**Playstyle:** Mutually Assured Destruction

**Strategy:** Delay your opponents long enough to deploy your Mobile Base, then defend it as it annihilates your enemies.

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**Game plan:**

- Your win condition is to gradually build up resource production until you can deploy your Mobile Base, then protect it at all costs
- In the early game, Neutral ships are weak and disposable, don't expect them to achieve much on their own
- In the midgame, Unaffiliated Shipyards provide a power spike while you dig into your arsenal for your Mobile Base
- In the late game, a Warding Field, Swap Places, and Full Repairs can keep your Mobile Base alive while its ability destroys your opponents' bases one by one

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**Arsenal composition:**

☼ 15 🏠 8 🌿 4 🌀 3

- ☼ 2 Exploration Vessel
- ☼ 2 Observer
- 🏠 2 Hollow Asteroid
- 🏠 1 Warehouse
- 🌀 1 Swap Places
- ☼ 2 Light Cruiser
- ☼ 1 Mind
- 🌿 1 Warding Field
- 🌿 1 Alter Fate
- 🌀 1 Recruitment
- ☼ 2 Space Scanner
- 🏠 2 Supply Depot
- 🌿 1 Tax
- ☼ 2 Welder
- ☼ 2 Heavy Cruiser
- 🏠 2 Unaffiliated Shipyard
- 🌿 1 Full Repairs
- 🌀 1 Crash
- 🌀 1 Mutually Assured Destruction
- ☼ 1 Mobile Shipyard
- ☼ 1 Mobile Base

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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 Hold Back
- 🌀 1 Swap Places
- 🏠 1 Warding Field
- 🌿 1 Alter Fate
- ☼ 2 Quick Repairs
- ☼ 1 Recruitment
- 🌿 1 Explore
- 🌀 1 Surprise Assault

**Reserves strategies:**

- If you're struggling in the early game, Hold Back and Quick Repairs can buy you some breathing room
- If you having trouble reliably drawing your Mobile Base, Alter Fate, Recruitment, and Explore can help you cycle through your arsenal faster
- If your Mobile Base keeps getting destroyed, Swap Places and Warding Field provide additional protection
- If your opponents are repairing their bases faster than you can destroy them, a Surprise Assault can catch them off guard

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