### SCRAPPER TECHSMITH



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Difficulty: Hard

Factions: Invaders + Pirates

Playstyle: Recycler

Strategy: Fill your scrap pile with ships, then unleash devastating payloads on your opponents.

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#### Game plan:

- Your win condition is to bombard your opponents' bases with massive Scrap Payloads
- In the early game, don't worry about losing ships and structures, your goal is to fill up your
- In the midgame, use your Automated Scrapyards consistently to grow your scrap
- In the late game, hold onto a Security Code to ensure your Scrap Payloads are unstoppable

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#### Arsenal composition:

♣ 18 = 6 ± 4 Ø 2

- 🟶 1 Dart
- A 2 Drone
- A 2 Junker
- 2 Rustwing
- ♣ 1 Supplier
- ## 1 Energy Cell
- **1** Warp Core
- 1 Weapons Depot
- ♣ 1 S Energy Collector
- \* 2 Phantom Interceptor

- ♣ 2 × Mecha Suit
  ♣ 1 × Smuggler
  ➡ 1 × Contraband Storage
- **2** Recruitment

- 2 % Scrap Payloads
  0 1 % Security Code
  2 % Reinforced Cruiser
  2 % Scrap Synthetizer
- **≅ 2** ★�� Automated Scrapyard

O 1 PPPPP Crash

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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 ※ Smuggler

- 2 ♥ Energy Bomb
  ♦ 1 ♥♥ Hyperspeed Hunter
  O 1 ★♥ Security Code
- O 1 \* Outbid
- O 2 999 Stall
- 1 愛愛愛 Warship
- ♣ 1 米米米米 Scrapper

#### Reserves strategies:

- If you want to include more powerful ships, swap in a Smuggler, a Hyperspeed Hunter, a Warship, and a Scrapper
- If you're finding it hard to deal with enemy actions, Outbid and Stall provide extra protection
- If your Scrap Payloads are being countered, adding another Security Code might help
- If you end up with surplus resources, Energy Bombs can use them to finish off a weakened base

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