| SLEEK MERCENARY | SLEEK MERCENARY | SLEEK MERCENARY |
|---|---|---|
| Nelly SAP | Difficulty: Easy | Difficulty: Easy |
| | Factions: Pirates + Neutrals | Factions: Pirates + Neutrals |
| | | Strategy: Play cheap cards that replace themselves until you clear the way for your capital ships. |
| | Playstyle: Imposing | Game plan: |
| | Strategy: Play cheap cards that replace themselves until you clear the way for your capital ships. | Your win condition is your capital ships, deploy them and let your opponents struggle to find a way to deal with them In the early game, Salvage Squads can turn your Neutral resources into Pirate resources In the midgame, if you draw one of your capital ships with Recruitment, place it in your scrap pile and Reassemble it directly into play In the late game, once your capital ships get weakened, use Magnetic Turbine or Bribe to bounce them back into your hand and redeploy them at full durability |
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| SLEEK MERCENARY Arsenal composition: | SLEEK MERCENARY Reserves: If your opponents are causing trouble, swap cards from your reserves with those in your arsenal between games Reserves composition: | |

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