# **SWARM ORGANIC**



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Difficulty: Easy

Faction: Organics

Playstyle: Fast

Strategy: Take control of the board with a swarm of cheap. efficient ships and defeat your opponents before they have a chance to react.

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- Your win condition is to always have a rotation of ships reading to be deployed, keeping up the pressure until your opponents crumble
- In the early game, play aggressively and don't worry about losing or sacrificing ships, you can always recycle them for resources
- In the midgame, focus on using actions to draw cards and have access to a large number
- In the late game, if you find yourself in a stalemate, a Flesh Render can slowly grind down your opponents

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## **SWARM ORGANIC**

# Arsenal composition: ♣ 14 4 9 Ø 3

- 4 1 Biomass
- \* 2 Observer
- 🏶 **2** Pod
- ## 1 Hollow Asteroid
- 2 Wild Charge

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  \$ 2 \* Mind

  \$ 1 \* Space Runner

  # 1 \* Alter Fate

  # 1 \* Consume

  O 1 \* Deep Roots

  \$ 2 \* Celestial Horror

  \$ 2 \* Infestor

  # 1 \* Flesh Mender

  1 \* Flesh Pender

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- ₩ 1 XXX Ram 1 XXXX Dark Wave Generator
- # 1 \*\* Infestation

  # 1 \*\* Living Asteroid
- ₩ 1 XXXXX Hatch

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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:

- 4 1 Biomass
- ## 1 Hollow Asteroid

  ## 2 Hold Back
- ♠ 1 ★ Space Runner
   ★ 1 ★ Consume
- O 1 X Deep Roots
- ## 1 XX Flesh Mender
- XX Flesh Render
- O 1 XX Friendly Winds

#### Reserves strategies:

- If you need more board presence, a Biomass, Hollow Asteroid, and Space Runner can help you cover more ground
- If you crumble under the pressure of stronger ships, Hold Back and Friendly Winds should make you more resilient
- If you can't protect your base efficiently, Consume and a
- Flesh Mender will help keep it alive
- If you have trouble finishing off your opponents' bases, add another Flesh Render along with some Deep Roots to your

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