

THIN MERCENARY



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Difficulty: Average

Factions: Pirates + Neutrals

Playstyle: Imposing

Strategy: Play cheap cards that replace themselves until you clear the way for your capital ships.

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Game plan:

- Your win condition is your two capital ships, deploy them and let your opponents struggle to find a way to deal with them
- In the early game, use Smugglers as an endlessly recurring line of defense
- In the midgame, if you draw 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 and Bribe to bounce them back into your hand and redeploy them at full durability

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Arsenal composition:

♣ 16 ♠ 6 ♣ 5 ○ 3

- ♣ 2 Junker
- ♣ 2 Rustwing
- ♠ 2 Weapons Depot
- ♣ 2 ✂ Mecha Suit
- ♣ 2 ✂ Smuggler
- ♠ 2 ✂ Contraband Storage
- ♠ 1 ♣ Warding Field
- ♣ 2 ♣ Recruitment
- 2 ✂ Accelerate
- ♣ 2 ♣ Space Scanner
- ♣ 2 ✂✂ Reinforced Cruiser
- ♣ 1 ✂✂ Reassemble
- 1 ✂✂ Outbid
- ♣ 2 ♣ Heavy Cruiser
- ♠ 1 ✂✂✂ Magnetic Turbine
- ♣ 1 ♣ Full Repairs
- ♣ 1 ✂✂✂ Dream Crusher
- ♣ 1 ✂✂✂ Scrapper
- ♣ 1 ✂✂ Bribe

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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 Stolen Cruiser
- 1 ✂ Spy
- ♣ 2 ♣ Welder
- 1 ✂ Outbid
- ♠ 1 ♣ Unaffiliated Shipyard
- 1 ✂✂✂ Sabotage
- ♣ 1 ✂✂✂ Nuclear Strike
- ♣ 1 ♣ Mobile Shipyard
- ♣ 1 ♣ Mobile Base

Reserves strategies:

- If you struggle with resource generation, a Stolen Cruiser can provide an early boost
- If you want to streamline your arsenal even further, consider adding a Spy
- If your enemies bring out their own capital ships, a Sabotage and a Nuclear Strike can eliminate them, along with an Outbid to block defensive reactions
- If you want more support for your capital ships, include Welders and a Mobile Shipyard, along with an Unaffiliated Shipyard to give them an offensive edge
- If you are feeling spicy, add a Mobile Base as your third capital ship

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