1/4

Yes +1

No Probably | No Unsure | No Probably Not

Minim. Bid

No Raise

Yes Probably | Yes Unsure | Yes Probably Not

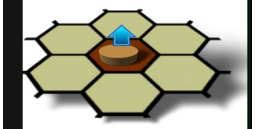
1/4

Yes +2

No Probably | No Unsure | No Probably Not

Tactics: Heal/Attack

Forward



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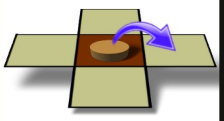


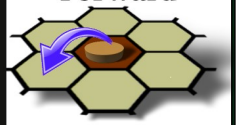
Target: Strongest Unit

Objective: Move towards your weakest units



Tactics: Heal/Attack

Forward



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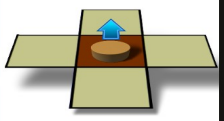


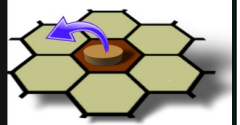
Target: Second Strongest Unit

Objective: Move towards your biggest group



Tactics: Heal/Attack

Forward



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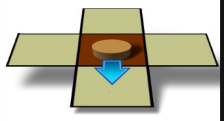


Target: Strongest Unit

Objective: Move towards your weakest units



00

White

Current Personality:

Same As Last



01

White

Current Personality:

Same As Last



02

Blue

Current Personality:

Same As Last



Minim. Bid

Depends

Yes
Probably

Yes
Unsure

Yes
Probably Not

Minim. Bid

Depends

Yes
Probably

Yes
Unsure

Yes
Probably Not

1/2

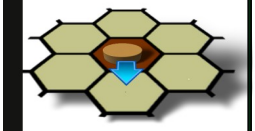
Yes +1

No
Probably

No
Unsure

No
Probably Not

Tactics: Heal/Attack



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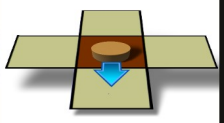


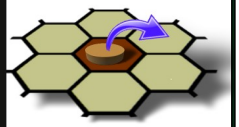
Forward

Target:
Weakest Unit

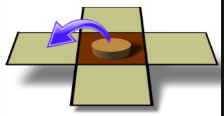
Objective:
Move towards your weakest units



Tactics: Heal/Attack



Forward



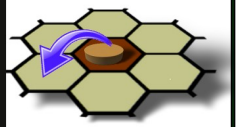
Forward

Target:
Second Strongest Unit

Objective:
Move towards your largest unit



Tactics: Move



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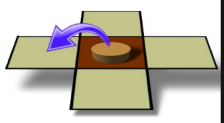


Forward

Target:
Second Weakest Unit

Objective:
Move towards your home base



03

Blue

Current Personality:
Same As Last

04

Red

Current Personality:
Same As Last

05

Red

Current Personality:
Same As Last

1/2

Yes +2

Yes
Probably

No
Unsure

No
Probably Not

All

Yes +1

Yes
Probably

No
Unsure

No
Probably Not

1/3

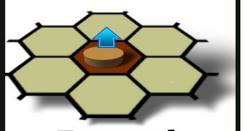
Yes +1

Yes
Probably

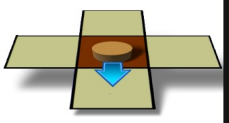
No
Unsure

No
Probably Not

Tactics: Move



Forward



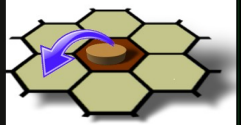
Forward

Target:
Second Weakest Unit

Objective:
Move towards your home base



Tactics: Move



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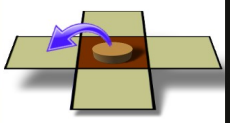


Forward

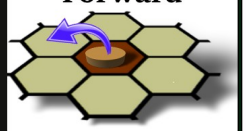
Target:
Weakest Unit

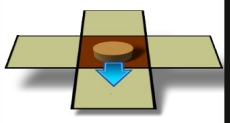
Objective:
Regroup



Tactics: Move

Forward





Forward

Target:
Middle Unit

Objective:
Move towards your biggest group



06

Purple



Current Personality:
Same As Last



07

Purple



Current Personality:
Same As Last



08

Orange



Current Personality:
Same As Last



1/2

No Raise

Yes	Yes	No
Probably	Unsure	Probably Not

1/3

No Raise

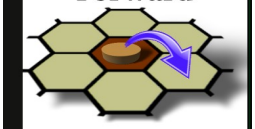
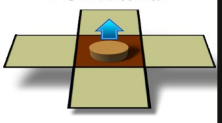
Yes	Yes	No
Probably	Unsure	Probably Not

1/4

No Raise

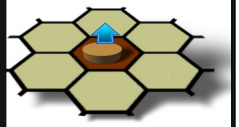
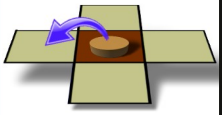
No	No	No
Probably	Unsure	Probably Not

Tactics: Move

Forward	Forward
	
Target: Second Weakest Unit	**Objective:** Capture Checkpoints

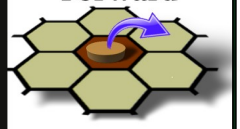
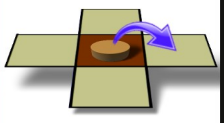


Tactics: Build Up

Forward	Forward
	
Target: Middle Unit	**Objective:** Move towards your biggest group



Tactics: Build Up

Forward	Forward
	
Target: Weakest Unit	**Objective:** Move towards your largest unit



09

Orange

Current Personality:

Same As Last

00

Yellow

Current Personality:

Builder

10

Yellow

Current Personality:

Copycat

1/4

Depends

Yes
Probably

Yes
Unsure

Yes
Probably Not

20

Green

Current Personality:
Capitolist



Minim. Bid

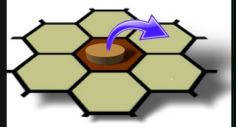
Depends

Yes
Probably

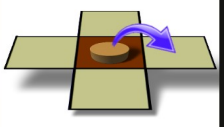
Yes
Unsure

No
Probably Not

Tactics: Build Up



Forward



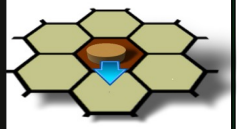
Forward

Target:
Middle Unit

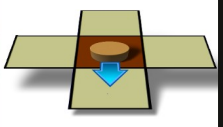
Objective:
Move towards your largest unit



Tactics: Build Up



Forward



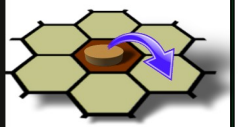
Forward

Target:
Weakest Unit

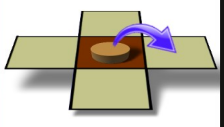
Objective:
Regroup



Tactics: Build Up



Forward



Forward

Target:
Strongest Unit

Objective:
Move towards your biggest group



30

Green

Current Personality:
Expansionist



40

Pink

Current Personality:
Specialist



50

Pink

Current Personality:
Opportunist

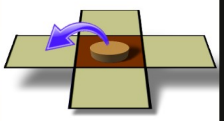


Tactics: Special

Forward



Forward



Target:
Second Strongest Unit

Objective:
Move towards your home base



60

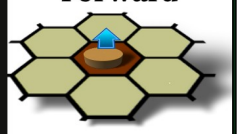
Brown

Current Personality:
Scholar

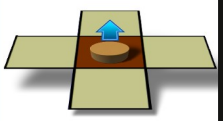


Tactics: Special

Forward



Forward



Target:
Strongest Unit

Objective:
Capture Checkpoints

Draw Again

70

Brown

Current Personality:
Defender



80

Black

Current Personality:
Risk Taker



90

Black

Current Personality:
Aggressive

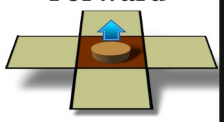


Tactics: Special

Forward



Forward



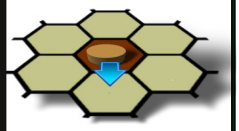
Target:
Second Weakest Unit

Objective:
Capture Checkpoints



Tactics: Special

Forward



Forward



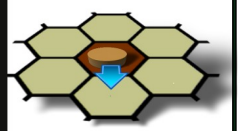
Target:
Middle Unit

Objective:
Move towards your weakest units

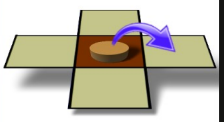


Tactics: Special

Forward



Forward



Target:
Second Strongest Unit

Objective:
Move towards your largest unit

Draw Again

Start Phase

Opponent will focus on a monopolizing strategy that locks you out of options. This includes trying to be the first player if possible.

Mid Phase

The opponent uses any gains it made in the first phase to advance in the most logical way possible.

End Phase

If the opponent has achieved a few of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on any strategy that will give it more actions/workers/extra options later in the game.

Mid Phase

The opponent will develop a completely new strategy. Draw another Strategy card and use the strategy of the Start Phase.

End Phase

If the opponent has achieved a few of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on area capture tactics or to dominate a specific part of the board.

Mid Phase

The opponent will continue a similar strategy that it did in the first phase. It will differ only in the type of things it was trying to collect.

End Phase

If the opponent has achieved a few of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on tactics that use a specific part of the game board. Use the tactical deck to decide which part of the gameboard.

Mid Phase

The opponent will continue a similar strategy that it did in the first phase. It will differ only in the type of things it was trying to collect.

End Phase

If the opponent has achieved a fair amount of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on advancing on wealth building tactics.

Mid Phase

The opponent will develop a completely new strategy. Draw another Strategy card and use the strategy of the Start Phase.

End Phase

If the opponent has achieved a fair amount of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on advancing on one or two specific tracks.

Mid Phase

The opponent uses any gains it made in the first phase to advance in the most logical way possible.

End Phase

If the opponent has achieved a fair amount of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will focus on getting cheap buildings/cards/special powers that it can use later in the game.

Mid Phase

The opponent will continue a similar strategy that it did in the first phase. It will differ only in the type of things it was trying to collect.

End Phase

If the opponent has achieved quite a bit of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will try to collect/stockpile two or more types of common resources.

Mid Phase

The opponent will develop a completely new strategy. Draw another Strategy card and use the strategy of the Start Phase.

End Phase

If the opponent has achieved quite a bit of its mid phase goals, it switches to the end phase.

Start Phase

Opponent will try to collect/stockpile one type of rare/hard to get resource.

Mid Phase

The opponent uses any gains it made in the first phase to advance in the most logical way possible.

End Phase

If the opponent has achieved quite a bit of its mid phase goals, it switches to the end phase.