
Minim. Bid
Depends
Yes Probably
Yes Unsure
Yes Probably Not

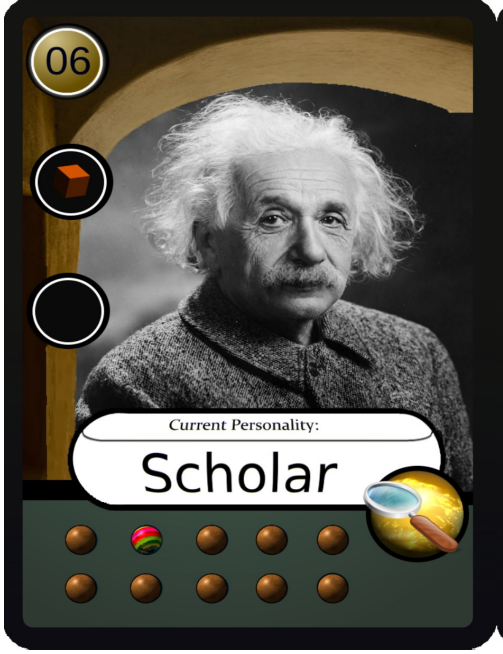

Minim. Bid
Depends
Yes Probably
Yes Unsure
Yes Probably Not


1/2
Yes +1
No Probably
No Unsure
No Probably Not


Tactics: Heal/Attack
Forward
Forward
Target: Weakest Unit
Objective: Move towards your weakest units

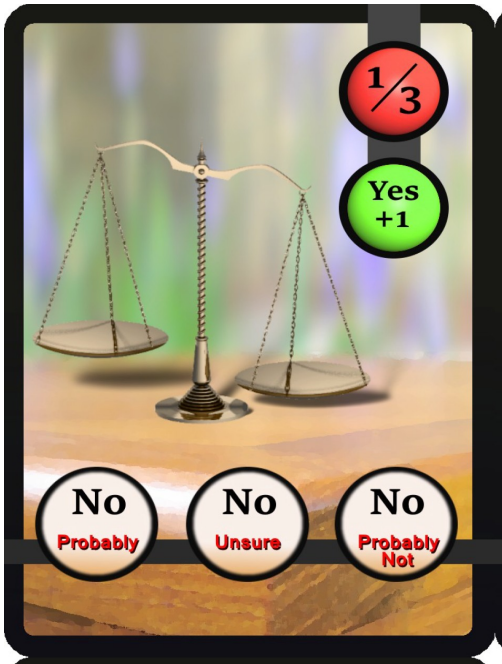

Tactics: Heal/Attack
Forward
Forward
Target: Second Strongest Unit
Objective: Move towards your largest unit

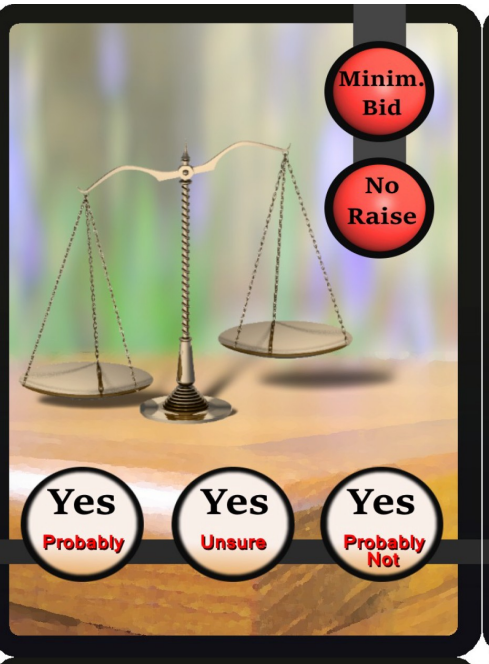

Tactics: Move
Forward
Forward
Target: Second Weakest Unit
Objective: Move towards your home base

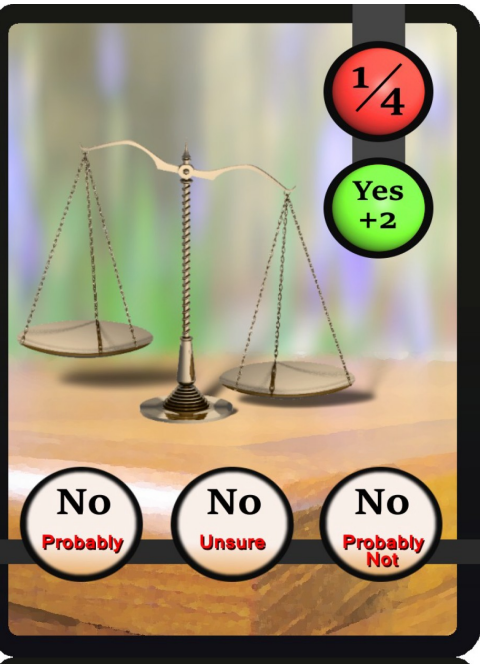

06
Current Personality:
Scholar


05
Current Personality:
Opportunist


04
Current Personality:
Specialist


1/3
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
Forward
Target:
Strongest Unit
Objective:
Move towards your weakest units


Tactics: Heal/Attack
Forward
Forward
Target:
Second Strongest Unit
Objective:
Move towards your biggest group


Tactics: Heal/Attack
Forward
Forward
Target:
Strongest Unit
Objective:
Move towards your weakest units


09
Current Personality:
Aggressive

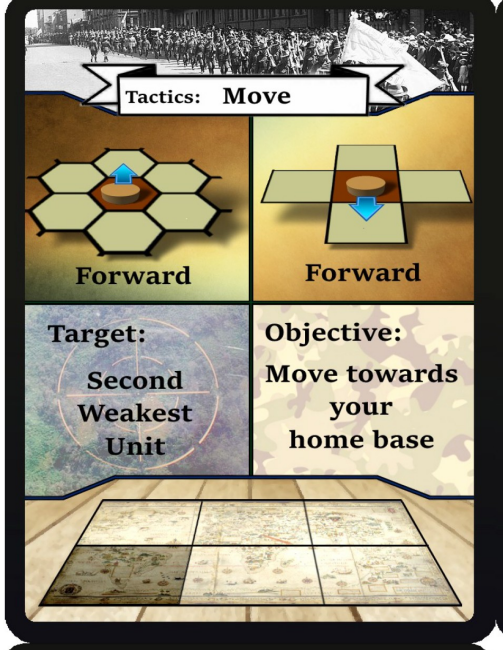

08
Current Personality:
Risk Taker


07
Current Personality:
Defender


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

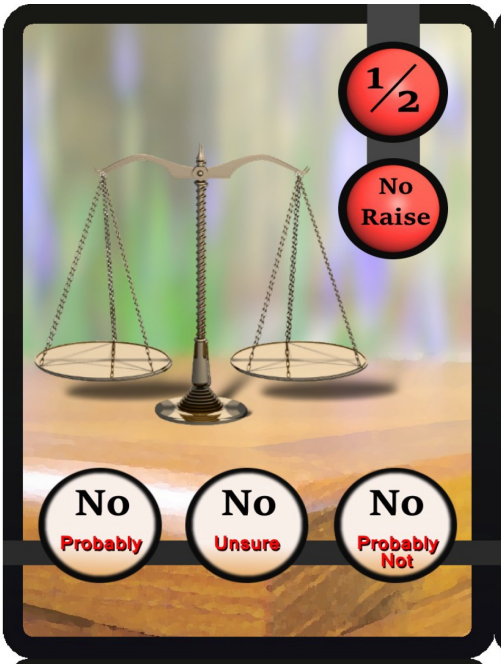

Tactics: Move
Forward
Forward
Target:
Weakest Unit
Objective:
Regroup

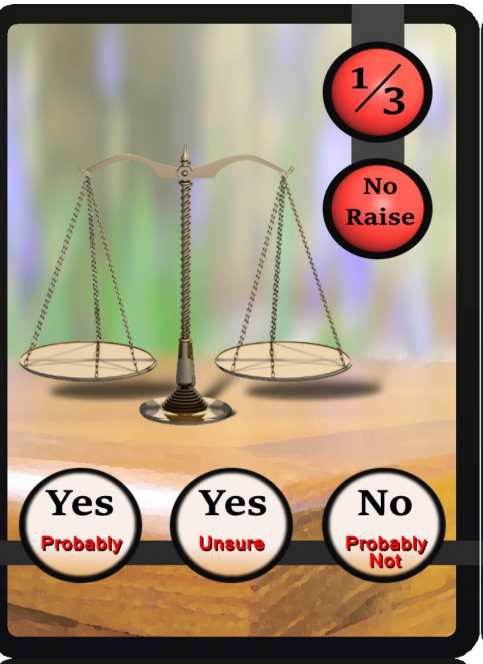

Tactics: Move
Forward
Forward
Forward
Target:
Middle Unit
Objective:
Move towards your biggest group

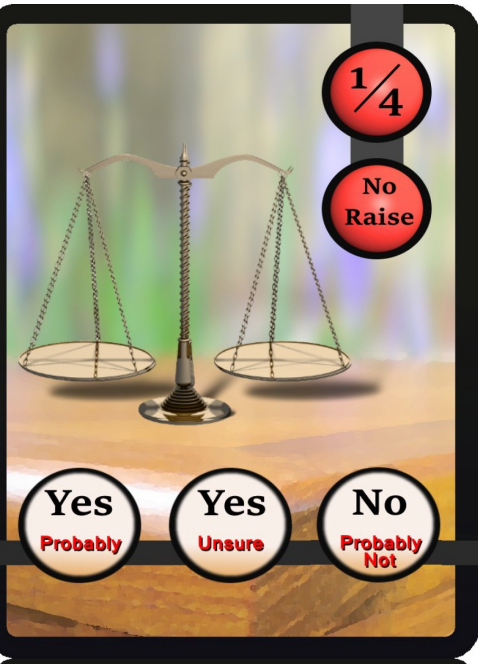

03
Current Personality:
Expansionist


02
Current Personality:
Capitalist


01
Current Personality:
Copycat


1/2
No Raise
No Probably
No Unsure
No Probably Not


1/3
No Raise
Yes Probably
Yes Unsure
No Probably Not


1/4
No Raise
Yes Probably
Yes Unsure
No Probably Not


Tactics: Move
Forward
Forward
Target:
Second Weakest Unit
Objective:
Capture Checkpoints

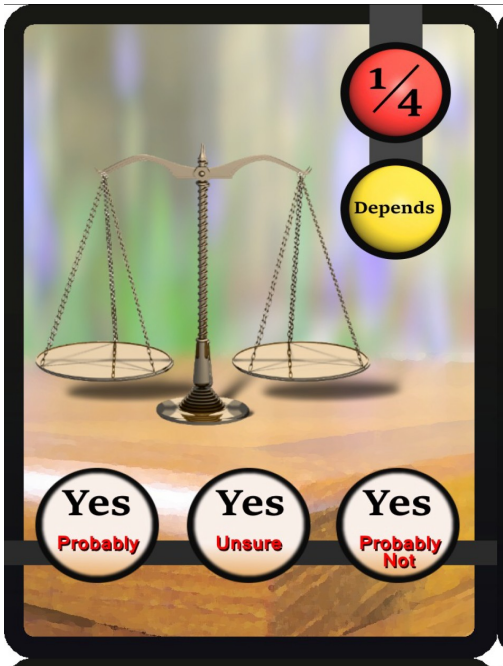

Tactics: Build Up
Forward
Forward
Target:
Middle Unit
Objective:
Move towards your biggest group


Tactics: Build Up
Forward
Forward
Target:
Weakest Unit
Objective:
Move towards your largest unit


00
Current Personality:
Builder


90
Current Personality:
Same As Last


80
Current Personality:
Same As Last


1/4
Depends
Yes
Probably
Yes
Unsure
Yes
Probably Not


70
Current Personality:
Same As Last


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


60
Current Personality:
Same As Last


50
Current Personality:
Same As Last


40
Current Personality:
Same As Last

Tactics: Special

Forward

Forward

Target: Second Strongest Unit

Objective: Move towards your home base

30

Current Personality:

Same As Last

Tactics: Special

Forward

Forward

Target: Strongest Unit

Objective: Capture Checkpoints

Draw Again

20

Current Personality:

Same As Last

10

Current Personality:

Same As Last

00

Current Personality:

Same As Last

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 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 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 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.