

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

Target: Middle Unit

Objective: Move towards your biggest group

03

Expansionist

Current Personality:

Expansionist

02

Capitalist

Current Personality:

Capitalist

01

Copycat

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

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.