

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

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

00

White

Current Personality:

Same As Last

01

White

Current Personality:

Same As Last

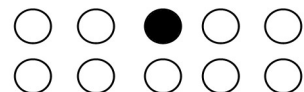
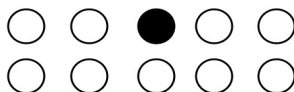
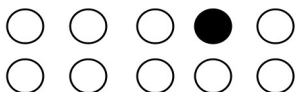
02

Blue

Current Personality:

Same As Last

Probably Not



1/2

No
Raise

Yes
Probably

Yes
Unsure

No
Probably Not

1/3

No
Raise

Yes
Probably

Yes
Unsure

No
Probably Not

1/4

No
Raise

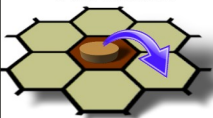
No
Probably

No
Unsure

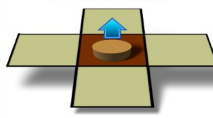
No
Probably Not

Tactics: Move

Forward



Forward



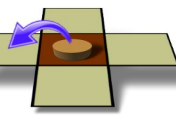
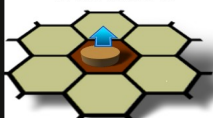
Target:
Second
Weakest
Unit

Objective:
Capture
Checkpoints



Tactics: Build Up

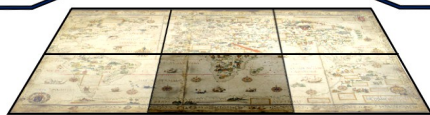
Forward



Forward

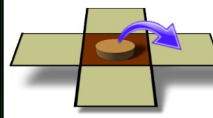
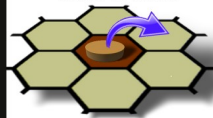
Target:
Middle
Unit

Objective:
Move towards
your biggest
group



Tactics: Build Up

Forward



Forward

Target:
Weakest
Unit

Objective:
Move towards
your largest
unit



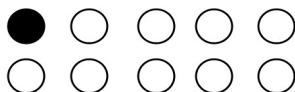
09

Orange



Current Personality:

Same As Last



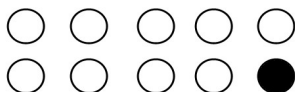
00

Yellow



Current Personality:

Builder



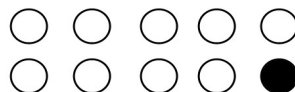
10

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

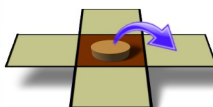
No

Probably Not

Tactics: Build Up



Forward




Forward

Target:


Middle Unit

Objective:

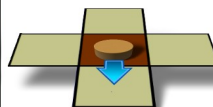
Move towards your largest unit



Tactics: Build Up



Forward




Forward

Target:

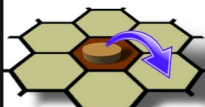
Weakest Unit

Objective:

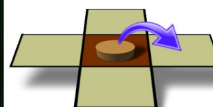
Regroup



Tactics: Build Up



Forward




Forward

Target:

Strongest Unit

Objective:

Move towards your biggest group




30

Green

Current Personality:

Expansionist




40

Pink

Current Personality:

Specialist




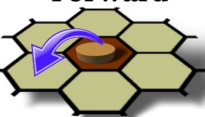
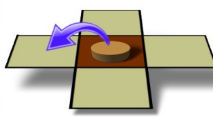

50

Pink

Current Personality:

Opportunist




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


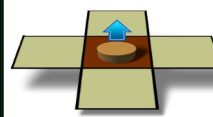
60

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




○ ○ ○ ○ ○
● ○ ○ ○ ○

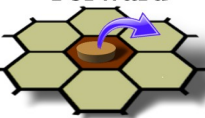
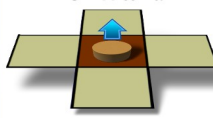

90

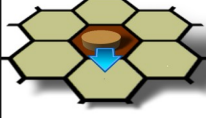
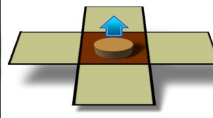

Black


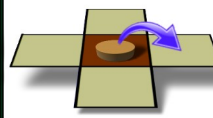
Current Personality:
Aggressive



○ ○ ○ ○ ○
● ○ ○ ○ ○

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.