



- Do not Recruit early in the game. Let the Trog War Party tokens trigger naturally.
- Be very careful to keep your Reserve populated! If you don't have Reserves, your War Party tokens don't stop your opponents!
- Try to optimize your hand in the first few rounds with good Tactics to profit from early battles.
- In the early battles especially, do not fear Attrition. You need the Units to return to your Reserves for future Trog War Party tokens.
- Prioritize Prisoners if possible. Your opponent will be willing to pay dearly to keep them. You can then take advantage of your Tactics and Defender bonus to cheaply take Territories.
- Enable Scoring, especially in the early Rounds when you don't need to Recruit or Build like the other Factions. The points you earn with the Territory bonus will compensate for the 1/2 point penalty, and you'll rob the Humans of their ability to Enable Scoring.
- The Trogs should use Tunnels and the Outer Regions to immediately arrive at the doorstep of any faction and threaten their structure operations. Do this to upset the Pilgrims and their extracting.
- The Trogs should take advantage of the initiative track. By going last, Trogs can see easily where they are fighting and what cards they need in their hand to win those battles!
- Let your Trogs die! You desperately need to have a full Reserve to fully maximize your Trog War Party tokens!
- The Trogs have zero supply lines. They can be anywhere. Scare your opponents and make them pay for not protecting their flank.
- Spend excess Trogs to prevent your opponents from using their Structures. You can afford the losses.
- Leverage your Skills to hoard Crystals in the center of the planet. Compensate for the 1/2 crystal penalty.
- Try to focus where possible if any opponents make the mistake of leaving you alone.
- Maintain a buffer in front of your inner, precious region. It is better to lose Units and sacrifice the outer regions in exchange for keeping the center Region valuable!

- Pilgrims lack strong cards for Movement and Recruit, so draw cards from there early in the game if needed for your Tactics.
- Create a network of Harvesters to feed the pool and pump Examination for all it's worth. Having a few Mountains makes this a devastatingly efficient combo.
- Pilgrims should create border regions to protect their highly valuable industrial centers. It's okay losing forward bases. The key is your engine!
- The best defense is a good offense. Upset your enemies, ever so slightly, before your enemies can upset your plans. Pilgrims need to be the ones dictating the battles, not responding.
- Pilgrims should try to go earlier in turn order to dictate terms to their enemies.
- As the Pilgrim player, you really need to think strategically. Think less about what you're going to do this turn, more about what you're going to accomplish this round in order to score big next round.
- Find ways to slow the game. Do not let the "faster" factions end the game sooner!

The Triangle of Death (and Science)

In an ideal world, the Pilgrims should strive to create the Triangle of Death (and Science). Never forget the science. With 3 adjacent regions, build 3 Power Orbs in addition to your industrial structures (after the Power Orbs). NEVER RECRUIT! Power Orb is your Recruitment! Dare someone to enter the Triangle of Death (and Science).

If someone enters any of these Regions, spend 3 Wrenches (or, one Mountain) to flood it with units using the Power Orb. And, if you have a spare Wrench, also activate Extractors and such.

The Triangle of Death requires you get assembled quickly. Draw heavily from Mountains and Deserts to cycle your deck. Deserts plus the innate abilities of the Pilgrims mean you should never lack for cards.

Once you have the Triangle of Death (and Science) setup, send your Pilgrim units recklessly into enemy lands to distract them. The Machines will try to use the Orbital Sniper and Shred Drones to weaken you. Shut down their Structures by turning those Regions into Battle Regions. Who cares if you lose one Pilgrim to a prisoner? The Humans will use Airfield and Scouting to try to gain cheap territory. Send Pilgrims there to remove that Control token. Make your opponents pay to keep you away. Why? While they're fighting your border Units, they aren't attacking your sacred Triangle!

Remember: Territory Objective control is not that useful for Pilgrims outside of their safe zone (of science, death, etc.). Make your opponents pay dearly for their Territory in Non-Pilgrim blood (or Machine oil) and threaten them with attrition and prisoners. Be the chaos that upsets their plans. Being first in turn order lets you accomplish this. Don't lose your initiative to a less advanced foe.

- You cannot waste a single Action with the Machines! It is better to patiently delay an invasion, or stall to draw a card, in order to maximize a turn, than flail against the Humans or other races. They will always be faster, which means you need to be slower and better.
- Do not use the Shred Drones to eliminate battles! This is a common Machine mistake! Battles add Crystals and give you more opportunities for points (Territory Control is 2VP, Prisoners are 1VP per round, Attrition is 1VP or 2VP if you have Firepower). WEAKEN the enemy, do not remove the enemy.
- Machines want the game to last as long as possible, each following round they are stronger. Manipulate the other factions as need be throughout to ensure this happens.
- Machine Skills lead to wonderful combos. Incorporate them into your strategy as free Actions, not merely fancy parlor tricks. Move a Shred Drone, activate it, then Transform it to recruit. That's hyper efficient.
- Choose your turn order very carefully. Is it more important you can use your Structures on Action 1? Or respond to what happens?
- Everyone is your enemy. Your job as the Machines is to preserve equilibrium until you're able to dominate and capture significant amounts of territory.

- Use your buildings to it's optimum, so you can better to hold your territories.
- With good use of buildings you don't have to recruit a lot, because you will have the equipment and the gear.
- Use you Artillery Battery to use its long range, attack in adjacent regions, even if you have no control over that region.
- Use your skills to the fullest.
- Take control over regions unoccupied.
- Score your regions whenever you will. So let others use Actions to Enable Scoring.
- Re-use Tactic Cards during Battle by taking used Tactic Cards back in hand.
- Make sure you're the aggressor and attack others, this way you can draw more Tactic Cards from any deck. So the more you fight, the better you get at fighting.
- Make sure you spread around the map quickly.
- You have a weapon for every job needs doing, so use them wisely.