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- Kymmie Meeple (1 Family Meeple)

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**benjotron's "Wheel of Strategic Dominance"**(↪ </thread/1451424/benjotrons-wheel-strategic-dominance/>)

[Star Realms – Amazon.com](#) **\$13.97** ✓prime

**Brett Burleigh II**   [@brrrmanza](#)   [May 25, 2016](#)

**Scott Heise** @HomerJr wrote:

**Alexander Klemp** @Klemp wrote:

HomerJr, can you please make an RPG diagram for all of the cards in the game 😊

I often refer back to this thread whenever the strategy juices in my mind are flowing... And I just love this visual so much.

Heh,maybe... 😊 I've been meaning to put something like this together for a long while, but haven't had the time to do it. However, I going to be on leave from work for a while very soon (my wife may go into labor at any moment), so perhaps I'll get some free time to work on this when I'm awake at 2 am... and 4 am... and 5:30am... 🤪

Babehs... congrats. I don't miss the sleep-deprivation delirium induced from a new born...  
If it's your first, the first 3 months are really tough.  
The next 3 months get better by the week.

And everything from there out gets better and 'easier' by the week and day.

If it's **not** your first - Good god, man! What were you thinking!? 😊  
Congratulations. Good luck!

**Scott Heise**   [Designer](#)   [@HomerJr](#)   [May 25, 2016](#)

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Congratulations. Good luck!

Haha, thanks! It'll be my second, so I'll definitely be in the "what the hell was I thinking" zone very soon. I've already got my Netflix queue ready to go for those long, sleepless nights though.

**Steve Kingswell** @ShooterUK Apr 7, 2018

As a new player, who has started to read a lot of the strategic posts you guys have been writing, I have taken a look at the Federation Shuttle and am not sure why it's a poor card.

Is it that its ally bonus is not strategically useful early game?

Great content guys (even if it's 3 years old now).

**@ThinkingThatsAll** ⚡ Apr 7, 2018

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Exactly. What are the odds that you will actually hit the ally ability? Even if you do, extra authority does not kill bases or your opponent, it just stalls your loss.

**Steve Kingswell** @ShooterUK Apr 20, 2018

Thanks, great to get the confirmation I am starting to think along the correct lines.

**Stephen Hurn** @stephen\_the\_geek Aug 15, 2018

Wow, top quality discussion in here. Puts a lot of what I'd already discovered into perspective, while also giving new insights.

I think I've only once taken the Federation Shuttle once in my life and regretted it when I took it. It's just a horrible card that 90% of the time is as bad as adding an extra scout into your deck.

The discussions about the economy are interesting. When you have 50 authority in the beginning of the game, 9 times out of 10 the freighter or blob trader are the best cards I think you can purchase. If these aren't in the trade row then I like any base or ship that can be scrapped for cash. Regardless of my overall strategy, getting high quality cards in my deck sooner is at the core of my strategy.

A freighter lets you potentially pull an 8 cost world after your first shuffle. Regardless of your opponent's strategy, a Brain World in your hand on turn 5 is almost guaranteed to ruin your opponent's day. It'll dominate other scrap players and it's tough for its counter - a damage strategy - to break at that point in the game. And you can pivot to a damage strategy yourself by drawing the freighter again and picking up some high damage blob cards faster.

But again, everything is dependent on the trade row. Nothing feels worse than having an 8 credit hand when the trade row has two federation shuttles, a blob fighter, an imperial fighter and a blob fighter. Then you need to make a decision on how best to fish.