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The Tortoise, the Hare, and the Missile Bot [x-post Megahaulin' Star Realms Strategy Blog]

(→ /thread/1440353/tortoise-hare-and-missile-bot-x-post-megahaulin-st)

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

Scott Heise Designer [@HomerJr](#) [Sep 22, 2015](#)

Hi again,

My latest strategy article on the pace of the game was recently posted to the Megahaulin' Star Realms Strategy blog. In it, I compare a game of Star Realms to running a race and discuss the concept of "Tortoise" vs "Hare" strategies. I also model a couple scenarios to illustrate how the pace of the game affects whether the Tortoise or the Hare will accumulate more damage in the fewest number of turns (on average).

The Pace of the Game, Part 2: The Tortoise, the Hare, and the Missile Bot

As a teaser, here are the two scenarios that I modeled...

Quote:

Scenario #1 -- Pick any TWO of the following cards as your opening buys (can be the same 2 cards or different):

- **Merc Cruiser** (+5 combat)
- **Blob Wheel** (scrap for +3 trade) → *assume it will be be played and scrapped in Deck 2 to buy a Flagship (+5 Combat, Draw a Card)*
- **Missile Bot** (+2 combat, scrap a card in your hand/discard pile; ally: +2 combat)

Assume that your opponent does not buy any defense (bases) or authority-gainers and you do not buy any other cards. On average, which pair of cards will accumulate 50 damage in the fewest number of turns?

Scenario #2 -- Same scenario as above, but let's say your opponent buys a Cutter as one of his opening buys, so that now he will heal 4 authority on each of his decks. Otherwise everything else is the same. On average, which two cards will accumulate 50 combat in the fewest number of turns in this scenario?

Cheers!

Matt Schoonmaker-Ga... [@railbaron](#) [Sep 22, 2015](#)

If there's anyone interesting in reading up on strategy to improve their Star Realms game, **READ THIS ARTICLE!!!**

This is exactly the sort of strategy analysis that separates an average player from an advanced player. Also for all the people that think they understand the strategy of Star Realms after a couple of plays, they should read this too :-).

Sándor Kolok [@kolok](#) [Sep 23, 2015 \(edited\)](#)

I tought I'd rather comment/ask here than on the Megahaulin site. So I'd like to ask if Space Station and also Defense Center do not also equally merit to be put in the 'schizophrenic' category instead of the tortoise? They both give you automatic combat, not that much without allies, but not insignificant either.

You can also make the argument that there's no such thing as insignificant combat 😊 as the best players can (and most likely do) analyze the situation in depth when having to decide btw scrapping/discarding a Scout or a Viper. Having said that, I think most players primarily buy Blob Wheel rather for its trade (and possibly as an ally) than for that 1 combat. With Space Station, the situation is somewhat similar, but I think overall (in different game situations) its evaluation is not dominated by its trade ability to *that* extent.

Or am I wrong to think this?

Scott Heise [Designer](#)[@HomerJr](#)[Sep 23, 2015](#) ([edited](#))**Sándor Kolok** [@kolok](#) wrote:

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No, you're not wrong at all. 😊 Space Station and Defense Center both can provide recurring combat (or defense) and thus they do technically fit my definition of "schizophrenic" bases. My logic for lumping them into the Tortoise category is that, in my experience, Space Station is more often used for it's trade than for recurring combat and Defense Center is mainly there to tank damage with it's authority gain and defense. Therefore, neither are very good Hare bases and don't really have the ability to accelerate your deck the way the other schizo bases do.

So you're technically correct and I think you could argue for them to be put them in either category (or both), but I felt that emphasizing their Tortoise characteristics was more germane. 😊