


Deck & Fleet Construction Guide






By

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While Star Wars PocketModels is an easy game to learn the construction of a deck and fleet can seem like a daunting task. There are many ships and cards, with limitless options and possibilities, so where do you start? In this guide, we will cover how to build your fleet of Star Wars PocketModel ships and combine them with an effective deck.

Basic construction

Before we begin, we will cover some of the basic concepts and definitions you will need to be familiar with in order to create a fleet/deck combination, often referred to as a **build**, which will not only be effective but fun to play as well. The basic fleet consists of 30 build stars  of ships and a deck consisting of a minimum of 30 cards. You can play games with higher numbers of build stars and you could use more cards in your deck if you wanted to, but for now, we will stick to the basics. You may want to use ships from several factions or just one. A **faction** is the group to which the ship belongs. There are currently four factions in Star Wars universe that we see in the game. They are the Rebels, Imperials, Republic and Separatists.

Each ship that you chose to play with has a value that is represented by build stars. Ships that are one, , and two,  build stars, such as X-wings, Y-wings and TIE's, are usually called **fighters** while those that have a value of 4, , or 5,  build stars, such as Nebulon B frigates, Corellian Corvettes and Star Destroyers, are commonly called **capital ships**. Ships that are 3 build stars, , vary and can be fighters, freighters or shuttles, like Darth Vader's TIE Advanced, the Millennium Falcon and the Tydirium shuttle.

Ships and cards have different icons and it is important to match those that are on your ships with those in your deck in order to be most effective.

The icons that appear on ships are:

 Droid,  Laser,  Torpedo,  Trooper,  Leader, 
Carrier and  Turbolaser.

The icons that appear on cards are:





All of the above as well as  Force and  Luck.

You will want to focus on 1-3 icons that you would like to use and choose ships and cards that have those icons to include in your build.

Usually, the types of ships you chose to play with and the type of cards in your deck determine the style of play that you will use. In Star Wars PocketModels, you can win the game by either destroying all of your opponent's ships or destroying his three objectives. Decks and fleets are built to take advantage of one of these two ways to win. So what ships should you use? Well, that's up to you but, generally, if you are playing a deck that is based on striking objectives you will want a high attack and defense, while in a ship destroying build you will want high shields and damage. Many factors are considered when choosing ships, but try to think about what it is your ships will be doing most and what values, defense, attack, shields and damage, are most relevant.

Similar builds, those that use comparable tactics, ships and cards are called *archetypes*. To help you understand some of the concepts of deck/fleet construction we will use two of the most popular archetypes, the *swarm build* and the *droid build*.

The Swarm Build

Key Ships:  and  TIE Fighters with the  and  icons

Key Cards: Swarm Tactics, Inspired, Veteran Pilot and Acceptable Loss

Key Objectives: Death Star Hangar, Death Star Trench, Mustafar Mining Platform




Key Tactics: This build is a ship destruction build that uses Death Star Trench, Inspired and Swarm Tactics to increase your ability to hit high defense ships. Death Star Hangar and Mustafar Mining Platform are used to continue to recycle your TIE fighters when they are destroyed by opposing units or when destroyed to use the ability of the card, Acceptable Loss.

The Droid Build

Key Ships: X-wings, A-Wings and Tantive IV (all with the  icon)

Key Cards: Protocol Droid, Lock It Down, Maintenance Droid, 21-B and C3P0

Key Objectives: Jedi Temple and Genosis Droid Factory

Key Tactics: This build is a ship destruction build that uses Protocol Droid and Lock It Down to increase your defense result and prevent damage to your ships and 21-B and C3P0 to remove damage counters. Genosis Droid Factory facilitates the further removal of damage counters and Jedi Temple allows the possibility of recovering your destroyed  and  ships.

As we can see in the above builds, these decks are very focused on one or two particular icons. Putting to many ships or cards of varying icons in your build can

sometimes prevent you from having a card that can be played during combat. It is because of this that it is suggested that you use no more than three icons in your build.

So how do these two decks play out? Sometimes the player of the swarm build wins because he has so many ships that just keep coming back and sometimes the player of the droid build wins because his ships defense cannot always be beat to score a hit and those hits that do register are negated by damage prevention and removal. The win/loss ratio of both decks is around 50%. Both are very good builds that use sound build techniques and are played by experienced players...So what now? Simple. We strike the objectives with a new archetype.

Advanced Construction

The time has come for us to delve deeper into more complex forms of deck/fleet construction. Now we will discuss things that will give you the winning edge in a PocketModel battle and the first of these is our new archetype, what we refer to as a hybrid build. A *hybrid build* is a combination of two archetypes or build techniques that add to an already powerful deck/fleet combination. In this case we add a little something extra to one of our previous builds.

The Carrier Build

Key Ships: ★★☆☆★ and ★★☆☆★ ships with the  icon

Key Cards: Call for Help and Count Dooku

Key Objectives: Death Star Trench or Rebel Base

Key Tactics: This build is an objective destruction build that uses Call for Help to move ships from your home zone to your opponents in order to strike objectives and Count Dooku to remove hard to destroy objectives or those which are helping your opponent a little too much. Death Star Trench and Rebel Base help make it easier to destroy objectives.

By taking the carrier build and combining it with one of the previous, or one of your own creations, you add objective striking capability to your build. This gives you the option of attempting to destroy your opponent's fleet or to eliminate his/her objectives. The ability to do this can be your backup plan or primary method of winning, depending on how much you add or take away from your build. So what does all this information tell us? Well, play a game with one of the standard builds and you will see that games can go on for quite some time where as the use of a carrier or hybrid build the game will end much more quickly. Essentially, objective striking is superior fleet destruction, though not always as fun.

Finally, we will cover the most advanced techniques that you can use to give you that razor's edge or just make things more fun.



Deck Optimization

Earlier we stated that a deck consisting of a minimum of 30 cards was the standard but you could use more cards if you wanted to but now we will tell you the secret to a good deck. Keep it at 30 cards and use a technique called objective cycling. **Objective cycling** is the repeated exploitation of single-use cards, such as Death Star Hangar, Kamino Cloning Facility and Dagobah Swamp, to keep your deck running by allowing you to get to the cards that you need. You have three slots for your objectives and when you have a face down objective, you essentially have a useless card. How do we solve this problem? By placing an objective from your hand face up in one of these slots and placing that card into your hand for use. If it is a card you need, then great, if it's another objective that's just as good, maybe even better! To take full advantage of your deck and the objective cycling technique you must dedicate one of these slots to this purpose. We will call this the **cycling slot**. The other two are called **stable slots**. The stable slots are where you place objectives that you want to keep around to take advantage of their global effects. These include such cards as Death Star Trench, Mustafar Mining Platform, Jedi Temple Rebel Base and Genosis Droid Factory. In the cycling slots, we place our single-use objectives and replace them with other single-use objectives we draw from our deck. Each time you play a card from your hand you draw another, up to your maximum hand size, and each turn you get to play an objective. This gives us the potential to quickly cycle through our deck, giving us the cards we need to win. When we **draw out** or use all the cards in our deck, we shuffle it and start over again. The potential of this powerful technique should now be clear.

Denial Cards

Some cards can be used to keep your opponent from using certain cards in his deck. There are not many of these, but the ones that exist are quite powerful. They include cards such as Assassin Droid and the objectives Tatooine Desert and Detention Block AA-23.

Universal Cards

There are some cards, those which have the  Force or  Luck icons, that are useful in every deck you play, and you may use one or several of these cards in every deck you play. Their abilities are useful for all builds and include such cards as Masters Touch and Scoundrels Luck.

Keeping things fun

So now you have mastered all you have learned from this article but you want to have a little fun too. What can you do? Several things. You can build decks that are **faction pure**, with ships consisting of a single faction, and try to win with it or you can construct a **theme deck**. A theme deck can be anything that directly relates to something you saw in the Star Wars films. How about an Episode IV themed build where you create a fleet with Luke Skywalker's X-Wing, the Millennium Falcon and Rouge Squadron and your opponent fields Darth Vader's TIE Advanced, a couple of TIE wingmen a Star Destroyer and the Death Star trench. Maybe even a fleet with Obi-Wan and Anakin's Jedi Interceptors and ARC-170 fighters, with Clone Pilot in your deck versus the Invisible

Hand, Droid Tri-fighters and Vulture Droids with a deck containing General Grievous, re-enacting Episode III. You can play multi-player games with each player having their own home zone and a single contested zone or on a play mat with multiple zones, adding even more challenge to fleet and deck construction, where things that once worked in 1 vs. 1 game are no longer viable. Whatever you do play your best, with sportsmanship and honor and above all have fun! May the Force be with you.