

Celestra: Superstar!

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I recently built this Persuasion deck as a direct response to Cylon Base Star decks. It's fast with a decent amount of Units and plenty of tricks up it's sleeve. I've also payed attention to keeping the MV draws as high as possible. The deck runs lean and doesn't have a lot of fluff. Unfortunately it's rare-intensive, but I was able to get the cards I needed without too much trouble. I think it also levels the playing field against CBS, bringing things back to winning by part skill and part luck, rather than just a race to see who can get the first 2rd-turn win lol. This deck has now beaten several different Cylon Base Star decks in a tournament situation. See notes below for gameplay and card choices.

Base

1x Celestra

Personnel - 16

4x Billy Keikeya, Press Secretary

2x Centurion Defender

2x D'Anna Biers, Reporter

2x Dr. Baltar, Gaius

2x Laura Roslin, Madame President

4x William Adama, The Old Man

Ships - 16

4x Space Park

4x Raptor 816

4x Raptor 478

4x Astral Queen, Prison Ship

Events - 22

4x Bingo Fuel

2x Channel the Lords of Kobol

4x Downed Pilot

4x Fury

4x Power of Prayer

4x Sick Bay

Missions - 6

2x Red: You're an Evil Cylon

2x Green: You're a Normal Human

2x Hunt for Tylium

## CARDS

Celestra - The Celestra is a great Base. It gives you hand size of 5 and Influence of 9. Having a hand of 5 is important, especially against the Cylon Base Star. At first I thought that 9 Influence was a bit low but honestly in this deck it doesn't seem to matter. There are plenty of ways to block damage and gain Influence. Plus you get to go first against CBS. The most important feature of this Base by far is its ability: look at the top two cards of your deck, put one on top and the other on the bottom. This is huge for multiple reasons. Mainly it gives you the ability to stack your MV draw. Also it's a great way to "counter" Under Arrest i.e. let's say you just got one of your low MV characters put on the top of your deck. You can use the Celestra to move it to the bottom so you don't draw it during a Challenge. To a lesser extent you could also use the Celestra to work it so that you stack something good to draw into your hand at the start of the next turn.

Billy/Centurian/D'Anna - These cards are just two-drop meat shields. They are all 3 power defenders but obviously Billy is who you want out because he can Challenge. I'm liking the Cylon Defender too because he is a Cylon that has a MV of 2. Use him with Fury and you've got a power 5 wall (power 6 if the Astral Queen is out).

William Adama, The Old Man - This guy is a beast. If he makes it through the opponent's defenses he has the potential to do some serious damage, especially with all the pumps available in this deck.

Space Park - There's definitely a reason why this card is a rare. It's basically a two-drop ship that can rig its own MV draw. You can throw a Fury on it to make it power 4. Plus you could use Space Park in conjunction with the Celestra to sift through THREE potential MV draws. That's huge.

Bingo Fuel/Sick Bay/Downed Pilot - These are all cards for Unit removal. I'm finding that Downed Pilot is a rather sick card indeed.

Baltar/D'Anna/Red/Green - This setup really isn't anything key to the deck but I liked the fact that the Red/Green cards are 5 MV, plus it's nice if you actually get the missions to work. Baltar and D'Anna are both Civilians so they can power the missions. D'Anna can work on herself with Green for a quick gain of 2 Influence, then if you have the Resources you can put her out again in the same turn if you want. I don't like the fact that she's a 0 MV but there's only two in the deck so no big deal. Plus you always have the mighty Celestra to help against not drawing her for MV. I'm using the LE Baltar because of his Manipulate ability and 2 power. I suppose you could also use Baltar, Award Winner to conceivably keep getting your Red/Green cards back into your hand (or any other card for that matter).

## GAMEPLAY

Opening hand - Ideally you want to get one of your 8 two-drop Personnel (preferably Billy). Other cards to look for would be Sick Bay and Downed Pilot. If not then mulligan and grab another opening hand. You should get at least one of these 16 cards in your opening 5+2. The reason these are important is because they deal with the early two-drop Cylon in a CBS deck. All of these cards cost 2 Persuasion and can either block or remove your opponent's Personnel. Did I mention I like Downed Pilot?

Challenges - This deck is obviously more defensive than anything however don't underestimate the offensive potential and don't be afraid to Challenge. Adama is a one-man beatdown squad. Roslin and the Raptors are also good fighters. The key is to get a Unit through undefended. Let's say Roslin gets through undefended. You could Fury her for +2, then Power of Prayer for a nice high MV that you've already stacked with the mighty Celestra. That's anywhere from 3-10 damage potential from just this one character. If you had the Resources you could even use Channel the Lords of Kobol before you play Power of Prayer to add even more. Now imagine one of your Units with Manipulate getting through for some big Influence gain...

Cylon Threats - The Cylons will be attacking often but this is a good thing. If you can beat a Threat you will get a quick Influence gain. Use a pump if you have one available. If you haven't used the Celestra yet that turn then use it to stack a good draw for yourself, or against the opponent's Challenge and make him loose a Unit.

General - As I had mentioned, the deck has a good defense and a good offense. Make sure to use the removal cards to bounce key Units. ALWAYS use the mighty Celestra to rig your draws. You will average a 3 draw but the Celestra can increase your chances of getting one of the 10 cards in the deck that are 4/5 MV on top. Also don't forget about using Space Park for a similar effect.

Final Thoughts - The deck is more reactionary by nature but the opponent can't relax because there is still the threat of your Units getting through for potentially big damage. Don't worry about losing your chump blockers because they are just meat for the grinder anyways until you get out the better stuff. I generally kept to low cost Units so that I could keep the speed up and also so I would be able to afford the cost to play Events when needed.

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ALL YOUR BASE BELONG TO SUPERKOLLIDER