

> I've just acquired a copy of Freedom in the Galaxy, Avalon Hill
> version. I have no prior experience with the game, and currently
> try to learn the rules. Now I'm interested in hints, errata and all
> kinds of opinions. For example, I've heard somebody say that the
> game was not balanced, and the Rebels don't have a chance to win
> (my first impression is rather the other way)?

Well, its definitely imbalanced in favor of the imperials, but I
wouldn't say the rebels have no chance (maybe 70/30). This is
somewhat counterbalanced by the fact that the rebels are much more
fun to play.

If you're having trouble with the imperials her are some tips:
The basic strategy is to try to tie down the rebels so they can't
move around too much and can't stay in the same place either. Try
to maximixe the number of `shots' you get on the detection and
search tables to hurt the rebels rather than trying to get an
autokill result on one rebel stack -- they'll just run away.
Eventually you'll get a lucky roll and hit them.

You need to be slow and methodical about things; try to cover all
the possible ways the rebels can move and above DON'T OVERREACT to
any rebel success.

The rebels have a huge advantage in running missions, as they have
more characters, possessions, and other advantages. So they will
succeed in turning planets against you and starting rebellions.
That's ok, just don't let them spread. Control the domino effect
and NEVER let a planet become rebel controlled. This is quite
easy to do -- you just need one veteran in the orbit box to shoot
down the PDB.

Military: by far the most cost effective units you can buy are
the 3-4 veterans. By the mid-game, you should have every one in
the conterset on the board. Line units are too slow to be useful,
and Patrol units are almost totally useless except as decoys.
Elites are great but expensive.

In general, keep your troops in the orbit box. Only fight on the
ground when you have overwhelming force. Troops on the ground
are vulnerable to sabotage and assassination, not to mention the
fact that rebel troops usually get 1 or 2 favorable shifts for
terrain. Your troops are generally better in space, plus, units
in the orbit box give you favorable modifiers for detection and
may be able to blow up rebel spaceships as they move.

At start, for each province, improve a few important PDBs (up and
maybe level one, almost never 2). Capitals, home planets, and
important secrets. Then, buy a mix of veterans and militia units
so that you have exactly one unit per planet. On you first move,
be certain to move at least one veteran to the orbit box of the
province capital as a reaction force -- from there it can go to
the orbit box of any planet in rebellion and shoot down the PDB
if needed.

In the first province, build a few extra veterans and maybe an
elite as your `fleet'. Tis fllet should move slowly around the

board, following the strategic assignment. When there are rebels in its way, step on them. Over the first 5 or so turns, build more veterans, and try to add 1 veteran per turn to the fleet (the rest stay back as `reaction force' in provincial capitals and/or guard important spots.

> The action deck seems to be of central importance. I'm wondering if
> somebody has made a statistical analysis (how probable is a mission to
> succeed in each type of Environ), and/or written a little software to
> emulate it?

success letter counts:

terrain	A	B	C	D	E	F	G	H	I	J	P	Q	R	S	T
Urban	2	3	5	4	3	5	5	3	4	1	4	1	4	5	2
Special	1	4	5	3	3	6	4	3	3	1	4	1	5	5	2
Wild	1	5	4	3	3	5	4	3	3	1	5	1	5	5	2