Long list

Gambit is a sacrifice to gain advantage, so relevant to the end of the book:

The Liar's Gambit (already Exists)
The/A Thief's Gambit (already exists)
The Last Gambit (too generic + too reminiscent of The Final Gambit ya book?)
Galactic Gambit (exists)

Gambling Terms:

Stars at Stake (Not taken yet!)
The Last Gamble (too generic +already exists)
Gamble the Galaxy (not taken)
Wager the Galaxy/Wager the Stars (not taken)
Blackjack Rising/ Falling (similar vibe to original, not taken)
Blackjack or Bust
Live Card Wild (confusing)
A Desperate Gamble (generic +exists)

Theft terms:

The Stolen Card/ Stolen Cards (Not sci-fi?)
Swindling the Stars
Grifting the Galaxy
A Swindle in Hyperdrive

Titles referring to the shadow maps (although these might sound too fantasy-ish?):

Shadow route (not taken)
Shadow run (already exists - huge RPG game)
Shadow Space (exists)

random:

Stellar Lies (generic?)
Stellar pursuit/ Stellar Run (Generic/ exists)
Blackjack Bandit ???
Blueprint for Trouble (too rom com??)
A Long Shot in the Stars (too romance novel sounding plus longer than original title?)
Chasing Caerus (due to the meaning of the name Caerus it can be interpreted as "Chasing Luck.")

Shortlist (not in any particular order)

Stars at Stake

Gamble the Galaxy

Blackjack Rising
Blackjack Falling

A Blueprint for Trouble

Swindling the Stars
Grifting the Galaxy
(these two might actually work as a duology if not too rom com sounding??)

Wager the Galaxy/Wager the Stars

Chasing Caerus

I like the Gambit ones too, but they don't feel very unique or memorable.

Ideas for both books at once:

Stars at Stake
Galaxy for Grabs

Swindling the Stars
Grifting the Galaxy (or the other way around)

A Blueprint for Trouble (or Mayhem?)
A Scheme for Chaos (this actually would go so well with book two)

Chasing Caerus
Wielding Chaos (There's a ship in book 2 called Chaos).

Shadow Route
Shadow War