

## JAMES HEANEY

BCSWowbagger • Minnesota, USA • 24 Years Old  
*This is James' first time participating in Make it So.*

### *Affiliation Overview*

Each affiliation was rated on three qualities from one (1) as the lowest to five (5) as the highest.

<b>Affiliation</b>	<b>Strength</b>	<b>Complexity</b>	<b>Diversity</b>
Bajoran	3	2	2
Borg	4	5	4
Cardassian	3	--	--
Dominion	2	4	3
Federation	4	2	5
Ferengi	5	2	3
Hirogen	4	3	3
Kazon	3	3	3
KCA	1	4	1
Klingon	5	2	4
Non-Aligned	5	2	4
Romulan	3	2	3
Starfleet	3	4	2
Terran Empire	1	4	1
Vidiian	4	3	1

### *Motivations*

#### **Why do you want to be an assistant designer?**

I love this game because it's a way of entering and creating new stories within the Star Trek universe, with each card played during a game helping to tell those stories. Every new card released, then, is a new storytelling tool, which allows us to transform this universe in new ways, just like the elements of any episode of Star Trek. I would love to give myself and others more of those tools, so we can tell more stories with even greater diversity and have even more fun doing it. I mean, who wouldn't?

#### **What is the greatest strength of *First Edition's* rules and game mechanics?**

The vast diversity in 1E's mechanics allows players to take a very broad road on the path to victory. Ultimately, they have to solve missions -- at least in OTF -- but that's about where the similarity between some of the more interesting decks ends. You can do a lot in 1E, and most of the action is *\*on the table\**, through *\*in-universe\**, story-driven developments. (Contrast with 2E, where I felt that much of the gameplay revolved around draw-deck and hand manipulation on both sides of the table.) The seed phase is also a tremendous strength, despite all the time it takes.

#### **What is the greatest weakness of *First Edition's* rules and game mechanics?**

The complexity of the rules sends potential players, and even potential returnees who used to play a long time ago, screaming for the hills. In some ways, there's nothing we can do about that: a diverse game (and that is one of our strengths!) breeds complexity, and we can't uproot many of the mechanics and rules that are already in the game adding (unnecessarily) to its difficulty. But there are things we

could do to make the game easier, but we choose not to, for various reasons. I think one of the most urgent needs in the game is for a new rulebook. Every time I try to introduce somebody to the game -- several times in the past year -- they want to know where they can read the rules. To which I have to answer, "Yeah, you can't really. You can read this rulebook, but it's old, incomplete, and sometimes quite wrong, and the Glossary is totally impenetrable to anyone not actively trying to arbitrate a specific rules dispute." A readable 1E rulebook would be very, very hard, though, so I understand why it hasn't been done.

### *Card Designs*

#### **Create a single-affiliation personnel.**

NON-ALIGNED - KASHYK

Devore inspector. Hates and fears telepaths. Lover and betrayer of Kathryn Janeway. Adores Mahler's symphonies.

OFFICER [DQ] [Cmd]

NEMESIS ICON: Rightward

\* Diplomacy x2

\* Treachery x2

\* Music x2

\* All Empathy and Mindmeld gain NEMESIS: Leftward

INT 2 CUN 9 STR 5

#### **Create a mission that has a single line of game text.**

DESTROY DOOMSDAY WEAPON

STORY: System L-374: Destroy ancient "planet killer" machine that has already consumed seven planets.

REQUIREMENTS: Leadership + total WEAPONS > 10 OR destroy solving ship (must have SHIELDS > 5)

GAMETEXT: [self-controlled] encountered here may co-exist on same spaceline as other [self-controlled].

POINTS: 30

#### **Create a play engine for a Deep Space Nine related affiliation or faction. Assume that there is another card that creates a [DS9] icon for all personnel and ships with a Star Trek: Deep Space Nine property logo.**

[Evt] DESTINY OF THE KAI

The Kai shepherds all Bajor through dark times. When the Kai dies, the Vedek Assembly must swiftly gather in conclave for to elect a replacement.

Plays on your Kai. Your [DS9] [Baj] may report here (once each turn, for free). Once per game, you may download any three [DS9] vedeks OR any [Orb] personnel, then discard Kai.

#### **Create a card that could be used in any deck, but is not a card that one would automatically include in every deck.**

EVENT - ZONE OF DARKNESS [Countdown: 2]

In 2268, System Gamma 7A vanished behind a boundary layer. Its biological and mechanical processes were incompatible with life within the zone, and the system died.

Plays on any spaceline location. Until countdown expires, all ships, facilities, and personnel are attributes -3 unless Astrophysics at this location

**Create a new card under the assumption that it will be the only one the judges will see. This card should show off your personality, your skill, and your creativity.**

DILEMMA - CURSED STARSHIP - SPACE

[Image: The U.S.S. Majestic being destroyed in "Sacrifice of Angels" and/or "What You Leave Behind"]

During the Dominion War, ships bearing the name U.S.S. Majestic served on the front lines in every major battle. They were all destroyed.

Unless this ship is undamaged, opponent may [Tactics Damage Draw] it.