

ADAM HEGARTY

Chewie • Australia • 28 Years Old

This is Adam's 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.

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

Motivations

Why do you want to be an assistant designer?

I have always been interested in how games are designed, to the point that in my school I currently teach a computer game design unit with a couple of Year 10 classes. I first started playing 1E in about 1996, however living in a small town, there were limited opportunities to play the game competitively. As I have now moved back to that town, my opportunities for play have greatly reduced and this would be a great way to remain involved in the community.

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

I feel the greatest strength of the First Edition game is the way the rules and mechanics can be flexibly used to allow an almost "story-telling" feel to the game. In many ways, First Edition is a board game that just happens to use cards to allow greater flexibility and diversity of games. I feel this is a great strength because it allows you to do almost anything you want (within play balance guidelines) as a designer to change how a player can play their game.

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

The greatest weakness of First Edition is tied directly to its greatest strength. All of the flexibility and diversity of design can and has created rules nightmares. Combined with what can sometimes appear to be ambiguous wordings on cards means that we have a core group of rules documents that at times can take great lengths in order to explain what may only be three lines of text on a card.

Card Designs

Create a single-affiliation personnel.

[Baj] Hovarth [DS9 Property Logo]

CIVILIAN

Former apprentice of the Sirah. Challenged O'Brien to take his place as the new Sirah, defending his village from the Dal'Rok.

-Anthropology x2 -Once per game, prevents Dal'Rok from killing a personnel present. -Halves the requirements for Dal'Rok at this location.

INTEGRITY: 4 CUNNING: 7 STRENGTH: 6

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

[S] Return Protouniverse

Remote area of space: Return a protouniverse to its original location.

Astrophysics + Physics + Navigation x2

When you solve, nullifies "Subspace Seaweed" here

[Fed] [Baj] [NA] Points: 30 (Gamma)

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.

[Inc] A New Frontier

[WC] Plays on Deep Space 9. Once per turn, your [Fed][DS9] or [Baj][DS9] personnel may report (for free) here. Your [Fed] personnel are considered matching for your sites here. Once per game, at the start of your turn, if your Benjamin Sisko is at Ops here, download U.S.S. Defiant.

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

[Int] Watch Out!

Once, during a bar brawl, a future Miles O'Brien warned his past self about an incoming bar stool.

During a personnel battle, you prevent one of your personnel from being "stunned". If you have an [AU] personnel present, you may prevent another personnel from being "mortally wounded".

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.

[Evt] Ferengi Alliances

[3] The Ferengi will work with anyone, for a price.

Plays of table. Name an affiliation. Your Ferengi may mix and cooperate with that affiliation. You may place a Gold-Pressed Latinum from your hand out-of-play to reset count down.