SEAN O'REILLY

Jono • Florida, USA • 41 Years Old
This is Sean'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	2	2	2
Borg	3	5	4
Cardassian	3	4	4
Dominion	3	3	2
Federation	5	4	5
Ferengi	4	5	2
Hirogen	4	3	3
Kazon	1	5	2
KCA	1	4	1
Klingon	5	3	5
Non-Aligned	3	3	3
Romulan	4	3	4
Starfleet	2	4	1
Terran Empire	1	4	1
Vidiian	3	4	3

Motivations

Why do you want to be an assistant designer?
I want to give back to the Trek CCG community I dearly love. I also believe I could help bring a different perspective to the design team after playing for many years in New York, Florida and traveling to Origins, Gen Con and DecipherCon conventions.

What is the greatest strength of *First Edition*'s rules and game mechanics?
The amount of variety that can be accomplished is so much greater than in 2E... in that you can pretty much do entire episodes with the cards. That feeling does not exist as much in 2E.

What is the greatest weakness of *First Edition*'s rules and game mechanics?
The nearly 80 page Glossary does not help. Honestly, the rules can be very intimidating. Many new players do not understand the seed phase was where many games were won. OTF Rules definitely helped that.

Another thing is the interaction between players isn't a great... though that has again improved through the OTF Rules and expanded by the cards created in TNG block (more direct dilemmas interaction with you opponent - Diplomatic Interventions as an example).

Create a single-affiliation personnel.
[N/A] Jono
{staff} OFFICER
The human [b]Jeremiah Rossa[/b] was raised by Endar, a Talarian who found him after his parents were killed at Galen IV colony.
*Youth *Honor *May nullify one matching commander where present (your choice)
5-5-6

Create a mission that has a single line of game text.
[Space]
Create Holographic Matrix
Sector 001 * Jupiter Station: Develop the next generation of medical holograms for use on Federation starships.
ENGINEER x2 + Computer Skill x2 + MEDICAL
When you solve, may download a [Fed] hologram here.
[FED]
Span=2

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.
"Restoration of Bajor"
INCIDENT
[DS9 play engine icon]
Plays on table. In place of your normal card play you may download Kai Winn to your facility. Once, each turn you may play a [Baj] Treachery personnel for free. When your [Baj] Treachery personnel solves a mission choose one of the following: score 5 points, download any Dukat, or take 2 cards from your discard pile into hand.

Create a card that could be used in any deck, but is not a card that one would automatically include in every deck.
Bloodwine
INTERRUPT
A popular Klingon alcoholic beverage. Often used to celebrate victories. Best served warm. Highly intoxicating.
Plays to score points if you just solved a mission or won a battle. Until the start of your next turn, all your personnel are attributes -2. [5]

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.
Captain's Chair
EVENT
"Risk is part of the game if you want to sit in that chair."
Plays on your ship. While facing a dilemma, your matching commander aboard gains Honor and is CUNNING +1 for each different classification present. (Captain's Order.)