

PADDY TYE

KazonPADD • United Kingdom • 33 Years Old

This is Paddy's first time participating in Make it So. He is currently a play tester and a member of the Creative Team.

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	5	2	3
Borg	4	5	5
Cardassian	4	2	3
Dominion	2	4	3
Federation	4	1	5
Ferengi	5	1	4
Hirogen	4	2	3
Kazon	1	3	2
KCA	1	4	1
Klingon	5	1	5
Non-Aligned	5	2	5
Romulan	5	1	5
Starfleet	1	4	1
Terran Empire	3	3	3
Vidiiian	4	2	3

Motivations

Why do you want to be an assistant designer?

I have been passionate about this game for a very long time and would relish the opportunity to help steer its future. I have been getting involved with the CC where I can, helping out on the creative team, writing lore and story for the new cards, and helping out with playtesting as part of the on-line group. I think my experience from playtesting means I am good at being able to identify where there are potential problems with cards.

I also enjoy creating dream cards on the forums, but I always try to ensure my designs are not overpowered or broken and could feasibly work as cards. In 2012 I was the winner of the 12-month long "Thematic" competition on the dream cards forum and all of my designs were 1E cards.

Based on all of this, I feel I have a reasonably good understanding of the design process and would be able to fit into the team relatively smoothly.

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

It's complexity. It's a really rich and deep game that truly reflects the things that can occur in the Star Trek universe and that, I believe, is the biggest appeal of the game. You can Save the Whales, Launch the Phoenix, Stop First Contact, Enter the Nexus, Crash land the Enterprise, Blow up Kirk with a Tribble or

many other things in line with stories from the show. The numerous potential interactions open up a world of interesting and unique possibilities.

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

It's complexity. The full game is a lot for newcomers to absorb and concepts like block are great for making it simpler for them to understand. Having such a vast library of cards means that of all the possible interactions, some will have unintended side-effects and we need to be careful to prevent these.

Card Designs

Create a single-affiliation personnel.

[Fed] Arbiter Data {TNG}

[Cmd] OFFICER

Lore: Being a quick study, the Soong-type android **Data** was able to swiftly read up on Ventaxian law and culture. In 2367, ruled on the validity of the Contract of Ardra.

[SD] Computer Skill [SD] Diplomacy [SD] Anthropology

[SD] Law x2 [SD] Once per game, may nullify The Devil.

INTEGRITY 9 CUNNING 12 STRENGTH 12

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

The Trial of Humanity

[S] Deneb Sector - Answer to charge from an omnipotent lifeform of being a grievously savage race

Diplomacy x 2 + Anthropology + Law + INTEGRITY > 38

[i]When seeded, you may download Tribunal of Q.[/i]

Opponent's side: You may play Q-Net for free next to this mission.

Any crew including a human may attempt

30 points

Span: 4

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] Joint Intelligence Operation

[WC]

Plays on Orias System. You may download Treaty: Romulan/Cardassian. Your [Rom] [DS9] and [Car] [DS9] personnel with Tal Shiar, Obsidian Order or Treachery may report aboard your compatible ship with "advanced" in the name (or to your outpost here). Once each turn, one such personnel may report for free. Score 2 points for each personnel you kill with Orbital Bombardment.

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

[Equ] Imaging Chamber

[1E-AU][22]

Lore:

Medical device found in the Enterprise NX-01 sickbay. Used for deep tissue scans and medical treatments. Phlox used one to irradiate the Borg Nanoprobes invading his bloodstream.

Gametext:

Once per game, if MEDICAL present, discard chamber and "stop" one personnel present to prevent that personnel being assimilated OR controlled by Ceti Eel OR killed by a dilemma just encountered.

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.

[Dom] [Fed] Admiral Nechayev

[Cmd] [1E-AU] OFFICER

Virtual player in the Vorta scenario testing undertaken by Borath. Willing to pay a high price for peace with the Dominion.

[SD] Leadership [SD] Diplomacy [SD] SECURITY

[SD] Treachery [DL] Treaty: Federation/Dominion

[SD] Law [SD] May report to Founders' Homeworld.

INTEGRITY 5 CUNNING 8 STRENGTH 3