

PHILIP H.

Verad • Central Time Zone • 34 Years Old

This is Philip'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	3	4	4
Borg	4	5	4
Cardassian	3	3	3
Dominion	3	4	4
Federation	4	2	4
Ferengi	5	4	3
Hirogen	4	2	2
Kazon	2	4	3
KCA	1	5	2
Klingon	5	2	4
Non-Aligned	4	3	4
Romulan	3	3	3
Starfleet	3	3	2
Terran Empire	2	4	2
Vidiian	4	3	3

Motivations

Why do you want to be an assistant designer?

I believe it would be a fun challenge and experience.

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

The strength of the 1E mechanics is that they give players flexibility to do what players want to do. 1E is almost like a sandbox game.

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

The greatest weakness of 1E is that interaction is not built into the game. While many would see this as 1E's strength, and it can be, it means that designing for 1E requires extra attention toward cards that encourage players to interact with one another.

Card Designs

Create a single-affiliation personnel.

Federation Personnel

Scotty

ENGINEER [TOS] [Stf]

*ENGINEER *Computer Skill *Miracle Worker *Transporter Skill * Honor

[Download] Any ENGINEER-related card (except a personnel)

INTEGRITY: 8 CUNNING: 9 STRENGTH: 6

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

Planet Mission

Overcome Obstacles

M-Class Planet

Leadership + SECURITY + OFFICER + ENGINEER + Computer Skill

*+5 for each card seeded beneath here during the seed phase.

[Any non-[Bor] affiliation may attempt] [0*]

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.

Incident

Need for Greed

Seeds or plays on table. When you play a [Rule] card from hand as your normal card play, you may immediately report (for free) upto 3 [universal] [Fer] [DS9] personnel with Acquisition or Greed. Once per game, you may discard your hand to download upto an equal number of different [Rule] cards to hand.

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

Event

Looking Ahead

Countdown 4

Plays on table. At the start of your turn, download any card and place it face-up beneath event. When countdown expires, take all cards beneath event into hand.

(Immune to Kevin Uxbridge)

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.

Planet Dilemma

Painful Glimpse.

Your opponent may download one [S/P] dilemma for each of your unsolved missions. Seed them at your different unsolved missions (your choice).