

STEPHEN G.

Zef'no • United Kingdom • 30 Years Old

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

Motivations

Why do you want to be an assistant designer?

STCCG is a game I have been hooked on ever since I got my first Premiere starter deck for Christmas 1994. I was a Trekkie even before that and I love the way the game mirrors the characters and events seen in the show. Aside a few exceptions which don't bother me, my collection is essentially complete. Having spent so many years immersing myself in the cards and the endless gameplay strategies they make possible, it was only natural that I began coming up with my own ideas for cards I'd like to see and strategies I'd like to be able to employ. Drawing on my extensive knowledge of the various Star Trek shows, I started creating "dream cards", initially purely for my own enjoyment, then later posting some online (including many on your very own Dream Card forum). Creating my own STCCG cards is something I really enjoy, and the challenge of coming up with cards that are good, but not overpowered is very satisfying. I don't always succeed of course, and some of my earlier attempts are cringeworthy to look back on now, but each new card that I design helps hone my skills, and I enjoy receiving feedback from my peers who might remind me of something I have overlooked. I have always wanted to work on official cards for real; in short, becoming an assistant game designer would be a dream come true for me, and I have a lot of free time which I would happily use to that end.

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

The biggest strength of the game is probability the infinite number of things that are possible. Two decks are rarely alike, and even if they were, the games they were involved in would certainly be different. With few exceptions, the game does not require you to use certain cards or have decks of a certain size,

and this promotes diversity and maximises the number of strategies that are possible. The game takes elements from nearly 50 years of material but shakes them up so you never know what to expect. As such, there is a huge number of strategic decisions that need to be made, not only during the game, but in building decks beforehand. Most factions have their own unique flavour which keeps things interesting and mirrors what we see on the show. There is always the "Trek-sense" factor, which is important, but with the necessary flexibility built in to ensure a fun and balanced environment.

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

Unfortunately, due to the history and complexity of the game, there is a rather steep learning curve involved for new players. The rules documents are huge and contain a few peculiarities which go against common sense and/or "Trek sense". In the past, lack of interaction has been a problem, but there have been several cards in recent years which have helped to address this, and although there is a bit more work to do, I don't feel this is as much of an issue as it was a few years ago.

Card Designs

Create a single-affiliation personnel.

[Non-Aligned] Elias Giger [DS9]

Human scientist. Devoted his life to studying death. Hounded by the soulless minions of orthodoxy. Has nearly completed work on a Cellular Regeneration and Entertainment Chamber. Refuses to shake hands for fear of spreading germs.

SCIENCE

Biology Computer Skill Physics [special download] Regenerate

While in play, no player may play Handshake.

Integrity: 6 Cunning: 7 Strength: 6

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

[Planet] Defend Settlement

Beta XII-A: Investigate colony reportedly under attack by unidentified ship. Beware alien life force creating violent situations for nourishment.

SECURITY + Honor + Leadership + SCIENCE

Affiliation attack restrictions do not apply here.

Any Away Team may attempt mission.

30 points. (Alpha)

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.

[Incident] Soldiers of the Empire [DS9]

[Warp Core or DS9 equivalent icon]

Plays on table. You may download Treaty: Bajoran/Klingon. In place of your normal card play, you may download I.K.S. Rotarran to a suitable docking site on Deep Space Nine. Once each turn, you may report Martok or a [DS9] [Klingon] personnel with "I.K.S. Rotarran" in lore aboard your I.K.S. Rotarran (for free). Whenever your I.K.S. Rotarran helps to destroy an opponent's [Dominion] ship or facility in battle, score 5 points and draw up to two cards. Discard incident if you have any Klingon with Treachery in play.

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

[Incident] Subspace Vacuole [VOY]

Plays on any [space] mission where opponent has no ships or facilities. (Unique.) Location is span +3 for all ships and Transporter Skill is required for any beaming here. Whenever a player has a ship here without at least 2 Navigation aboard at the end of their turn, that player must probe:

[Command Ability]: All ships here are damaged.

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.

[Space/Planet Dilemma] The Lights of Zetar [TOS]

[Alternate Universe] [Self]

Community of non-corporeal life units from Zetar. They distort neural systems and attack different areas of the brain. Killed the occupants of Memory Alpha in 2269.

All personnel at this location are attributes all -2 and lose their first listed skill.

End of every turn: Kills personnel with lowest total attributes on a planet here (random selection if tie), then moves.

Range: 6 Weapons: 12 Shields: 8