

## Challenge #1: Obstacles and Opportunities

*"Design a dilemma."*

In this challenge, the contestants were asked to create a dilemma. Dilemmas are a difficult card type to design, but they are vital to the game. Not only are they useable in far more decks than most other card types, but they are some of the most popular cards in expansions. They also require a lot of work during development to ensure they are balanced.

This document contains the results from this challenge, as well as all of the comments and feedback provided during the judging.

### Design Credits

Here is a list of the cards, their designers, and the scores for Challenge #1:

Card	Designer	Public Vote	Dan Hamman	Allen Gould	Total Score
Challenge of the Last Outpost	Dogbert	5.78	6	6	17.78
Devore Territorial Restrictions	KazonPADD	6.47	6	7	19.47
Disheartening Loss	BCSWowbagger	5.25	7	6	18.25
Fortune Favors the...	Chewie	7.22	8.5	8	23.72
Harshest Conditions	Verad	5.84	4	9	18.84
Ship-wide Communications Blackout	Orbin	5.63	5	7	17.63
Slight Accident	Zef'No	6.16	7.5	8	21.66
Unpunctual Personnel	Jono	5.69	4.5	6	16.19
Xenophobia	Comicbookhero	7.64	9	5	21.64

### Leaderboard

After one (1) challenge, here are the standings in *Make it So 2013*:

Place	Contestant	Forum Name	Challenge #1	Total Score
1	Adam Hegarty	Chewie	23.72	23.72
2	Stephen G.	Zef'no	21.66	21.66
3	Michael Moskop	Comicbookhero	21.64	21.64
4	Paddy Tye	KazonPADD	19.47	19.47
5	Philip H.	Verad	18.84	18.84
6	James Heaney	BCSWowbagger	18.25	18.25
7	David Wong-Faull	Dogbert	17.78	17.78
8	James Monsebroten	Orbin	17.63	17.63
9	Sean O'Reilly	Jono	16.19	16.19

The public's highest rated card was **Xenophobia** by Michael Moskop (Comicbookhero); the judge's highest rated card was **Fortune Favors the...** by Adam Hegarty (Chewie). What do you think of the results so far? Sound off on our Make it So forums!

## Results

The following are the results of the public vote. Each cell indicates the number of votes of that score given to the card.

Scores	Challenge of the Last Outpost	Devore Territorial Restrictions	Disheartening Loss	Fortune Favors the...	Harshest Conditions	Ship-wide Communications Blackout	Slight Accident	Unpunctual Personnel	Xenophobia
1	2	0	2	0	3	3	2	3	0
2	1	1	1	0	3	2	1	0	0
3	1	0	2	1	3	2	4	3	1
4	1	4	2	1	3	2	1	6	1
5	5	5	9	6	1	8	5	5	2
6	12	4	11	3	1	1	3	0	5
7	5	9	2	4	7	6	5	5	3
8	3	6	2	8	5	2	3	5	9
9	2	1	1	6	3	5	5	4	8
10	0	2	0	3	3	1	3	1	4
<b>Votes</b>	32	32	32	32	32	32	32	32	33
<b>Total</b>	185	207	168	231	187	180	197	182	252
<b>Average</b>	5.78	6.47	5.25	7.22	5.84	5.63	6.16	5.69	7.64

The following are the votes from the judges:

Card	Dan Hamman (SirDan)	Allen Gould (AllenGould)
Challenge of the Last Outpost	6	6
Devore Territorial Restrictions	6	7
Disheartening Loss	7	6
Fortune Favors the...	8.5	8
Harshest Conditions	4	9
Ship-wide Communications Blackout	5	7
Slight Accident	7.5	8
Unpunctual Personnel	4.5	6
Xenophobia	9	5

## Challenge of the Last Outpost

Designed by David Wong-Faull (Dogbert)

Unless you "stop" a unique personnel with total printed attributes + (number of [SD] icons) > 23, "stops" all ships here; place on mission; it cannot be attempted or scouted.

### Scores

Public Vote	5.78
Dan Hamman	6
Allen Gould	6
Rank	7th

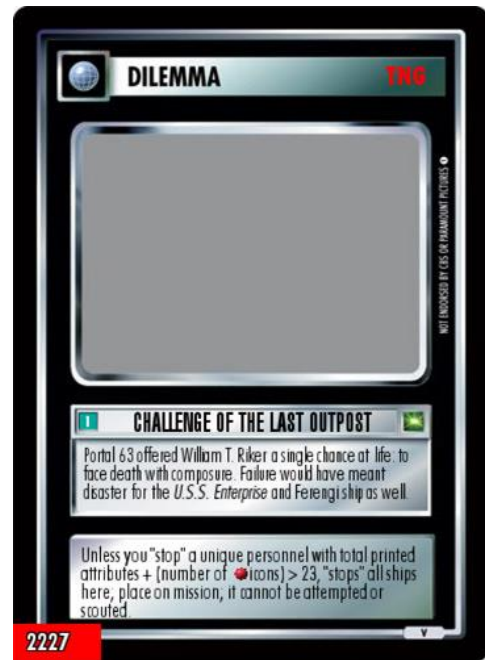
### Judge Comments

*Allen* - I like the idea of a "hard stop" dilemma - no option to send a second team, just a straight save-, but the requirement is a bit wordy and math intensive.

*Dan* - I like the usage of 1 countdown to indicate an effect that usually only lasts for the "rest of this turn." Worried about End Transmission vs. Missing Day battles if the mechanic becomes too popular. A quick tally of my recent decklists shows at least half the personnel in most decks qualify for the selection, and that is before any attribute bumps. Klingon, Ferengi and Borg are hit the hardest though, so kudos for that. Overall though, this dilemma penalizes for not playing with "mains" (above-average attributes and lots of skills), and the penalty for most away teams will be to lose a choice of several personnel. Not a very strong specific filter, and even red-shirt teams should be able to avoid the "cannot attempt" part. Summary: Don't like the target, interesting effect will seldom fire off.

### Public Comments

- Seems like unnecessarily complex math, an easier requirement would have worked better (maybe just a named printed attribute > X). 1 turn mission lockout is interesting, but I think such text should be used sparingly.
- Although having to be unique is not that easy, it is a bit too much like The Clown dilemma, just easier to pass for the personell (which tend to have many skill dots)
- It looks like a 1E version of Unexpected Difficulties. I think I might use it if the countdown was longer, but as is probably only good against Borg.
- Seems like a medium strong dilemma that may slow down the attempt a bit. Not too strong, not too weak and I could be seen in some decks; especially blocks.
- I think the countdown should be greater than one.
- Balanced dilemma which does not seem to hard. Nice 1 turn mission denial if it works, something I like. Might be a great include and the Whale Probe equivalent for planet if it would be discarded at end of turn to allow stealing of the mission in the next turn. Might be a good seed for the "stops all ships".
- Yes! A Dilemma which stops the 'A-Team sweep in and solve' strategy. Though the wording does seem a tad clunky at first
- Too easy to overcome, 23 isn't that much of a barrier in a good deck.
- Interesting anti redshirt tech. Would like to see card more streamlined.



- I really like this dilemma. It has flavors of other dilemmas currently in the game however it is unique. It is definitely something I would think about using in a deck. Personally, I wouldn't hate to see a more severe consequence of 2 turns of not attempting the mission.
- What I like? Borg effect included and I do feel there's a good idea here. What I don't like? Too much Weak Sauce. Just too easy to get by, and just one stop. Disappointing. 3
- For the ease with which the requirements can be met, and for how difficult it would be to use this card as a filter, I feel like the countdown is too short.
- I'd like to say I like the initial condition of attributes plus skill dots (maybe not printed, would have to think about that more). Countdown seems unnecessary as it would just end on opponents turn, instead could say something along the lines of cannot be attempted again this turn. A similar idea to "God" in that it effects ships in orbit, which can be good or bad. How will this dilemma work if there is no ship there? (such as an away team from an outpost or a ship that moved before the attempt)
- The >23 on this seems too low. Really no challenge to anyone save Borg and that feels like it flies in the face of its own title.
- really don't like the having to count part of this dilemma. Not that it's hard but it takes a lot of time. Besides I wouldn't include this dilemma because it's too weak. Might be better as a space dilemma
- In interesting idea; I like the idea of a dead stop against micro-teaming, but it's pretty easy, given the source material. I would have raised the target number a bit or increased the countdown to increase the risk/reward ratio.
- I like this as punishment for red shirting, it punishes a player for bringing to weak of personnel to scope out the dilemmas before the real crew comes in. Seems like it would be more useful in block or sealed, though, as multiple attribute boosters would make this a walk in the park.
- Sort of interesting, but I think most players will have no trouble stopping a unique person and still completing the mission. Most away teams should have plenty of people that meet those criteria.
- Really like the dilemma this poses. You'll end up stopping a really powerful personnel to proceed, or just wait a turn. It can be too easily avoided on its own without any other cards and a turn won't do too much damage long term.
- Could use better title.
- too many things going on
- Seems straightforward, clear requirement, would be interesting and could also counter Borg decks. I like it.
- My inclination is to remove the clause about skill dots and adjust the target number accordingly. Then I have less math to do and everything fits in three lines.
- Far to weak, taking a quick look though decks, it was almost impossible to not have a personal in play that could just stop to solve it. only all be it semi limited your choice stop is just not, any good. add it that when failed it might not even stop any ships since it's planet, the lock out is only fro the current turn it;s just far to weak.
- I like that it stops somebody, even if you get past it. Shouldn't need the fourth line, though.

## Devore Territorial Restrictions

Designed by Paddy Tye (KazonPADD)

*One Empathy or Mindmeld personnel here (opponent's choice) is returned to hand. Place on mission; no ships may move to this location.*

### Scores

<b>Public Vote</b>	6.47
<b>Dan Hamman</b>	6
<b>Allen Gould</b>	7
<b>Rank</b>	4th

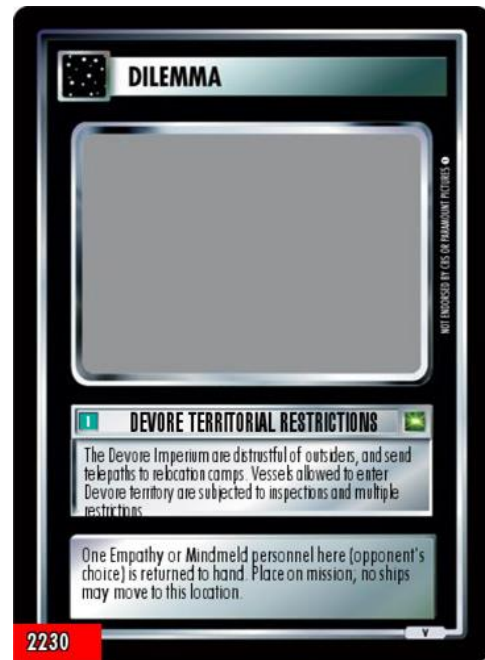
### Judge Comments

*Allen* - I like the idea of preventing a second attempt on the turn (or at least forcing all the ships to be here), but this feels a bit too weak to get a seed slot.

*Dan* - Again, I like the usage of 1 countdown to indicate an effect that usually only lasts for the "rest of this turn." Worried about End Transmission vs. Missing Day battles if the mechanic becomes too popular. Even though it is just a one turn countdown, it is a tough effect to go on the mission with no way to avoid it. Great setup for Gomtuu Shock Wave, and a neat effect of moving ships away and not letting them return. Unfortunately, Gomtuu is already really strong, and it doesn't need any more help. Summary: Interesting, fun effect that would make Gomtuu Shock Wave even better.

### Public Comments

- High chance of first part of text not working, but can be a great set-up dilemma for things like Gomtuu Shockwave or Radioactive Garbage Scow. Preventing ships moving to the location is an interesting idea, a more interesting way of handling "mission lockout". Solid dilemma with interesting applications.
- While "no ships may move to this location" seems good, the rest is just too mediocre and targets only a few personell in the game
- I fear this dilemma will fall the way of Empathic Echo, a possible filter for Empathy related dilemmas, but with a worse effect. Probably would have gotten a higher rating if would have stopped the attempting ship or stayed on the mission longer.
- actually sounds like a mission name, but I really like the Trek-sense. The card is a good slow down of mission attempts and returning a card to hand is not too strong and may use one of the opponent's next play slot. Over all I think I like this card the most and would probably give it around 8 points. The lore needs to be shortend, but I don't know if that's because of the just simple and basic design or because it's actually too long. Also a minus is that the logo is missing, though I guess it should be VOY.
- Would be a good combo for many a dilemma.
- Again, nice 1 turn mission denial - however without a cure this time. This might be somewhat harsh. Even Whale Probe can be nullfied. Good late game dilemma, might be a good seed on a mission the opponent may attempt later.



- Simple, effective, and gets straight to the point. Similar to Challenge of the Last Outpost, but this type of Dilemma belongs in space, potential delay for Borg too if the Queen is picked, but can effect both Borg and non-Borg alike. i'd include this in most of my decks.
- Great concept, if the countdown was 2-3, it would be a 9 or 10
- Good concept. Interaction with Gomtuu were probably not considered thoroughly enough.
- One thing that I asked myself when I read this was what about a ship on a Cytherians run how would that work ? I guess the ship on the run would be delayed because it could not move to that mission. To me that personally would keep me from using it because I would be worried it would coincide where it actually would delay me by my opponent interacting with the dilemma I seeded. Also, I would be worried to seed this dilemma because it might be hard if the right circumstances were happening to some how trap me where I could not escape from a moving Nexus.
- What I like? Solid Gameplay/Trek Sense synergy. What I don't like? More Weak Sauce. Just not powerful enough in the current game. 4
- Creative card. Interesting effect, with a "filter" part that is just as likely to not hit anyone. Currently most likely to find itself in a combo with Gomtuu, but I like that it opens up new design space.
- As a concept, I love the idea of a temporary ship wall. That being said I dislike dilemmas that offer no chance of preventing bad things from happening. You can miss the return by not having one of the aforementioned skills but still get a wall put up. Also I would recommend a change of to or from, keeping the attempting ship in place. Still props for creativity.
- I wouldnt waste a seed slot on this since I have no guarantee of returning anyone and the restriction is far too fleeting to matter except for say, a gomtuu but that's not even a true combo since the opponent will likely pass on the diplo side.
- Original idea. Good against the A (dilemma busting) and B (solving)crew tactic. But often not doing a lot.
- The longer I think, the more interesting this is.
- Another nice tool against space micro-teaming, but is expensive if that's all it does (the Empathy/MM bit is a nice touch, but still is a bit weak for a whole dilemma slot.
- I assume that the missing property logo was an error at some point in the process as this is clearly from Voyager. I'd certainly use this as a screen to set up an interesting dilemma or two. I like that it deters a second away attempt at the same mission in the same turn (the real crew moving in after the powerful dilemmas have been cleared).
- While the empathy/mindmeld targets are limited, I LOVE the second part of this card in the era of red shipping. This slows down the red ship and gives you a turn to get over there and blow it up.
- Bumped up the score purly due to having an Empathy/Mindmeld trigger. Really unexpected and it doesn't sting you for not having some fairly rare skills. Not a huge bang, but I get the choice in that matter, so that's good. Also fair in that no ships can move there but the mission attempt can continue. Didn't impat my score, but I do ahve to mention the story. As territorial as the Devore are, they don't care about the Alpha/Gamma/Mirror/Kzon/anywhere but their territory. It ends up hurtign teh card overall. Next time just leave that word off the title; space is full of jerks.
- Grammar error in lore
- simple, i like it

- Big risk big reward, but I am not sure how much action this would see. It is an average dilemma that seems like it belongs in a PAQ set. Maybe if it could increase its option of what to send back to owners hand.
- It has some potentially interesting usages, but they are very corner case, it would be much better if it bounced a skill that wasn't rare as heck.
- Both effects are reliable but reasonable, and can be used together or separately.
- Incredibly good lead into Gomtuu Shock Wave. I wouldn't mind the countdown being a little longer, because it basically only stops you from coming back this turn.

## Disheartening Loss

Designed by James Heaney (BCSWowbagger)

*Kills one personnel ([Univ] if any; random selection). Place on ship or planet. Personnel here lose first-listed skill. Cure with Diplomacy, Leadership, and Honor OR 3 Treachery.*

### Scores

Public Vote	5.25
Dan Hamman	7
Allen Gould	6
Rank	6th

### Judge Comments

*Allen* - There's a lot going on with this dilemma, and I'm not sure that's a good thing. I think this could be simplified to make it a bit clearer what this dilemma wants us to do with it.

*Dan* - Ambiguous way of wording the first sentence. If there are no universals, does it have any effect? I think it does, but I could argue that if there are only uniques, it doesn't kill anyone. "Place on ship or Planet" - who? The person encountering the dilemma? So, you could send the ship away and then the Away Team on the surface forget the loss.. and when the ship comes back they remember? Kinda cool, I guess. But weird. Summary: Too much ambiguity to salvage the always interesting, seldom used "first listed skill" mechanic. If it were a less complicated, space only, "someone dies, plays on ship. Yadday yadda yadda" it would have been simpler and better.

### Public Comments

- Potentially very hard to cure on a planet, should probably also have a countdown. Very harsh mission specialist hate.
- Killing 1 is good - but too random (like Armus). I feel that it is cured easily by most affiliations
- A good all around dilemma. I like the effect, and the cure is reasonably balanced. One thing I would think would make it a more consistent dilemma, would be to have it placed on the mission rather than ship/planet.
- I don't quiet understand the game text in the bracket... do you split your team into universal and unique and you go first with universal for random selection? Or can you choose any universal? Furthermore, I think the requirements are a bit unbalanced, because there are a lot of people with Diplomacy, Honor and Leadership, but I cannot remember anyone with 3x Treachery. All in all, I think this is an average (or a little below) dilemma in both, design and game strength.
- Too easily "cured".
- Solid dilemma that might be somewhat annoying. Not too difficult to cure but can be used to make some nice combos.
- not a bad Dilemma, but the requirements are a tad too easy for my liking.
- Diplomacy, Leadership and Honor are far too common for skills, too easy to overcome, would have increased rating if it killed 2-3 people instead
- Too top down. Too cluttered.





- I love this dilemma so many nasty things you could combo it up with. I really like the skill loss clause. This definitely some thing I would consider using in my deck. Dilemmas that effect later dilemmas are very cool in my eye and I would love to see more like this one. Also, the lore is very cool ! Something that I would love to see in addition to what you already have on the card is the addition of is the stop of one leader present. It would tie nicely to the episode of ENT. Kills one personnel (Uni if any, random selection) and stops one leader present.
- What I like? Interesting lore/gameplay connection. I had no idea there were no casualties in the first two seasons of Enterprise. Except for T'Pol's Season One hairstyle. Hiyoooo! What I don't like? A little too much Weak Sauce for my tastes. Too easy to cure. Dilemmas like this should work harder. 5
- I think I would have preferred if this dilemma only killed if a universal personnel were there to die, and then the cure requirements could have been made a little harder. Universals are gods these days between AAH and the various unique-hate cards out there, some actual universal-hate (rather than just allowing a universal to take the bullet) might have made this dilemma stand out more to me.
- Really like the story here and how it translates to the card. Seems a bit easy to cure, but then it could always go into a combo that attempts to screen out Honor or Treachery.
- At first glance this card is amazing. It discourages red shirting by killing and continues to effect further attempts. I would think adding present to the end of the last line would help a lot though, as it would keep a second away team from curing while the first is still attempting.
- I like it. Has some real flavor and losing skills is relevant enough to matter. My only problem is that its really just a tsiolkovsky power reboot.
- I don't like the "here" part,now everyone (including opponent's personnel) is affected, I would have much preferred "present"
- Not really bad, but too busy. Multiple selection requirements to filter through, then is places on mission, then it has multiple cure requirements.
- Not sure I understand the wording. You select from universal if any, otherwise from all the uniques? But the effect is a nice one and the cure somewhat tricky after the skills are lost.
- Starts off great. Nuking a Universal is always good, and can even sting more than a main. The middle is pretty harsh, more so on a ship than a planet. It's the skills to remove that are an issue. How hard is it to not have DipHoLe in your deck? That's been around since day 1, often times on the same personnel. The only reason why you wouldn't have that would be for you to have Treachery, which is the OTHER requirement! This is going to be hard not to pass, even in Block.
- "Place on planet or ship" is awkward. This should be a planet or space dilemma, not dual.
- too much going on, confusing text, what does the "[uni] if any; random selection" mean?
- The dilemma seems unclear, but the requirements read like a who is who of federation decks. It also looks like an auto-kill dilemma with an auto-effect with a cure. The cure would not prevent and the dilemma does not stop. I am also not sure if we there is a need for universal personnel hate.
- wording is very awkward, and could cause confusion with the universal part. Cure is very easy in most decks.
- Not bad, just not something that excites me.
- I would like this one better without the story. It feels off that you can get away from being distraught by beaming to another ship. Also, shouldn't have four lines.

## Fortune Favors the...

Designed by Adam Hegarty (Chewie)

*Kills one leader (opponent's choice, score points). You may substitute one personnel with lower CUNNING present (lose points).*

### Scores

Public Vote	7.22
Dan Hamman	8.5
Allen Gould	8
Rank	1st

### Judge Comments

*Allen* - I like the idea of buying your way out of a bad death. I don't think giving points to accept it was necessary though, and it reduces the chances of it getting played.

*Dan* - Choices are good. The opponent has a choice of killing 1) for the next dilemma 2) for the mission requirements 3) the lowest cunning so they can't be replaced. The attempting player must choose if the leader was mission critical enough for five points. Sometimes all those choices make for a bad dilemma in practice: too many plates in the air and any one crashing down makes for an auto-solve. But I like this one. "Not so much" probably wouldn't make it to the final printing, but a solid dilemma. Rules would also make a call if 'discard dilemma' needs to be on there as a reminder. Summary: Good dilemma. I imagine story would have a good time matching a theme with it.

### Public Comments

- Good idea, fits very well with title / lore. Dilemmas which give a player a choice are always interesting!
- Seems a good opponents choice dilemma. I like the mind games you play with this. Do you REALLY need that leader? :)
- This is an interesting idea and it could maybe see play. To me it feels like too much of a gamble for a dilemma slot.
- I really like the use of bonus and malus points! Though, it's an unreliable partner for combos. I like the idea, but I miss the Trek-sense compared to DTR. I think it's the third best card in this competition. Sadly a logo is also missing.
- Love love LOVE the idea! I want to use this card NOW!
- The game text is rather confusing. I guess the point total is -5 if the person is substituted, not a win 5, then lose 5 for substitute. Guess the dilemma is too easy for 5 points, but might see it in some combos. I think Fast Ship / Shot in the Back / ... is better to get a opponent's choice kill so I think I might not seed it.
- It's a solid idea, but I take out a leader and score points rather than someone and lose points anytime
- I love that there is a cost or benefit depending on the choice you make, I just think you have to kill more than 1 person to be really good
- Too top-down and incorrect use of points.



- Neat concept - a person for 5 points or a lose points for a dummy. :) - I think the point loss is a little much and the point gain is a little much. I really like the concept of the card however (after removing the point box) I think a cool way to change the card would be to make the personnel or multiple personnel that replace the opponent's choice to have to have twice the cunning or twice the integrity of the chosen person.
- What I like? Close to sort-of useful. I like the idea of gambles, but... What I don't like? ...the stakes should be much higher. Gimmicky point box and so little to be gained by using this dilemma. Free points and limiting the selection to leaders? C'mon. 3
- While this dilemma may be slightly underpowered, I am in love with the gamesmanship here. Your opponent now has to weigh the 10 point swing with the odds that you actually have a leader-requiring dilemma next. My favorite of the bunch.
- I like it except vs. Borg where it says 'kill your most useless drone for no penalty'. Reminds me a lot of the classic dilemma punishment zone, which is a good thing. Getting all nostalgic here for hard choices.
- Interesting, a twist on armus skin of evil which isn't random. Doesn't say what it does if there is no leader present, or if you are playing Borg though.
- The title feels wrong. Really wrong though that's not much of a knock since design rarely controls the final title of a card. Good to see a bonus point dilemma and the actual effect is interesting creating gamesmanship.
- Great dilemma, would include this one often enough in future decks
- I would suggest removing the +5, only keeping the -5 option.
- Interesting.
- And excellent dilemma dilemma. You must choose, but choose wisely... are they trying to kill the guy you need for the next dilemma? Should you save him? Or are they hoping you'll lose the points to to save your leader and lose more points on the rest of a point loss combo?
- The joke in the lore is not quite fitting with traditional cards, but the choice of saving the leader but basically losing 10 points to do so is a great twist. I like dilemmas that make you think!
- Nice. Creative gamesmanship.
- interesting idea, great play on the choices
- Straightforward, I like how straightforward it is. I just think it is good.
- Now this is a nice dilemma Dilemma. You can come out ahead, but at the cost of losing a probably neat prsonnel. It is retty darn close to auto-include, especially with the availability of the skill (needed for battle) and being Dual.
- interesting, huge potential for meta choices just what is coming up that needs leaders...
- Not bad, just not something that excites me.
- I like the gamesmanship. Do you stop a leader, who probably would be useful against the next dilemma? Or do you take the point loss? Good mind games there.

## Harshest Conditions

Designed by Philip H. (Verad)

*Unless Away Team has 2 Biology, 2 MEDICAL, and 2 SECURITY place on mission. Each personnel "stopped" by a subsequent dilemma here is killed.*

### Scores

<b>Public Vote</b>	5.84
<b>Dan Hamman</b>	4
<b>Allen Gould</b>	9
<b>Rank</b>	5th

### Judge Comments

*Allen* - This is a neat idea. I'm not sure putting a condition in front is the right move, though - this may work better as a cure, which would let the dilemma hit a bit harder on the first attempt.

*Dan* - That's a lot of requirements, and a long countdown. It might as well say, "Plays on mission. Your away team is stopped. Do not attempt for two turns". There are lots of ways of stopping personnel in even the best-prepared away teams, so even throwing four random personnel at the next dilemma to clear them out would be a waste of resources. This dilemma would approach auto-include. Powerful dilemmas are good, this one just doesn't have any drawbacks. Summary: Above the curve. And is the word subsequent really needed? Wouldn't they all be subsequent after this is placed on the mission.

### Public Comments

- Potential for abuse is far too high, ie: followed by mass filters like Arsenal: Separated.
- Seeing how there are many dilemmas that just stop everyone, this is too dangerous. Therefore it's most likely a "cannot attempt for 3 turns", which is, again, a bit too strong. Otherwise, interesting idea.
- A good dilemma to slow down a mission attempt. It would probably kill more if it had, "Mission continues." added to the end.
- Nice idea, but I think it's too strong (I can imagine some nasty combos). In my opinion it would be better (for the game) to drop the count down to 1. Furthermore, there is no lore and logo.
- Would make many a great combo.
- In my mind this dilemma is way over the top. There are a lot of dilemmas that stop the whole crew and the requirements are not that easy. Either the requirements should be easier or only one kill per subsequent dilemma should happen.
- A fantastic idea, tough requirements, nasty side effect, The only thing stopping this getting a higher rating is... Most players would probably wait the countdown out. I'd like to see this dilemma with easier requirements and a 'mission continues' but maybe that's just being too greedy :)
- I love it! You get to roll the dice and take a chance, could have minimal effect, could have devastating effect, brilliant
- Great concept but too powerful.
- Yikes ! Scary dilemma - I would hate to encounter this one. However, I would love to have it in my dilemmas. The dilemma seems too powerful. If I combined it with a Medical Crisis and some



medical drain I would kill an entire away team which is too powerful. IMO - Something that could be done to make it a little less painful is perhaps give it a OR set of requirements much like a 2E dilemma. Also, maybe it would only kill half the away team round down. Great concept just too scary for my likes.

- What I like? Stiff skill requirements and nice combo potential. What I don't like? With Medical Crisis focusing on Med and Bio, I'd like to see one of these skills on Harsh Conditions changed up to promote deck-build diversity. 7
- While the requirements are intense, they are at least common planet dilemma skills. However, they are hefty requirements that also have a really big effect for missing them, and would basically require people to always bring them on their initial planet attempts. I feel that this card is just too far above the power curve.
- Way overpowered, I can't see a deck not running it. I'd like it a lot more if the requirements were lower (biology is already beaten down pretty hard) or if it had a shorter countdown icon. As it is, it's going to join all the other procrastination dilemmas which just try to stall the opponent from doing anything. Also: what's the story? I keep imagining the Harsh Conditions 2E card, but at least that is a Planet only dilemma (which most powerful dilemmas are non-dual, BTW).
- Good idea, though possibly too strong, especially with 2 biology requirement. Put a good wall after it and it just kills away teams. Countdown helps, but a cure or nullify would help more.
- Easily the best dilemma put forth. Has a lot of flavor and a real 1e feel. This is actually worth putting in a deck and would still be appropriate for block format as well. Even though it could kill an entire team, that probably won't happen since the Opponent can abandon and/or just come in behind with redshirts and microteams.
- Great dilemma. Not easy to overcome but not too hard either. When stopped by this one, opponent will think twice before continuing on a next turn.
- This seems pretty steep, especially if followed by a wall.
- Way too powerful. Doesn't feel very thought-through. Requirements are too hard for some really stiff consequences. There is no lore to justify the odd combination of requirements, and no reward for success (as with the only other dilemma like this: DNA Clues). Poor design, poor execution.
- Great dilemma to follow up with a filter type dilemma. Makes stopping dilemmas much more powerful unless you "wait it out". Again, another dilemma that makes you think!
- Seems likely too strong.
- seems a bit above the power curve, but clear and concise
- I am not sure how I feel about the counter, but this would definitely be a meta setting dilemma, maybe too powerful. It would prevent and punish redshirting, which may not be that bad, given how frequently 4 person away teams work to clear missions in my games. But dilemmas should be hard so this is more of a high average rated card but with potential.
- Nice requirements, good effect and a countdown icon on top of it all. Very well rounded but it can be a bit too harsh (pun not intended) especially for new players. The Countdown can come down easily.
- BRILLIANT dilemma, I would love to see this made tomorrow. I know chat has had people think it's way too strong I disagree this is exactly what 1e could use atm. It's an Unless so when failed it will stop the crew so your not forced in to mass death combo. It can be overcome with skills that although decent amount are already in need for planet dilemmas so not out in left field, to really be effective it needs to be first seed, so you can actually put fear of reattempting which means just bringing the requirements is not too hard, it hits red shirt style hard but that's good. It will

really make you think about continuing with that mission if you fail it, but offers you a perfectly safe way out, go do other missions for a couple turns.

- At first I fell in love with the concept, but then I realized it was too harsh. If you fail this, you might as well be locked out of the mission during the countdown, since it would be so easy to lose personnel if you continued. I can't imagine throwing away so many personnel. With a few tweaks this could be such a nice design, but the designer needs to be able to figure those tweaks out.
- I love this dilemma. It makes it painful to do more attempt this turn, but doesn't actually stop me if I really want to keep going. The countdown of 3 is a bit harsh (haha), but otherwise great.

## Ship-wide Communications Blackout

Designed by James Monsebroten (Orbin)

*Place on ship. Personnel aboard may only use skills and classifications printed on their cards. Cure with Computer Skill x3 OR Data's Head.*

### Scores

Public Vote	5.63
Dan Hamman	5
Allen Gould	7
Rank	8th

### Judge Comments

*Allen* - This dilemma feels like it really wants to be planet rather than space (or at least, that planet dilemmas could use the help more). I'm also concerned that the solve requirements are low enough that this won't stick often enough.

*Dan* - Anti-skill gaining. Is that still an issue in 1E? As more and more 2E cards are converted, it becomes less powerful. At first glance it may hit the skill sharing Borg, but most hives have 4-5 personnel with computer skill on accident. Two neat things: First is canceling the text of Classic Communicator. Second is the call-out of Data's head, an underused card. Summary: I hate to throw around the term binder fodder, but this won't see much play. The only use I can think of is to make Mr. Tricorder and Suna no longer tools to get past an enhanced Ferengi Ingenuity.

### Public Comments

- Did you mean 3 Computer Skill?
- Computer Skill based dilemmas need to be handled very carefully these days. Absolutely destroys Borg (ie: combo with V'ger), with a high chance that it will never be cured from a Cube.
- Useless dilemma against most affiliations. super bad dilemma if you're playing Borg. I like the Data's Head thing :)
- Very niche dilemma. Possibly useful against the Borg, but the fairly easy cure would still keep it from my seed deck.
- I really like this card and I would place it second. I like the Trek-sense and the mechanics. Also makes use of a long forgotten card! Great idea! Lore and logo seems to be good.
- Would have given it a five, thinking it would only be effective against newer players who use kits and PADDs to gain skills, but then thought about it against the Borg's skillsharing and it became much stronger.
- Somewhat situational dilemma. Works great against Borg or equipment heavy decks ... but I would not include it, it will bust against most decks.
- It's difficult to get a Dilemma which will work for both Borg and non-Borg, unless I knew I was facing Borg, I wouldn't stock this one, otherwise, a killer against Borg
- Great card to slow down the Borg, but probably won't see much play beyond that
- Boring. Weak. Useless.
- Cool dilemma ! - I would nickname it "equipment crash" - I wouldn't be afraid to add attribution enhancement to the list of useable printed stuff. I think a countdown box would also be



appropriate too. Possibly a countdown of 3 not making it so harsh on certain computer skill limited affiliations like TNG Klingon. I would definitely use this on one of my decks especially if it effected attribution enhancements as well. I also think that it was a good move making it space only. I feel like Space dilemmas are something that the game needs more of. Great Job.

- What I like? A use for Data's Head! Seriously, this made me chuckle. What I don't like? Another soul-crushingly weak dilemma. Very little punch. It is SO easy to dial up ships in the current meta. Doesn't even stop anyone. Binder fodder, and virtual expansions are too rare and precious for ANY binder fodder. 2
- I do love me some Borg-hate, but this card just wouldn't do much to non-Borg - which I guess is in-line with many other anti-Borg dilemmas.
- This is a tough one for me, I like the story element of blocking the skill gaining for ToSers - but man is this a hard hit considering a lot of dilemmas already screen CS (and Access Denied makes it even better).
- I had to think a little how this will actually work, but I like it. It prevents equipment and shared skill stacking, while at the same time isn't too hard to cure. (I rarely see people not have several computer skill) Potent effect, potentially circumnavigated by not needing synergies, with a fairly easy cure. I would use.
- The title and lore don't match the actual game play. The actual game play is uninspiring and will likely be ineffectual against everyone but Borg whom it is really overly nasty against. This is more a 2e dilemma than a 1e dilemma except in its uber hate on Borg.
- Rather troublesome for the Borg.
- My favourite! I think it's time for a good anti-borg dilemma, indirectly weakening the 12 space deck. But you would have to make clear what happens when a skill is replaced by another (e.g. reflection therapy). If a skill like that is also not usable, then the dilemma also has an interesting application in front of the ingenuity/dejaren combo, preventing people from creating a computer skill x3 personnel. In summary: Strong dilemma, interesting applications, very nice!
- Place on ship. Crew may use only printed classifications and skills. Cure with Computer Skill x 3 OR Data's Head.
- Skill gaining isn't really a heavily rampant 1E problem; certainly not enough for me to waste a dilemma on it. Equipment, maybe, but there are better ways to deal with that. I like the idea of calling out a single-card-cure but don't get the trek sense for it being nullified by Data's Head.
- The cure seems rather easy and I don't really think of solving crews as being heavily dependant on added skills. Could hurt the borg, but I'm not stocking it just in case I see the borg.
- Good. Creative to use "may not gain skills". And IMO not too powerful in doing it, even against Borg.
- very nice and fun dilemma
- This card is nice and I could see it having an impact on Borg and decks that use equipment, but gaining skills is in my opinion limited in 1E. Creating the requirement of computer skill x3 is both easy and can be more difficult with the right combo.
- I would love to not give this a score at all. Computer Skill is really easy to get, especially with Quark's Isolinear Rods. You're almost there and the game has barely started! Better to take that cure of and use a countdown. Plus, there are too many dilemmas requiring Computer Skill as it is.
- The first thought I had was like GREAT counter Borg dilemma, then I looked closer and it's far too easy for them to just have the real skills on the attempting ship to instantly cure it, even if it was harder Borg players would just make sure they would have the skills to cure it, and while it might hit Borg who don't think about it hard there is so little other skill gaining in 1e that it becomes one of those good against Borg, (maybe), but useless against every one else dilemmas, we don't need another one of those.



- A unique and flavorful effect. Not every dilemma needs to be useful all the time, but it's nice to have tools like this available when you want them.
- I'm not sure how big non-printed skills and classifications are in 1E. I do like the call out to Data's Head, but I'm not convinced this dilemma is useful.

## Slight Accident

Designed by Stephen G. (Zef'no)

"Stops" one personnel (random selection) and all others present of the same gender. Lose points if no personnel remain. Discard dilemma.

### Scores

Public Vote	6.16
Dan Hamman	7.5
Allen Gould	8
Rank	2nd

### Judge Comments

*Allen* - This is a neat idea, and a nice counterpart to the usual "romantic" gender dilemmas. The point loss is a nice touch as well. My one concern is that some affiliations are very gender-imbalanced, so this will hit some affiliations far worse than others.

*Dan* - It is hard to look at this dilemma and not think, "here's another card the Borg don't care about two ways from Sunday." Points and gender-based. But it is an interesting effect, and a different way of punishing a crew of all one gender. The number of people stopped would be truly random, but odds say it will be more than half of the crew or Away Team. That's a lot people, but again, useless against borg. A fair trade off. Summary: Probably too strong, but an interesting card.

### Public Comments

- Gender based dilemmas need to be mindful that certain affiliations are weak on female personnel. Very easy to have a full stop + point loss against Ferengi, Cardassian, pure Hirogen, etc.
- Bad dilemma against Borg, otherwise very random stopper. Dont really like those.
- This could be a really good filter. And I like the point loss if everyone gets stopped. Minor nitpick, since this dilemma has no conditions, "Discard dilemma." is not needed.
- Good Trek-sense, but I don't like the mechanic. But still a solid design, but nothing that freaks me out.
- VERY useful card, I'd put it in my dilemma pile any day.
- Very nice stopper dilemma and allows for some gender combos. The point loss is also very nice and asks for some diversity in mission attempts. It's useless against Borg, but many dilemmas are.
- Gender related nonsense :D Better make sure you got enough women. This would compliment my Dyson Shpere strategy very well
- I want a Harshest Conditions, Slight Accident combo now!!! Not too powerful but definitely will slow folks down
- Great concept. Point box unnecessary.
- Really cool concept - and I love how the game text is tied to an actual Star Trek situation. Nice Job ! - It is a really cool concept to punish an all Male or Female away team. I am not sure this is something that I would include in an OTF or Large cared pool tournament. However, this would



be a great dilemma for Block or a closed card pool tournament. Borg would eat this one and love it though.

- What I like? Wow. Outstanding. Great story merging with gender-related gameplay. And an extra -5 point punch if you're not paying attention to male/female diversity. What I don't like? Nothing. 9
- Gender-related AND point-loss, the Borg dream team. Additionally, for most affiliations this will turn into an even better "filter all but a few" card than the already over-popular Chula: The Chandra. I don't think being a cake-walk for the Borg is enough to overcome the fact that this is a "strictly better" mass-filter than existing mass-filters.
- I like the idea here, to make people send both males and female in an attempt, but I think that the point loss is way too easy to set up - especially if you consider interactive decks that can clean out one personnel type and leading it off with Shore Leave. It should read like Lack of Prep - 'Points lost if the mission attempt began without both genders'
- Considering how many members of an away team it will stop (increased number of people stopped with increased chance at those people stopped) the negative points seem excessive. Also how would genderless beings be effected, or are they excluded from the random selection? I would still probably use it as is with female love interest, then feel guilty after.
- Love it. A real 1e feeling dilemma that has a really interesting boom or bust feel to it. It has real application in setting up subsequent gender dilemmas.
- Does nothing to Borg, but far too hard for every other affiliation. Put this one after a big wall and before Kazon Bomb and mayhem is almost guaranteed
- Great concept- perhaps replace "all" with a number?
- A specialized card; I don't think I'd use it aside from in a gender combo; if I get your female, you fail the rest of the combo, if I get your male, much of your team is stopped and probably fail the mission. But it whiffs against Borg and what happens against Soren and neuter androids? I like the punishment points for mono-gender decks, though.
- This card seems a bit too powerful. basically it will wipe out at least half of your crew (minimum) with no conditions to overcome.
- Pretty good.
- pick of the litter, very well put together!
- Given the current strength of borg, I feel like this is an average dilemma. I enjoy gender dilemmas and I think this has potential, but feel as though it is missing "something" to deal with a dominate affiliation. Perhaps require the Borg to lose five points and removing the point penalty for non Borg players.
- While I was happy tat all Dilemmas were the standard variety. this is crying for a Q Dilemma. It involves a member of the continuum, using their powers. It begs for the template on that basis alone! The effect is pretty massive and can be devastating. There are not enough Females in the game to make this appropriately balanced.
- very interesting, potential to be a HUGE filter, could be great fun combined with stuff like shore leave for point loss.
- Over half the time, this stops over half of the away team, and that seems too good. This seems very swingy, since the selection is random with very little a player can do to influence the odds.
- I really want to make a combo with this dilemma right now. Try to weed out all of one gender (probably female) to make you lose points. Too bad it goes onto the fourth line.

## Unpunctual Personnel

Designed by Sean O'Reilly (Jono)

To get past requires ENGINEER, OFFICER, MEDICAL, SCIENCE and SECURITY classification personnel (or a [Bor] [SCC] [SCD] [SCN] personnel). Nullify with Senior Staff Meeting.

### Scores

Public Vote	5.69
Dan Hamman	4.5
Allen Gould	6
Rank	9th

### Judge Comments

*Allen* - This is a solid upfront wall. I particularly like the alternative Borg requirements. Requiring classification is a nice twist. That said, the nullification clause feels very unnecessary. (Also, your 2E skills in alphabetical order is showing, but I won't hold that against you.)

*Dan* - A wall requiring five personnel is rough. Calling out five specific classifications is super rough. There are affiliations that would have to completely re-tool for this dilemma. Interesting choice of a counter card. If I had that card in my deck, it would be because I have all these classifications and I expect to play it. So the decks most likely to pass this dilemma would be the ones packing the counter. That isn't very helpful. Also, while we design for all formats, calling out an OTF-banned card isn't likely to happen unless that card is set to be errata at release. Summary: Superstrong wall with a nonsensical counter.

### Public Comments

- Simply too strong, this would become one of the strongest walls in the game. Additionally, it would force players to evaluate their decks to see if they actually have those abilities as classifications, not skills, in their deck, or face lockout.
- I like that they have to have the classification so that Kits and SCIENCE skills do not count. Very solid wall and good trek sense.
- A decent wall. Can stop an unprepared crew/away team and ensures at least 5 personnel in the attempt or a potentially key Borg personnel scouting.
- Just too strong! And it uses a banned card.
- Love that it specifies Classification. There needs to be more of these cards out there.
- Senior Staff Meeting is banned in OTF, so the nullify part is impossible in OTF. Without that part it's a solid wall, good include in many decks and might be rated at least a 7-8.
- Ouch! Very very tough requirement (perhaps too tough) It's great to see someone catering for different formats though :)
- Unbalanced given the only way to nullify it is with a single card...would have rated it a 9/10 if it had a countdown on it
- Great concept.
- I love a good wall dilemma ! I personally think that the game needs more. This dilemma is great ! There is one thing that I found that maybe a little tough and punishing on certain affiliations that could easily be remedied IMO - Some affiliations have very little personnel with classifications (ex



DS9 Ferengi and Dominion) but they have the skills that are classifications in their skill boxes. Which is as good as having the Classification in my mind. So the only thing I would change about this dilemma is the fact it says classification. - Remove the word and it is PERFECT ! - Also, I love the tie into Senior Staff Meeting. Even though it is not in OTF at the moment it gives it alternate function in other formats. Very COOL !

- What I like? Very solid classification wall filling a need in the meta. And the Borg don't get a free pass. I love dilemmas like this that make it matter what classification your personnel have. What I don't like? I don't think you need the Senior Staff Meeting magic bullet. 8
- I don't much like the SSM call-out, but the requirements are interesting. However, compare it to something like All Available Personnel - this dilemma outright requires only one fewer personnel, but has much, much stricter requirements for those personnel.
- I'd use this, solid lead off dilemma to prevent red shirting. It even makes the Borg bring a real crew (as they won't be just red shirting anyone with all 3 icons). The only real problem is that it requires Classification instead of just the skill as this would be far easier to use in a lock out deck (with capture/assimilation etc) to remove all of one type. Is there another way to achieve the same goal?
- I don't mind walls, especially ones that require diverse skills, and I understand the theme. But if I had senior staff meeting in my hand, and the requirements, I would use it, clear the first dilemma (or this one), and then have the requirements to clear this one right away after. I'm not sure if nullify is used correctly since no condition other than not passing is being prevented.
- Good submission. Solid feel to it. My only critique is that the Borg side should be harder or at least more clear what its asking for a player to show.
- Really like the part of "nullified by Senior Staff Meeting" Furthermore a good dilemma, not too hard, not too weak
- Would rank higher if it wasn't so easy for Borg to pass... and that couldn't be gotten around with a OTF Ban card.
- In my opinion, this dilemma is (although an interesting idea) too strong against the already weak affiliations, which do not have a good choice of classifications. Imagine this against a JemHadar deck...
- Dilemma version of Senior Staff Meeting, right?
- This dilemma has potential, but feels too powerful to be a wall, especially against targeted (medical, science) classification killers. The nullify seems cool at first, except that the card is banned in OTF, and has the same requirements to play as to get past the dilemma. So what's the point? Do I not have to meet the interrupt requirements to play it in this fashion? If so, that defeats the point of both the interrupt AND the dilemma, in that you need to have a full staff to move forward. Just poorly thought through.
- Decent anti-red shirt dilemma and ensures plenty of targets for your killer dilemmas to follow, especially if you are targeting a specific classification.
- Very harsh, and the story is a bit frivolous. This occurrence is really an obstacle?
- very wordy, i do like the attempt at having a card that can nulify it, but i feel if i was going to be using senior staff meeting i would likely be able to beat the dilemma anyway
- This dilemma is nice, not too powerful and not too weak. It would definitely slow down some speed solvers that use personnel with classifications as skill and would help you set up with at least 5/3 attempting personnel to get past.
- Really like this one. A little too Senior Staff Meeting-ish, would have preferred simply five different classifications. Very good wall that no impossible to overcome, although it can lead to a negative play experience if your medical is on the bottom of yor deck. Extra points for teh Borg

requirement. You'll need really neat personnel to get past and you can't put your Fed Picard/Seven in the way, either. Nice touch.

- I LOVE how the first half is a huge wall needing 5 personal to pass, it makes you think about deck design choices. HOWEVER it's a Joke for Borg who only need one person to pass it 3 of which they should pretty much always have in play + Adapt; Then the fact that it's nullify card is currently a Banned in OTF, and while it's thematic that to mean it just pure design when OTF is the main format of the game. We really don't need another wall that is hard for most decks and a joke for Borg.
- Probably a little too hard. It is rare to require classifications specifically (only Crisis). This also requires 5 different personnel. Props for thinking of how the Borg would pass it, but this is just a little too much.
- Too hard! Way too hard. The fact that you have to have classifications, not just those skills, makes this dilemma incredibly hard to pass.

## Xenophobia

Designed by Michael Moskop (Comicbookhero)

*To get past requires Anthropology + Honor OR 2 SECURITY and STRENGTH>30. Skill and attribute requirements are doubled if seeded at a homeworld.*

### Scores

Public Vote	7.64
Dan Hamman	9
Allen Gould	5
Rank	3rd

### Judge Comments

*Allen* - I like the theme (and I'm always happy to see another anti-homeworld dilemma). But this suffers from being just a little too easy to pass if it's not at a homeworld - and having two sets of not-that-uncommon requirements compounds the issue.

*Dan* - I love the idea of dilemmas that get stronger at homeworlds. Brilliant. For that alone this card gets high marks. The requirements are fairly weak at non homeworlds, but that can be adjusted up in testing. It might be better if seeded at the same location as a Headquarters, in case someone is playing a HQ to solve instead of a reporting engine, but again the good idea is there. Summary: Great lore, story, and title. Great idea for a dilemma. The work it needs is the "easy" kind, a bit of balancing that can be done in playtesting. Solid.

### Public Comments

- Well balanced card, needs consideration of whether to use this or Ferengi Infestation. Decks relying on solving a homeworld would need to consider facing Xenophobia + Regime Change.
- Again a nice wall, especially at homeworlds, which then are hard to solve.
- An average wall dilemma. Would have liked to see it say 'encountered at a homeworld' so the requirements would be doubled at Search for Rebels with Terran Rebellion HQ.
- I like the idea, but playtesting is required. 4 Security + Strength > 60 seems pretty high for me. The lore could be a bit more explaining and the name is a bit too simple.
- Not very unique, but like the added Homeworld stipulation.
- Solid wall for a homeworld, although 2 Honor + 2 Anthro is not too hard to get. Guess I would not include it.
- a straight forward stopper with a twist, nothing wrong with those as there's always a combo to cater for them somewhere. This wouldn't go in every deck, but if the local meta calls for it, then it would.
- Anthropology just isn't that uncommon any more, too easy to overcome
- Great concept.
- I really like this dilemma. Doubling the skills at a HW is a cool function. Also, the presence of alternate requirements is very inventive as well. As we know now - DS9 "Emissary" personnel are going to heavily depend on HQs for free reporting and also depend on HQ for a base of operations - this dilemma is very cool in that it really is a deterrent for a player to attempt his or her own home-world early in the game when they don't have a ton of personnel in play. (I hate



when player attempts their Home world first do that...IMO - Very Lame) However, your card is cool because it doesn't punish the person seeding it if your opposing player doesn't play an HQ it just has a greater effect if they do. A calculated risk - A great characteristic in a card to have). Great job !

- What I like? Another “Wow” dilemma. This dilemma captures Trek-sense and gameplay the strongest out of all 9 dilemma entries. Strong and fair requirements, but really shines against homeworlds. Important for the meta. What I don't like? Nothing. 9
- Really interesting HQ-hate, with the risk that you're going to face people without an HQ. However, considering that the only top deck at the moment that uses a HQ is Bajoran, I feel like this dilemma is not particularly needed right now.
- This one is my favorite. I don't think it is too costly to hop even at a Homeworld - just requires a real attempt. It might deter hiding at home (and hopefully replace Dead End for that). But the real kicker is how well it fits the story.
- I like choices on dilemmas. And I like the doubling effect on homeworlds. The only thing I dislike is it would make more sense with exobiology instead of anthropology. Still usable as is.
- The actual idea of the card is good and the aftereffect is interesting. However, it seems like the opportunity to make the dilemma just plain better by separating the dilemma into a non-homeworld/home world dichotomy was missed. That is, just make it a tough wall that doubly tough if faced at a home world.
- Good wall. Can pass it using only 2 skills, but they're not too common. Love the doubling part when at a homeworld.
- I like it a lot. It's nice to have something that's especially good against homeworlds, but doesn't lose all of its usefulness under a regular mission.
- Creative.
- A decent wall that isn't too hard until you decide to sit and hide at home. Great conditional design matched well with story. Requirements are a little on the easy side for certain affiliations, but are thematic to the story.
- A good wall that hurts decks with homeworlds, which are most of them now a days.
- "seeded" should be struck. Otherwise, good.
- nice dilemma, though why would i ever not put it at a homeworld if one is available?
- I think it was a good balanced dilemma with some flexible hate for homeworlds.
- No a fan. Sure, it starts out well, with decent requirements, although the Security seems the more viable of the two. Does the doubling happen with just this dilemma or all the ones at the mission? What about the requirement on the mission itself?
- LOVE the idea of doubling at HW's the only flaw really is that especially when doubled the 2 sets of requirements gets really far apart at base they are reasonable comparable when doubled the second set becomes a massive wall and the first set is just far too easy, add a little bit to the first set of requirements and it could be one of the best designed dilemmas ever.
- My favorite. Nothing groundbreaking, but solid in concept and execution. I like dilemmas that are different based on where you seed them.
- I like the idea of a dilemma which gets better at homeworlds. The requirements seem a bit unbalanced, especially while doubled, but overall a good idea.