

Challenge #2: Equippable

"Design an equipment card."

In this challenge, the contestants were tasked with creating an equipment card. Equipment can represent such a broad spectrum of effects and thus proves to be difficult to design. Finding a balance between power, scope, and utility can be quite a challenge, and there is a lot of equipment that has failed to balance these factors and thus is rarely played. How did our contestants do walking this line? Were they able to create equipment that would be appropriately useful and worth playing?

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 #2:

Card	Designer	Public Vote	Dan Hamman	Allen Gould	Total Score
Akoonah	KazonPADD	4.51	3	4	11.51
Comm Badge	Chewie	5.53	8.5	7	21.03
Crawlspace "Key"	Dogbert	4.31	4.5	4	12.81
Hairpin	BCSWowbagger	4.97	6	5	15.97
Isolinear Chip	Jono	5.14	8	8	21.14
Lucky Charm	Verad	5.23	7	6	18.23
Mark X Tricorder	Zef'no	5.79	9	8	22.79
Odo's Bucket	Comicbookhero	4.83	5.5	4	14.33
Remote Controlled "Brain"	Orbin	5.49	6.5	8	19.99

Leaderboard

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

Place	Contestant	Forum Name	Challenge #2	Total Score
1 (NC)	Adam Hegarty	Chewie	21.03	44.75
2 (NC)	Stephen G.	Zef'no	22.79	44.45
3 (+5)	James Monsebrotten	Orbin	19.99	37.62
4 (+5)	Sean O'Reilly	Jono	21.14	37.33
5 (NC)	Philip H.	Verad	18.23	37.07
6 (-3)	Michael Moskop	Comicbookhero	14.33	35.97
7 (-1)	James Heaney	BCSWowbagger	15.97	34.22
8 (-4)	Paddy Tye	KazonPADD	11.51	30.98
9 (-2)	David Wong-Faull	Dogbert	12.81	30.59

The public's highest rated card was **Mark X Tricorder** by Stephen G. (Zef'no); the same card was also the favorite of the judges! What do you think of the results so far? What did you think about this challenge? 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	Akoonah	Comm Badge	Crawlspace "Key"	Hairpin	Isolinear Chip	Lucky Charm	Mark X Tricorder	Odo's Bucket	Remote Controlled "Brain"
1	6	1	1	4	1	1	2	2	2
2	2	1	10	3	3	3	0	6	2
3	6	4	6	2	6	4	2	3	4
4	4	3	1	5	2	7	2	6	0
5	6	8	7	5	11	6	10	6	9
6	4	5	5	5	4	3	5	5	5
7	1	7	1	6	2	5	6	2	8
8	3	3	2	4	2	3	5	0	3
9	1	2	0	1	2	1	1	2	1
10	2	0	2	0	2	2	1	3	1
Votes	35	34	35	35	35	35	34	35	35
Total	158	188	151	174	180	183	197	169	192
Average	4.51	5.53	4.31	4.97	5.14	5.23	5.79	4.83	5.49

The following are the votes from the judges:

Card	Dan Hamman (SirDan)	Allen Gould (AllenGould)
Akoonah	3	4
Comm Badge	8.5	7
Crawlspace "Key"	4.5	4
Hairpin	6	5
Isolinear Chip	8	8
Lucky Charm	7	6
Mark X Tricorder	9	8
Odo's Bucket	5.5	4
Remote Controlled "Brain"	6.5	8

Akoonah

Designed by Paddy Tye (KazonPADD)

Once per game, at your unexamined mission, name a dilemma. If your personnel face that dilemma here, owner of that dilemma loses points.

Scores

Public Vote	4.51
Dan Hamman	3
Allen Gould	4
Rank	9th

Judge Comments

Allen - This is a really cool idea for a card. Simple ability, encourages interaction (or at least attentiveness). The problem is that it's a really cool event or interrupt, not an equipment. It completely misses several of the criteria - it doesn't affect the people carrying it, and it's a one-shot effect.

Dan - I admit I had to hit up Memory Alpha to refresh my memory on this one. I learned much of what the lore said, so good job fitting it all in there. It was used multiple times in the show, so I immediately dislike the once per game text there. But that could be reasonable, if the effect were super powerful. Looks like mirror of The Genesis Effect, but instead of the dilemma whiffing, the dilemma player loses points. Unlike Genesis effect, there's no magic number of personnel qualifier to make the magic happen. Also unlike the Genesis Effect, this is an equipment. Should it be? I give marks for making something small and portable. But it would be a stretch to say it effects the personnel, as was the instruction in the Chairman's article which accompanied the challenge. And what happens if the points are scored? Does it go to the opponent's bonus area? As for the effect itself... Hm. You name one of about 132 dilemmas, less than that if you account for planet or space. And then you have three chances to hit it. As often as I've whiffed with The Genesis Effect, I don't know if that is worth the card play. And finally, a card that makes the opponent lose points for doing what they are supposed to do - play dilemmas - is bad. Losing points for choices, like bringing too many people, continuing on after a Edo Probe, or bringing all space missions is good. But getting hit just for playing dilemmas is Bad.

Public Comments

- It's 5 points for the price of a card play. And not even sure 5 points. And then its useless discard pile fodder. Could be better if the wording was: At start of your mission attempt at your unexamined mission, name a dilemma. If you encounter the dilemma, place on table. Owner of the dilemma loses points [-5] (unique).
- Decent ability, but for a once per game ability this should have been an Event or Interrupt.
- Not a bad card, but just not a card that I would ever include in a deck unless someone special downloaded it.
- One card play to make my opponent loose 5 points? Naah, I#ll go with Parallax Arguers instead ;)
- Doesnt seem to function like an equipment



- This does not feel like an equipment. It is very similar to the Genesis Effect and it might make sense as an event or incident. Apart from that it is highly situational and only useful if it can be downloaded. I see the sense if I can suspend play after the opponent downloads Access Denied and get the sure 5 point loss for the opponent.
- First Off - I want this card to be real ! - Overall, I think this is a great card - The title is unique... I had to look it up to see what it looked like and if it was even equipment. It definitely is - very cool and very original !
- From a functional standpoint, I like what this card is trying to do. It seems to punish players for being too predictable in their dilemma placement. From a design standpoint, I'm not sure why it needs to be an equipment. It seems like it could just as easily be an interrupt or event, particularly since it doesn't "act" like an equipment. From a word choice standpoint, I think it is missing the word "if" in the first standpoint and it should specify that the equipment discards (or places in opponent's point area). I might have worded it more like this: "Once per game, if at your unexamined mission, name a dilemma. When your personnel face that dilemma here, discard to make owner of dilemma lose points."
- This seems like too much set up to MAYBE make my opponent lose 5 points. Not worth spending a card play on.
- You chose a good equipment, I've long wanted to see this represented in the game. I also like the effect. Unexamined mission = good call. Cost of running the same old dilemmas again and again = win.
- I am intrigued by the effect on this card, but I feel like it is for the wrong game. In 2e, this effect can be useful due to the dilemma stagnation in the game, but 1e doesn't seem to have that problem. The only dilemma that you can use this card against with a reasonable degree of certainty is Dead End, under missions like Insurrection. But Dead End, despite it high (over?)use, is a good thing to have in 1e, since definite mission orders don't need to get any better. Most times when you can predict that a dilemma is coming in 1e, it is because you are doing something bad that there is a specific dilemma out there that hurts your strategy. I also can't wrap my head around the thematic link between the effect and the actual equipment, but this card has bigger problems.
- Boring, one-shot point ping.
- I like the effect, but I'm not sure whether it's worth a slot and the trouble of getting it into play. This effect might be best implemented as something other than an equipment.
- really should be an event that plays on a mission trying to make it work as equipment is to much of a shoe horn.
- It's a nice effect, but would be more useful if it functioned more than once per game.
- Feels more like a Event then an Equipment. It's a one off thing and and not even unique. and where does the Equipment go after it has triggered?
- Interesting effect, but doesn't feel like equipment. I could just play this as an event/interrupt. Having to ship this to the desired mission doesn't seem like it should be important to gameplay. Also, this is single use, which feels weird for equipment that doesn't run out (i.e. the White) or blow up (i.e. Antimatter Pod).
- I admire the attempt to tie a game effect to the "visions of your fate" idea associated with the prop. But this effect doesn't really belong on an equipment card. Among the card-type problems is the point box, which typically represents that the card will leave play and go to the bonus point area -- especially since in this case, the point loss is not suffered (necessarily) by the controller of the card, but (usually) by the opponent. But there's no text on the card to indicate

this discarding. This card has an effect on the whole game being played, not on its crew or away team, and it feels like it should be an Event instead, much like Meditation from the same scene.

- The text seems fine, but I'm not sure it belongs on an equipment card.
- This is not an ability that should be on a piece of equipment.
- This ability is fine for an event or incident, but it doesn't belong on an equipment. See The Genesis Effect for example.

Comm Badge

Designed by Adam Hegarty (Chewie)

Allows one of your personnel (except [22], [OS] or [CF]) present to add the first-listed skill from one of your other personnel at this mission. (May re-select once each turn)

Scores

Public Vote	5.53
Dan Hamman	8.5
Allen Gould	7
Rank	3rd

Judge Comments

Allen - A variation on the Classic Communicator. I like that this would be the first time something good happens to the first-listed skill, and that's a nice find. The downside is that I'd expect to find this in pretty much any deck that can play it, which is usually a sign of being a bit too good.

Dan - Nice, and hits the right marks: Small, enhances personnel, and has a continuous effect. Interesting to tie the lore of "by TNG times" and restrict the other eras. Perhaps could have saved space with just an AU icon - sometimes I wish there was a Past Icon in 1E. Neat twist on the classic communicator, keeping it useful and limiting to the first listed skill, the "prime" skill on a personnel. The only reasons this doesn't get a higher score is that 1) it should either include "used by many civilizations" in the lore, or it should have been limited to Fed personnel. 2) It is very much a reread of something we have seen before, so creativity gets a hit. 3) There's really no downside, so it would go in most decks. Fair enough though - it was in every episode of every 24th century Trek.

Public Comments

- The skill select thing is one of the trademarks of Classic guys. This way, everyone, including Vidiians, Kazon and Berlinghof Rasmussen has a communicator. On the other hand, if only FED use, it would be too much of a boost only for them.
- Fairly bland, and steals a mechanic from TOS that is pretty much their main gimmick.
- I like the idea, but I would have preferred in the game text was more like Classic Communicator and didn't limit the skill to just first listed
- Too broad scope and a bit too powerful
- Like the Classic Communicator, only for more people and thus nerfed a bit to the first skill. I like it, might see play and might save games.
- I like the card very much but it bothers me (Trek sense-wise) that a Klingon crew would be traveling around with a comm bags equipment card.
- Functionally it's fine, if someone limited. But that's not a bad thing. It's a moderately useful equipment but not incredible. My only concern is that it would increase the ability of players to multi-attempt missions, by allowing them more flexibility to split up their personnel into multiple teams. I'm not sure that's a good thing, particularly on such a broad-use scale as this card.



- Somewhat interesting. Could be great at the end of a game when you need to pass a dilemma requiring x2 of some skill but don't have to time to "ferry" in another person with that skill.
- Interesting take on the Comm Badge. But would we have to errata all the cards to Special Download it? (j/k) Interesting that anyone can only communicate their firstmost skill. Are the other's just what they put on the resume?
- This effect is simply too broad. Might be more interesting if it were tailored to a specific faction? This effect also feels like something that would be better suited to an interrupt, especially since comm badges are something that very many (at least Federation) personnel have featured as something they already have access to in their card picture. Tricorders and Padd's and Phasers are things that you'd have to actively decide to take on a mission, but comm badges are always there - things which a quick thinking officer might get a bigger benefit out of on an interrupt basis.
- Perhaps too strong and a bad story fit for something so ubiquitous.
- I appreciate the effort to get an iconic element of Star Trek into the game. However, dial-a-skill effects are very strong. They shouldn't be this readily accessible.
- sure it's a variation on the classic communicator, but it is different and effect different people.
- Skill sharing is a powerful effect and can quickly get out of hand. This needs a greater cost or more restriction.
- Feels very Federation-centric without really saying it. Could have been including instead of excluding by making it [TNG] only instead. Right now it would probably see more use in other affiliations than the Fed that will hold the image for this card. As an Equipment it's a bit powerful as it is not restricted to a small affiliation as the TOS Equipment is that this one is modeled on. And shouldn't it say "here" or "present" ?
- Sensible function and a logical exploration of available design space.
- I did always kind of wonder why Decipher didn't make this one. Good effect, similar in theme to the Classic Communicator. The group of personnel it targets is imperfect from a story aspect, but a good enough tradeoff for space and balance (especially in excluding [OS]).
- This equipment would be very useful. It seems well balanced at first glance.
- A Comm Badge makes sense for a skill-sharing equipment. My only knock is the awkward way in which it excludes eras. I think it would have been a great time to use the TNG icon.

Crawlspace "Key"

Designed by David Wong-Faull (Dogbert)

At any time, discard to kill one personnel present OR if your ENGINEER present, destroy one Equipment present or exchange for one Equipment card from discard pile.

Scores

Public Vote	4.31
Dan Hamman	4.5
Allen Gould	4
Rank	8th

Judge Comments

Allen - To my eyes, this looks like a variant of the 45 Dom, which is a bit outside what would be printed as an equipment today. It doesn't help that none of the abilities are permanent, which makes this feel more like an interrupt or event instead.

Dan - Another one I had to look up, and go as far as a trip to TrekCore before I could figure this one out. I don't get the quotes in the lore - perhaps I need to watch the episode again? Anyway. Discard to kill one person present. Hm. Engineer related, so Empok Nor download target. How about I play or download a bunch of these, and just beam them around as land mines? I don't need my to be personnel present, I can just beam, say, three of these down to your mission and and any time, kill kill kill. Not good. I can even kill my own people! That way lies madness. After the OR is interesting - sabotage something or exchange it for something else. Perhaps that's what the lore is referring to? The scale is right, and it looks like an equipment card to me. But the effects are all over the place.

Public Comments

- It's cumulative and potentially could be used 15 times per turn (if enough Keys were there). Also, it IS a knife but not a hand weapon.
- First ability is too open to potential abuse (imagining a Dominion deck playing these for free and using Invasive Transporters to kill entire crews). Second ability is nice as a counter to Transport Inhibitors, but you still need to get this equipment at the same location.
- I really like the multiple functions, I think it increases the card utility. I would have preferred if it specified that you could only kill or destroy opponent's personnel or equipment
- I can already see a Ferengi deck with Latinum exchange to discard all your opeenents personnel
- Two parts seem a bit disjonted
- Is nuts in multiples and thus can be easily broken.
- I think the "at any time clause" of this card is to powerful. This would allow for "Dial a skill" per dilemma requirement. It would be great for me to have in my away team but I would hate to see my opponent have it when they encountered my dilemma combo. If the "at any time" was removed this would be a great card.
- A free personnel kill, your choice? That's pretty strong for no restrictions. Odd that you can kill a personnel with no restriction, but to destroy an equipment requires ENGINEER. Discarding to



exchange for an equipment from discard pile is a nice ability, great way to retain an important device lost to Disruptor Overload or Common Thief.

- This would be a good card in an intruder/infiltrator deck. Also could be used defensively if your opponent likes to Ilan Tandro you. Would be great for killing your own Queen if she just got captured too so you can report another one.
- Is this a trick for getting a Breen CRM114 into play without an Arms dealer? Shanking my own Aamin Maritza for the lols seems cheap.
- I feel like his card is trying to do too much. Some of these effects might be better suited to an interrupt that affects equipment. A hidden blade hand weapon could be interesting based on the first part of the text alone (and maybe with a stat boost afterthought. Speaking of which, this card could use Hand Weapon text in lore to match that first gametext use - perhaps instead of the bizarre stem bolts reference. I get that the intent is to explain the other parts of the gametext there, but if you need to stretch that much, I think maybe you're overreaching.
- Intriguing. Is it a hand weapon?
- Wacky! This will doubtless lead to shenanigans (which of my own personnel would be best to use this on?), which I think can be a lot of fun. Almost certainly broken, but I'd rather an interesting card go into the design file than a boring one.
- if it's a weapon, it needs to be a weapon, then the other abilities make little sense, since it's basically a crowbar from the lore. Also the kill ability is insanely powerful when combined with something like remote supple to report a bunch for free.
- Killing someone present via an effect as opposed to an Away Team battle is a little too powerful. I do like the equipment destruction, though.
- Wording on this card is tricky. Does all things happen "at any time" and you "discard" the Equipment? It's a bit over the power curve as the first part of this card could be considered enough and maybe a bit too powerful. And now you can even use it in multiples. The second function seems to have two different targets. The fist seems to be another Equipment that is destroyed. The other function seems to be about exchanging this card for another Equipment from the discard pile. And if the second function (after the OR) is not a forced discard of the Equipment then you could use Two of this to take them back indefinitely, like a loop. Needs better wording and probably a kick down a few notches on the power curve.
- I really like the idea of a versatile, makeshift tool. This just might have a little too much versatility.
- Scattershot and confusing. Not clear why this item would have some of the effects listed (apart from the kill).
- I think this card is trying to do a bit too much. It also seems like it should be a hand weapon.
- It appears the kill happens at interrupt speed, which can be a game-changer. That, and the fact that it is your choice who dies, and you don't even have to have anybody to swing the knife.

Hairpin

Designed by James Heaney (BCSWowbagger)

May download to your spy, thief, or any Intelligence in place of a card draw. Start of each turn, may rescue one personnel held by a trap card here. (Cumulative.)

Scores

Public Vote	4.97
Dan Hamman	6
Allen Gould	5
Rank	6th

Judge Comments

Allen - I dislike the download from deck ability (it's very wibbly-wobbly-timey-wimey from a rules perspective), but it's a thing, so I suppose I'll let it slide. But I'm wondering why the rescue is start of turn rather than once per turn - or why it needs a limit at all. If I'm packing a card to counter a specific strategy, shouldn't it be really good at it?

Dan - Cards that have active text while not in play is a big bug-a-boo. I understand wanting to get it to Bashir, but it is a troubling thing. Interesting to make a new "keyword" relevant, but in this case it is kinda weird. The main target, Bashir, doesn't allow personnel to be captured in the first place. And the others, Garak, Jake, and Bo'rak... it doesn't fit them either. Jake couldn't escape from a paper bag, Garak didn't know the trick according to the lore, and Bo'rak... well at least he has the spy training. Cumulative is an interesting addition, how many of the things will be used? Again the scale is right, but the magic download text weighs down the score. How about plays for free to Honey instead?

Public Comments

- I think this raises some problematic rules issues akin to those of Devidian Door.
- I like the "download to your guy instead of a card draw" thing. I dislike it's the ultimate answer against traps.
- Downloading from deck, without any card in play telling you that you can do it, is not a good mechanic. Ability is very situational, can't imagine bothering to put this into a deck. Probably should have been an Interrupt.
- I like the idea, but I think it's overpowered given the cumulative nature. I think if it was downloaded (once per game, per personnel card title) we'd have a winner
- Trap cards are poorly defined atm but that is not the OP problem; but the Cumulative is redundant and capturing is hard enough anyways
- Super strong, but interesting
- It's strong in a way that it rescues a prisoner. I also like cards that download themselves into play. The card draw and the restriction to a few personnel is a good cost and restriction. Depends on how often you encounter trap cards, but overall a solid equipment that might see some play.
- I am not exactly sure how his card downloads itself from inside your deck directly in to play. To me that is what the text of the card implies. The wording of this card is very poor.



- There are a number of problems with this card. First, a hairpin should not be an equipment card. Second, the download ability would require a special rule that goes something like, "Each time anyone draws a card, they may announce an attempt to download Hairpin." Since the card is not in play yet, there is no way to activate the text. At best it should be a free report. Rescuing personnel in a trap card has its uses, but it is limited by what opponent is playing.
- Don't like this card. It can basically download from your deck to nullify a trap card? Too powerful and unnecessarily cripples trap deck strategies. Also, it is missing a Hologram icon.
- I really like the effect of this card. So many trap cards in this game catch someone and then they just sit there indefinitely. I like that some people can get unlock the trap if they have the skills and I like that Julian can literally pull it out of his ass.
- Captive retrieval is a space that could use more exploring, and I think this card is a good way to do it. The download feels a bit awkward to me, but considering that the card is so narrow in scope I think I'm okay with the mechanic. I'd rather a card like this do one very specific thing very well, considering how easy it would be to pull out of a tent. I think the thing that is holding me back on this card is the inclusion of "any intelligence", which makes it too available to too many affiliations.
- Perhaps my favorite of the set. Needs a little tweaking (it can report normally, it can be used by anyone- should these change?) but it's fun. May be too strong, though.
- I like that this is a very thematic effect. In general, I think capturing is hard enough that rescuing shouldn't be too easy; this would need a lot of playtesting.
- having it's DL on it is messy try explaining to some one in a tournament why your suddenly looking through your deck in place of your card draw, but other wise I LOVE it, best of the lot, provides a very interesting rescue effect that feel like using equipment it's different and cool.
- This is a cool card, but things that download themselves "out of thin air" from the draw deck are overpowered.
- It's never a good idea to have a card that have a offset activation. I know that we have cards like this all ready but it's still a bad idea. The rest of the card is interesting. Making "spy" a key word seems like a good fit. And the actual use for the card is special to say the least. The definition of a trap card needs to be specified in the rules and as some traps locks the affected personnel away this card could potentially break some other cards and make them weaker then before. Probably not that useful as one might want it to be.
- I don't like text that works while the card isn't in your hand/in play, but it shows that the designer thought about how to make this card actually usable. A new, useful effect, yet not every deck can play it optimally.
- It's not good to have text that's active when the card is not in play, and not even in your hand. "Plays for free to..." or "Reports only to ..." would have been better. Creating "spy" as a meaningful characteristic might need a rules clarification because of the wording on some cards. The effect is interesting, and I see no problems with it. I think I would suggest rewording from "personnel" to "captive", to make this more clearly a capturing-related card.
- I like the game text, but I don't think downloading itself in place of a card draw is appropriate. Maybe a report for free once per turn instead.
- Like the idea but hampered somewhat by cards held by a "trap" which doesn't seem to be very often.
- I like that the hairpin can download itself, representing a clever spy acquiring one whenever needed. The effect is limited in scope, but with the download could be a good "just in case" card for the Q's Tent.

Isolinear Chip

Designed by Sean O'Reilly (Jono)

While on a non- [AU] ship, your non-android ENGINEER-classification personnel present gain Computer Skill. (Not cumulative.)

Scores

Public Vote	5.14
Dan Hamman	8
Allen Gould	8
Rank	2nd

Judge Comments

Allen - Not sure what you'd do with that much Computer Skill (about half the ENGINEER classification personnel already have at least one level of it), but it's a fairly straightforward equipment card.

Dan - I like the concept. Engineers gain Computer Skill. It may be used for reshaping dilemma combos alone. Lots of restrictions, and I cringe at the two negatives. Sometimes you have to do it though. Neat that this card chose to just use the AU icon to represent past ships, though there is probably room for calling out eras. On the other hand.. is that really needed? Would it be so bad if Trip got a hold of some future technology and outfitted the Enterprise with these things? That leads me to question the tenuous connection between the function of the card and the theme. That's something that story could fix though, if needed. Scope is good for an equipment, and it has potential.

Public Comments

- Nice try to battle the Computer Skill Access Denied thing... but this way ANY Computer Skill dilemma in space would be useless.
- I do like Access Denied hate, but this is too restrictive.
- I'm just not sure if we need more computer skill, and it seems so specific that I'm not sure it would see any play
- perhaps a bit too powerful
- An ordinary skill-gain equipment. Nothing special, not too overpowered. Would be nice if it was downloadable by Equipment Replicator (but that would need rewriting everything but the game text)
- I feel like this card is REALLY too powerful. Right now in current game there is Mr. Tricorder that gives a Computer Skill - but this card makes it too easy to gain a computer skill. I think that if it just added an additional Comp. Skill to an Engineer that already had Comp Skill it would be more balanced giving him or her Comp Skill x2 for good dilemma busting power.
- We already have a card to grant Computer Skill on a broad basis (Mr. Tricorder), and it works everywhere, so I'm not sure this card is needed. Plus, from a Trek Sense angle it seems like a Computer Skill personnel should be needed to benefit from the equipment, not to gain it. I'm thinking of that episode of DS9 with Jake and Nog alone on the Runabout and they couldn't figure out how to put the isolinear chips back.
- Good card. Helps out with all those nasty access denied combos while still keeping in the spirit of skill adding equipment.



- I like the effect (meta against CS drain) and I like that it functions like classic equipment. Not sure about the story? Why does a chip add Computer skill (to non-androids) and why doesn't Youth present mess up the chips? Data handled these much better than Wesley.
- All the skill gain equipment is some sort of tool. Isolinear Chips are not tools. Why doesn't it work for androids? I understand why it doesn't work on the Starship Enterprise, but is it worth the card not working on the Future Enterprise? Of all the entries, this card feels the least thought-out. I guess we can always use more Computer Skill, but this solution feels more like treating the symptom rather than curing the disease (AD+FI+D).
- *throws out all Computer Skill dilemmas*
- This is an interesting approach to the question of "if technology is everywhere, doesn't everyone have computer skill?" The answer is "yes, if you have the right equipment." However, I'm not sure this card is worth a slot.
- It's Mr Tricorder only it adds CS much easier.
- This is well-costed, has great lore and is a very useful piece of equipment in that many affiliations need more computer skill. In an era where Access Denied is abused rampantly, this equipment is a great fix.
- This card effectively destroys all Computer skill Dilemmas even if affected by Kobayashi and Access Denied on a space mission. If it only added it to one personnel then maybe it would be fine but as is it's not even funny. The only good thing about it is that it can be used by lots of affiliations.
- A good variation on a common theme. Bonus point(s) for addressing the powerful/prevalent Access Denied combo.
- Good for theme and card type. Good job making it not stack with MR. Tricorder, by requiring classification.
- This seems effective to not overlap with Mr. Tricorder.
- Makes Access Denied far less powerful which I believe was the intent.
- Makes sense that you'd have to be on a ship to use the isolinear chips. Seems tailor made to fight Access Denied, but not much else.

Lucky Charm

Designed by Philip H. (Verad)

When your personnel present (except a Cardassian, Romulan, or Vulcan) was just randomly selected, you may return equipment to hand and randomly reselect.

Scores

Public Vote	5.23
Dan Hamman	7
Allen Gould	6
Rank	5th

Judge Comments

Allen - The exemptions make this card look clunky, but I really like the core idea. Not thrilled at the one-shot of it, though - but in this case I can see the logic. It's borderline, though.

Dan - A mini Alien Gambling Device. Less range; restricted races; costly for repeated use. Does Alien Gambling Device ever get played? Not according to the deckbuilder. I suppose if there was an Eddington that downloaded this it would see play. Once. This card fits the restrictions of the challenge, but just isn't all that interesting.

Public Comments

- Why not the named species? Don't they believe in Luck? Apart from that, seems ok, but not too exciting.
- Decent ability, but just not exciting. Would only bother using it if it were a special download on a decent personnel. Alien Gambling Device in 2E is very similar and hardly sees use.
- I like the comments, but I don't think this is versatile enough to be included in many decks
- Might be somewhat useful if it's a random selection for a stop, otherwise ETU is better and I would always choose ETU over this. Might see play if it is downloadable.
- Neat concept. I think that it would be a great card to have a card like this. I think that the wording on the card is a little off. I kept wondering if it was this piece of equipment or if it was any piece of equipment that you had in-play at this location. I think returning this equipment to hand would be fitting.
- Interesting concept, but it already exists as an Artifact "Alien Gambling Device"
- A decent card that helps with your skill pool by letting you save someone you need to continue the mission. Yet at the same time it keeps the "flavor" of being a lucky charm in the way it works.
- I like the effect, and the exceptions (Trek sense!). But would I ever pay a card play for this? I think I'll let the bastard die and then nanoprobe him.
- Card would be better worded if it said "return THIS equipment to hand"
- The wording is poor, using "to" instead of "and" would make it clear you need to return to hand in order for part 2 to happen. I do like the feeling that you're "flipping" the card back to hand. The most obvious comparison is to Alien Gambling Device, and contrasting with that card this card is equivalently costed - you can get it before you solve a mission, but there is an added cost to using it (returning to hand). However, needing to replay it to reuse it feels like it might be too



costly for such a random effect. I guess a second chance at keeping your second Bio unstopped before you hit the wall portion of Medical Crisis might be worth it though.

- Perhaps my other favorite of the set. Not quite strong enough to be an artifact, but very interesting.
- This is very thematically appropriate. However, I think random selections are hard enough to get good use out of as it is.
- weak for a card that is often a card play and it really need lore or a note in place of lore to explain why the given 3 races can't use it.
- A very flavorful and not too overpowered way to handle "luck" in the form of Random Selections. I love that the more logical or cynical societies cannot use it!
- It's more of an Interrupt then an Equipment really. Ot at least the effect of the card. The restriction seems to be more about the lore then actual data on game balance. Returning card to hand is fun but as there is ways to get an equipment out of the hand this is maybe now a great way to do this game play effect with this card type. A reselect is good when it needed but having to carry it around with you until needed is maybe not the simplest way to use it. Better clogging the hand with Interrupts that does this instead. BTW, "loonie" is misspelled it think.
- Not bad, but just doesn't resonate with me. Maybe "return to hand as a cost" is too out of place to me in 1E.
- huh? We've seen the effect before, no problem with that. But that parenthetical clause just torpedoes it. It can't be used by three named species. And why is that? If there is some element of story behind it, it really belongs in the lore, to tie this card into the story of the show. As it stands, it just makes no sense. This had some promise, but a head-scratcher like that just takes me out of the experience.
- I think the effect is interesting, but I feel it could be worded better.
- After thinking about it, I like this card. It doesn't get you out of selections, but does give you some control over them. Useful against a wide variety of cards, including (notably) damage markers which randomly kill personnel.

Mark X Tricorder

Designed by Stephen G. (Zef'no)

Your personnel present may use 2 ENGINEER as if it were the skill of SCIENCE OR 2 SCIENCE as if it were the skill of ENGINEER. (May re-select at start of each turn.)

Scores

Public Vote	5.79
Dan Hamman	9
Allen Gould	8
Rank	1st

Judge Comments

Allen - I really like this idea - it's a neat twist on the classic Tricorder. The re-select clause is a bit clunky - and I'm not 100% it's actually necessary, so long as it's clear that you can't chain between the two settings (which I presume is the reason for the clause). It's a solid upgrade without replacing either of the originals.

Dan - Off the top of my head this seems crazy limited in who can use it, but there's an interesting effect. And as a tricorder, it has other features for busting dilemmas and being downloaded. This is certainly an equipment. Pros: it has the lore mention of being used by many races. It lists a development date, but doesn't restrict past personnel from using it. Con: Limited usage. Well, I searched and 23+12 can use it, as well as anyone who is using another equipment to gain Science or Engineer. A lot of Feds and Non-Aligned. Not too shabby.

Public Comments

- Solid Decipher-Era Tricorder. As there are not THAT many people with 2SCIENCE or 2 ENGINEER one would probably choose the Engineering Tricorder or Tricorder over that because it just adds SCI or ENG
- Boring, most of the time it'd be better to pack regular Tricorder over this.
- Like Isolinear Chip, but this time downloadable by Equipment Replicator. The re-select at turn start makes it rather weak, though.
- I like this card, however, I feel like it should specify in some way that it has to be printed Engineer x2 or Science x2 - I feel like this could create a huge problem when it came to other equipment giving a personnel a skill and then being able to change the extra Engineer added - for example Lt. Uhura from TWT via a Engineering Kit (Premiere) gains an Extra Engineering then she is able to convert it to 2 Science.
- Interesting I guess, but we already have Tricorder which gives all ENGINEER the skill of SCIENCE and Science PADD which gives all SCIENCE the skill of ENGINEER. I get that this card sort of combines the two, but I'm just not sure that's useful enough to warrant a new card. Oddly enough, this card has more Trek Sense than the original Tricorders.
- Doesn't seem that much more useful than equipment we already have that adds engineer to science and vice versa.
- I like how this works similarly but differently from the original Tricorder. Could we call it Tricorder: Mark X instead so that it IS the Tricorder (for dilemmas that require that) instead of



just 'any tricorder'. I might choose this over a Tricorder in some deck, depending on skill strengths/weaknesses.

- At first glance, this card feels very redundant. In the vast majority of cases, you know which of the two your deck is short on, and would rather use one of the existing equipment. However, I did finally think of a situation where I'd use this card: I have a bunch of Engineer (TNG Feds?) and want to have access to the Science skill without making everyone a target for Unscientific Method, which is admittedly a very popular dilemma (along with the Science wall, Scientific Method). With that possibility for a clever use on the table, I was happy to up the score.
- Well, it's a tricorder. Dull, utilitarian, but you found a way to do something a little different.
- Lots of skill cheating in these submissions! This one just doesn't seem all that thrilling to me; they call to mind the old tricorders, which weren't very exciting either. This submission doesn't tell me enough about the contestant's design ability.
- An interesting variation on the standard skill gaining equipment trading number of skills gained for some versatility, though since it doesn't specify classifications it might give more in some cases.
- A superb card, this new tricorder puts the old one to shame.
- Feels like a straight up Equipment. There are only 23 personnel with 2 Engineer and 12 with 2 Science. This makes it less than ideal. But when combined with another Engineer and Science creating Equipment this number goes out the roof. So all in all an Equipment that can't really be used by that many and they already are quite powerful to begin with. Paired with this Equipment they solidify their place in every deck.
- The effect is not as straightforward as other tricorders, but this is versatile enough to help with both Duonetic Field and Scientific Method.
- Nice, keeping with the existing model for what many equipment cards do. Did you think of the rules issue of having multiple together, set different ways?
- This seems like a good situational card which doesn't make the old tricorders useless.
- Good catch with making it so that you can use the skill, not the classification. The reselecting part seems a bit weird, but probably good that you can't switch at interrupt speed.

Odo's Bucket

Designed by Michael Moskop (Jono)

May report to Security Office (for free if any Odo in play.) At start of your turn, you may "stop" a changeling present. That personnel is attributes all +2 until end of your next turn. (Unique.)

Scores

Public Vote	4.83
Dan Hamman	5.5
Allen Gould	4
Rank	7th

Judge Comments

Allen - This is close, but I'd still have to call it a miss - I would question why it's not a flat "shapeshifters get a bonus", instead of making the player jump through a lot of hoops for flavor.

Dan - I do want to see Odo's bucket as a card. So props for this choice. But this kind of thing feels more like an artifact in 1E, what with it being unique. And 4 lines is difficult to swallow. Interesting that it can be used offensively on the opponent's Changeling. Don't know if a +2 bonus is worth a turn regenerating. The needle is bouncing all over the gauge on this one.

Public Comments

- Nice thought but totally useless. (1) The shape shifter has to be there at start of turn (so he had to spend his last turn getting there) and then is buffed for another turn in which he must leave the station AND get to the mission where his buffed stats are absolutely needed (why would they?)
- A lot of text and a harsh condition (stopping a personnel) for only a +2 attribute boost. Just go and overcome that Founder Secret already!
- Use is too specific
- I can see no reason to ever play this. You more or less lose two turns to make one changeling attributes +2. If the attribute is that important, a different equipment does the same cheaper and for more people.
- Love this card it is really fun ! - I can see this card being one of those cards that wins the game for you by pulling crazy shenanigans by saying - Odo is going to regenerate in his bucket this turn so I can beat that dilemma next turn because I need 2 more strength and don't want to travel all the way back to the AQ to get another person. Awesome !
- OK, not overpowered, makes good Trek Sense. Not sure how useful attributes +2 for a single person will be.
- A card I don't see much use for. There are lots of ways to enhance attributes without losing one of my personnel for a full turn.
- If Odo is relaxing in his bucket for a turn and then returns to normal, and then I play In the Bag to exchange it for a Founder Leader in hand.... would that be worth some cool points?
- This is a ton of effort for very little gain. I mean, it feels like you are playing with Odo and his bucket and he sometimes sleeps in it and feels rested, the Trek Sense is all there. But all the



moving parts to it (which add an extra line to the text) take away from the execution of the card. I mean, I like it, it's Odo's bucket, but it's a card I just wouldn't use in a deck.

- This one's weird. Niche- perhaps too specific. I'm not sure it would ever see play.
- This is nifty, but it feels very weak to me. For the cost I would have preferred a stronger effect.
- kinda weak over all but very fun card, potential to play free helps make up for weak ability, stop Odo on a turn your not planing to attempt missions to have more stats the next turn you plan to.
- This should be an artifact. There's only one Odo and only one Odo's Bucket.
- A little to story driven and yet, don't really do that much to make it worth a 4 row template. Right now you can stop one of your changelings for this entire turn to get +2 in all attributes on your next turn. Easy to forget both to activate and to remember who has it and that the personnel got a bump in attributes. It's a free report to a site not many play with and you have to have any Odo in play to do it. This is very situational and probably never going to be used.
- This requires too much fidgeting for such little effect. I would implement this concept as an event with a countdown of 3 or 4: "Plays on table, stopping all your changelings. Your changelings are attributes all +2"
- Great appropriateness for card type. Effect and reporting text are very appropriate to Trek Sense. Stasis might make sense more than stopped, but then card would need to explain how it ends and space is already tight (so I'm saying that's a good tradeoff).
- I'm not sure how useful stopping a changeling for a one turn boost of attributes would be.
- I like the uniqueness and the thematic nature of this card but in terms of gameplay, I could never see this being played.
- Fun idea, but not terribly useful. I'd have to stop a personnel for a whole turn just to get a +2 to attributes for a turn. The article pointed out that an equipment with limited scope can have a stronger effect, and this one is the most limited in scope but not powerful.

Remote Controlled "Brain"

Designed by James Monsebroten (Orbin)

Once per turn, you may unstop your stopped personnel present. That personnel (unless android) loses all skills and CUNNING until end of turn.

Scores

Public Vote	5.49
Dan Hamman	6.5
Allen Gould	8
Rank	4th

Judge Comments

Allen - I'll admit that I chuckled when I saw the title, and then laughed when I read the text. I don't think the android exception is necessary (and I suspect Data & Lore don't need that kind of help). And, it does suffer from the problem of not really falling under the modern equipment style Charlie listed. But it's still easily my favorite card in the batch - it's a very elegant top-down execution.

Dan - Wow. Going for the hard source material, eh? The icons are correct. Then the questions begin. Am I to use this on multiple mission attempts on the same turn? Or combats? Why does the robo-body have Integrity? Why do androids get a pass? What is really going on with the theme and mechanics? It seems like you should have to play it on something without a brain already. Unstopping a single personnel is interesting, but would this have been better as an interrupt? WHY CAN'T I USE THIS WITH DATA'S BODY? This one gets points for being way out there. Sometimes that is what leads to inspiration for other things

Public Comments

- Although the episode is ridiculous and the device is, too, this is quiet a good thing. Unstopping is always good (for flying around, battling) and removing skills and cunning seems punishment enough. They still have their Classification, though). I think I'd use this.
- Limited use, but it can be useful every now and then (counter to Devastating Communique).
- I think this would be a great card to add, especially if we ever see a dilemma like Harshrest Conditions created
- Great card. Unstopping a personnel just for the body, classification and two attributes can certainly be useful and this can be used once each turn. Androids however come off a little cheap, unstopping Lore / Data every turn might turn out a bit too strong. Maybe it should be only playable on a non-android.
- Interesting choice of placing the unless android phrase
- I am sorry but I just don't like this card. I can see it being used in an abusive 2 away team scenario to by-pass walls using essentially retarded people...
- Really neat card. At first glance, I can't think of any strong use for it in a non-Android deck, but in an Android deck it seems overpowered. Without the "unless android" part, I'd probably give this one the highest score. Otherwise it just becomes an android helper.
- A good card that has a decent cost but benefit if you are willing to pay the cost. Nice and balanced. Do I really just need this personell's strength to pass that Founder Secret? Then I'm willing to use the equipment to save him.



- I really like the route you chose to go here, but I'm not sure that it fits the story. Stopped in 1E is a bit more like distracted or busy. Spock was effectively chosen to be dead (killed). I wish this card allowed me to strut a dead guy around.
- Fun. Unstopping is very powerful, but this card also adds an interesting cost to doing so. This card feels very 1e. Interesting choice to put the TOS icon on the card, but not limit the effect to TOS; since only First Officer Spock can download it, it seems like it might be used more in decks with more androids. Not necessarily a bad thing, but I might have limited it to use on TOS personnel.
- This is bizarre but it could really come in handy. Bonus points for selecting something from TOS!
- This is interesting, albeit unthematic (why does the personnel still have integrity? Why is he or she still a cook?).
- It's a little confusing on exactly where it needs to be to use it 'here' would have been better than 'present' probably, unstop some one you needed for Int/Str after the first mission attempt failed, or in the case of an android some needed skills.
- A very limited usefulness and being drawn from a DREADFUL episode of TOS really sunk this equipment for me.
- This doesn't feel like an equipment to begin with. And the card seems to generate a red shirt for you to attempt missions with after everyone else is stopped. Still an interesting effect but really feels like something else than an Equipment card. And paired up with a good Android deck this would probably not match up on the power curve.
- I'm not certain how it is useful to unstop one personnel out of my whole stopped away team/crew. If we changed "present" to "here", then I think it would be more useful. If nothing else a tribble countermeasure.
- This effect does not belong on equipment. It should be an interrupt.
- This card has a good theme, but it seems very situational.
- They still have their classifications. And I can see this being only used in android-heavy decks where this isn't a liability.
- Another fun idea, but it'd probably be better as an interrupt. Props on using a story which I would never have expected.