

## Challenge #5: Ready, Set, Reactor!

*“Design a new Reactor Core card and five (5) additional cards to support a complete card pool deck.”*

In the first of the team challenges, each team was tasked with creating a new Reactor Core card in order to create or support a new deck type in complete card pool play. Along with their reactor cards, teams had to provide five (5) support cards for their Reactor Core cards. Creating play engines and support cards are central to most design work, and probably the most frequent major task set to design teams. How did the teams do this week? This document contains the results from this challenge, as well as all of the comments and feedback provided during the judging.

### Team Rosters

Here is a list of the teams, their members, and their scores for Challenge #5:

| Team              | Submission               | Members                          |                                |                                   |
|-------------------|--------------------------|----------------------------------|--------------------------------|-----------------------------------|
| Kirk<br>(p. 2)    | The Criminal Underground | Stephen G.<br>(Zef'no)           | James Heaney<br>(BCSWowbagger) | Michael Moskop<br>(Comicbookhero) |
| Picard<br>(p. 10) | Rules of Obedience       | Adam Hegarty<br>(Chewie)         | Daniel Matteson<br>(OKCoyote)  | Paddy Tye<br>(KazonPADD)          |
| Sisko<br>(p. 17)  | Diplomatic Subterfuge    | Matthew Hayes<br>(karonofborg13) | James Monsebroten<br>(Orbin)   | Sean O'Reilly<br>(Jono)           |

| Team        | Design                           | Public Vote | Allen Gould | Dan Hamman | Corbin Johnson | Total Score |
|-------------|----------------------------------|-------------|-------------|------------|----------------|-------------|
| Team Kirk   | The Criminal Underground (Crime) | 43.15       | 49          | 42         | 68.5           | 202.65      |
| Team Picard | Rules of Obedience (KCA)         | 43.60       | 52          | 52         | 70             | 217.60      |
| Team Sisko  | Diplomatic Subterfuge (Romulan)  | 47.14       | 39          | 50         | 69.65          | 205.79      |

### Leaderboard

After five (5) challenges, here are the standings in *Make it So 2013*:

| Place  | Contestant        | Forum Name    | Challenge #5 | Total Score |
|--------|-------------------|---------------|--------------|-------------|
| 1 (+2) | Adam Hegarty      | Chewie        | 217.60       | 302.16      |
| 2 (-1) | Stephen G.        | Zef'no        | 202.65       | 298.98      |
| 3 (-1) | James Monsebroten | Orbin         | 205.79       | 297.92      |
| 4 (+2) | Paddy Tye         | KazonPADD     | 217.60       | 294.83      |
| 5 (+3) | Daniel Matteson   | OKCoyote      | 217.60       | 293.99      |
| 6 (-2) | Michael Moskop    | Comicbookhero | 202.65       | 286.28      |
| 7 (-2) | Sean O'Reilly     | Jono          | 205.79       | 284.15      |
| 8 (-1) | James Heaney      | BCSWowbagger  | 202.65       | 279.86      |
| 9 (NC) | Matthew Hayes     | karonofborg13 | 205.79       | 274.42      |

The public's highest rated card was **Romulan Diplomatic Office** by Team Sisko, scoring a total of 6.92 / 10. The judge's highest rated card was **Rules of Obedience** by Team Picard, scoring a total of 27 / 30; this card was also the highest rated card overall with a total score of 33.12 / 40.

## Team Kirk

Stephen G. (Zef'no), James Heaney (BCSWowbagger), and Michael Moskop (Comicbookhero)

### Overall Scores

| Public                   | Allen                 | Dan                   | Corbin                  |
|--------------------------|-----------------------|-----------------------|-------------------------|
| 43.15 (3 <sup>rd</sup> ) | 49 (2 <sup>nd</sup> ) | 42 (3 <sup>rd</sup> ) | 68.5 (3 <sup>rd</sup> ) |

### Overall Judge Comments

*Allen* - It's an interesting start for expanding the Orion Syndicate into a faction. I think you would have been better served to take out a personnel and put in another verb to show what else you have in mind, and given the past issues of stacking engines, I think this would have been much stronger if you had stuck to Orion Syndicate as your trigger skill rather than letting everyone else in.

*Dan* - There are some questionable things going on here with the Non-Aligned infiltration and the very very small number of personnel that report for free. The subject matter also is questionable: two forgettable background characters and the exclusion of the Syndicate we see in Enterprise. The incident is fun, but one really doesn't need the rest of the entries to make it work. A disappointing 6 overall.

*Corbin* - Gameplay usefulness of all cards is obvious and appear to be a very cohesive and useful bunch. I particularly like how each personnel created for the challenge can be easily accessed through download. The verbs would cause some headache if published as is today but are all very creative. All in all a well done effort!

### Overall Public Comments

- I don't think these episode based teams should be so easily splashed into other decks. Requiring The Criminal Underworld to seed on a specified mission would go a long way towards balance.
- I like the subfaction very much. Although the 3 characters are not that exciting and Bank Robbery isn't, too, the overall feel is good.
- Other than the RC card, the other verbs didn't seem to provide enough incentive to use. Universal personnel seemed overpowered.
- Now if only you could convince them to make free Orion slaves a homeworld.
- Very consistent team, holds together well.
- CANNOT WAIT FOR IT ... I WANT TO GET IT FOR PLAYTESTING !!!!! Dan Bun(z)
- I love everything about these cards and want to play with them right now!
- While I would love to see a great mechanic to use Orion Syndicate, this one didn't do it for me. Overall tried to balance bonuses with drawbacks, but seemed ambitious, overpowered, complex and did not spark immediate thoughts of fun ways to utilize this set of cards.
- I like the idea behind this bunch of card. This has probably the coolest card seen this time; bank robbery. Using your opponents deck to probe was really interesting. Good job on that. Otherwise I think Infiltrate organization could be a potential problem and Criminal underworld needs to not be able to stack.
- Good flavor. I think it has enough to be interesting without being over the power curve.
- Overall a good entry. All of the cards fit together well and there is a lot of flavor here. I would have liked to see Bank Robbery be a bit more useful though.
- Really solid. It's different, but still fits well with the mechanics of the DS9 block and 1E in general.

- Overall a pretty good set. Infiltrate Organization really brings it down. I wish you had included Connelly.
- Personnel are solid but the other cards could make this far too unbalanced in team ups with other affiliations
- The Criminal Underworld and Infiltrate Organization need a lot of work to be balanced, but Bank Robbery is fun and shows potential. The personnel are strong, which was a necessity for such a small faction, but I would say that this faction's size makes it a poor choice for this challenge. In only six cards, you had to make a 2 card faction into something life-size, which I think was probably setting the bar too high.

## Card Specific Scores/Comments

### *Infiltrate Organization*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 5.22   | 8     | 5   | 9.25   |

*Allen* - I'm not sure where the intersection of [Crime] and Intelligence is, but I know that my first thought is that I'll just use this with them instead of Syndicate. This would have been a lot stronger losing both the countdown and the any Intelligence. And while I'd want to let the playtesters work over the "everyone can infiltrate" angle, it's certainly a mechanic that doesn't get enough play currently

*Dan* - Rules has shown me that the (even if not in play) mechanic is a dangerous thing - okay in small doses, but if overused than it can become confusing if cards have too many things that aren't actually printed there. With this some personnel will have two icons that aren't really there! But since they are there by your choice, it shouldn't create a memory issue. Interesting that the infiltration goes both ways. Gaining the infiltration icon for Non Aligned is also dangerous, even if there's a countdown. Multiple touchy things makes for a worrisome card.

*Corbin* - C: 10 / 10

U: 9 / 10 Infiltrating opponent could lead to opponent's inability to play 3 / draw 3

R: 8 / 10 New <NA> icon will force rules updating (See infiltration icon entry of glossary)

Infiltration has been opportunistic in OTF and this card will certainly cause infiltration to become much more accessible. Considering cards such as "Blood Screening", this card could lead to more NPEs.

E : 10 / 10

total score = 9.25

*Public* –

- I don't play non-aligned.
- Easy to use setup for infiltration strategy - something that has been missing for too long. A bit too easy though, therefore not 10 points.
- Unclear as to how a NON infiltrator icon would work
- Oooo the nasty things you could do. This really opens up infiltration to everyone but the one thing I didn't like was that it cheapens the founder mechanic... that is until I saw the 3 countdown, which I believes balances the card out. Makes sense too. The longer you infiltrate the more likely you are to be exposed. Makes Trek sense too, which I always like.
- Too many icons. I personally think infiltrating NA is a dangerous thing.

- Interesting but riddled with potential problems. Being able to infiltrate anyone, would that open up the possibility for a lot of NPE in the form of an Issue secret orders being flipped time and time again. I guess it would be hard to pull of as the requirements are a bit hard but still doable. But as an idea it's a good start but not a finished one.
- Doesn't do anything with the other cards in the submission. What is an Orion Syndicate infiltrator supposed to do?
- This is interesting, but potentially an issue down the road if you can infiltrate NA.
- In terms of theme, I love this card. I had to review how infiltration icons worked, but that's ok. Cards that change the properties of cards in your deck are great, but as far as I could tell there are no cards yet that would make someone benefit from a non aligned infiltration icon while not in play. I don't really like giving any intelligence an infiltration icon.
- An interesting way to make infiltration more viable.
- Infiltrating non-aligned seems way too powerful. Weakest card of the set.
- Far too powerful. [NA] infiltrators could do a huge amount in the game!
- Becoming a NA-infiltrator is very powerful, and I feel that the inclusion of "any intelligence" makes this card far too broad. It fortunately does not seed, but any non-Borg affiliation can have it on turn one by seeding The Criminal Underworld, even if you're not using this faction (though admittedly, that's more TCU's problem). If the plan was to give the Dominion the ability to infiltrate NA, sure, I could see that, at some sort of cost, but giving it to everyone dilutes what should be some faction's flavor.

### *Bank Robbery*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.48          | 7            | 9          | 9.25          |

*Allen* - I think the Computer Skill is a mistake here. Sure, it's the "how" skill in this flavor, but combining that with Syndicate means that you have 1 person who can use it that way (2 with Arissa). Adding Greed gets you 15 more, but that means this card is now a Comp/Greed trick, not Syndicate. Probing off the opponent's deck is an interesting trick, and I like that this is a card forcing you to travel to an opponent's mission.

*Dan* - I like this. The most likely things to hit a general deck are Command Star and Special Download, so there's a good risk/reward. The download being the higher probe listed means if they have both, you are good. And I like the "go to your opponent's mission" theme that was started in the TNG block. Two things: 1) This could have been an Objective, I think. And 2) It may be better going away after a successful probe comes up. But these don't weight the score down

*Corbin* - C: 10/10

U: 10/10 Slight concern over an opponent's deck hinging upon having a certain equipment being stolen causing opponent to lose the ability to draw 3 and play 3 cards per turn.

R: 8/10

slight concern for stealing an equipment causing an NPE for opponent.

As stealing from an opponent's deck is unprecedented, this strictly breaks respect of precedent and may lead to new rules needing to be written and gameplay being extended.

E: 9/10 concern over where exactly the stolen card is reported to.

Total Score = 9.25

*Public –*

- Probably I wouldn't use it if it couldn't be downloaded. Also I dislike the new icon - it is just ANOTHER icon and I don't think it's absolutely necessary.
- Not much upside for having to go to an opponent's planet mission
- Probing an opponent's draw deck is, different. That being said, I really like this card. It fits the theme, and seems playable.
- Awesome !!! Maybe "Hacked" could also be an Event or Interrupt. I think in reality hacking is based not only on IT-Equipment-Leaks - it also is related on Events (Opportunity) and DOS-Attacks followed by Investigations. In General it would be important to bring out a Possibility to prevent to be hacked by Opponent: For Example he can discard a card from hand - if so: A second Probe is possible in same turn. So the Poker-Feeling of this will bring fun to this and give more possibilities to defend. By writing I realise some mistakes in my thought - but I have not enough time to rewrite . . . so I let it in to give you input.
- This is a pretty cool card, I just worry a bit about the stockability of it. The second probe downloads 2 GPL which isn't likely to be stocked unless I'm playing Ferengi so this card seems a bit limited to Ferengi, however, it makes no sense to have a card called bank robbery that doesn't download money! So if you want to use it, I suppose you should be stocking GPL whether you're playing Ferengi or not!
- Doesn't have enough flavor. Hacked, Spiked - these are not Trek terms. Uninspiring.
- The most innovative card in this part of the competition. I would rather penalize an opponent for using NA then FER for the Heist part of the card. As this would force people to try to use less NA personnel in their deck and it would balance out if both players would play similar decks. Its elegant and looks to be well balanced. The card could have a "Robin Hood" thing instead if the testers would end up discovering that nicking Equip for opponent's deck was bad then just default back to stealing points from opponent. 5 point switching place and only if in you have less than opponent before the robbery. All in all the best card I have seen so far in MiS 1E.
- Looks like Ferengi hate. Probing with opponent's deck is interesting, but it's a card that is either going to be incredibly good or incredibly useless depending on matchup.
- Very fun and thematic. I am concerned that the theft could lead to NPE? Not sure...
- While this card does have nice flavor, especially with using opponent's deck to probe, it just doesn't seem like it would be very helpful if played.
- Fun card! I like probes, and this one is pretty cool.
- Good idea BUT the [FER] 2 GPL is far too good. With Financial Exchange that's opts/turn or lots of useful equipment
- This card is a blast. Stealing equipment, yes please! Punishing the heavy use of cards with a special download? I'm on board! Can't hack the Borg? That's cool too. Wish it were seedable - but since it being open to any Computer Skill/Greed personnel means that it would perhaps be too accessible to the ubiquitous Mercenary Raiders if it were. Well, I guess it essentially is seedable, due to the ability to use The Criminal Underworld without actually using this faction, but again, that's a problem with TCU.

*The Criminal Underworld*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.52          | 7            | 5          | 10            |

*Allen* - Given how few Orion Syndicate personnel there are (and how few [AU]), I'm surprised that this locks out the AU folks. A case of story trumping mechanics? I'm also not thrilled with spelling out cards

to download - that's an entire line of text that could be used for other things (not to mention that none of them currently have Syndicate flavor - you could just as easily make Syndicate versions with the [Crime] logo). Letting it seed separately means it's stackable as well.

*Dan* - Don't quite get calling out non-AU. Is that just to limit the number? Or is it because they already report free? There's only two other personnel without them, so why bother? With the three included in this team, that's five, two of them universal. Would it have been so bad to let the others report for free somewhere? The cost would have been letting Reshape the Quadrant discard, which turns off other things like easy card draws. The free-ish download of a card every turn is troubling, and would limit design of future crime cards. Pitching the top card of one's deck is a very low cost. The two personnel already in the game it calls out are stinkers.

*Corbin* - 10 / 10

*Public* –

- It really doesn't stack with any other reporting engine (except Bajoran Resistance which COULD be problematic), so I like it. I don't really see how Unnatural causes could be used - it has to be used if someone "just" died - if you download it (into play, I presume), it isn't "just" anymore. But I could be wrong here.
- Considering most warp core and reactor cards are play on table without seed cards, that will lower my score for this card slightly. With its free report and download it might be too powerful, but of course that would be adjusted if needed in play testing.
- I would add Acquisition and Intelligence
- I just love everything about this card... the people it lets you play, WHERE it lets you play them (so much more interesting than a facility!) and the other things it lets you play too like assassination plot. Very true to the Orion Syndicate!! Plus the 2 GPL payment ties in with bank Robbery nicely.
- The problem with stacking and that you now have a sub part of your deck that don't need an outpost to report to. Lot's of balancing issues and to top it off you get to download a bunch of cards for a prize.
- Seedable play engine plus ability to seed on a large choice of missions could provide troublesome in future. Ability to download any Crime card will hamper future card design of Crime cards. I can already see it being stacked into a Mercenary Raiders deck to download The Orion Underworld, so Rybak can potentially score 10pts every turn he shoots things.
- Seems solid, and probably difficult to stack - which is good.
- A solid [RC] card, just what I've come to expect from such cards. A free report with an additional benefit.
- I applaud you for going for a Reactor Core card with little existing support. Way to make crime pay! Interesting that it doesn't require the DS9 logo, so you can mix with 22nd Century Orions, but they don't play for free with this card.
- Generally good.
- This RC card gives homes to two homeless personnel (Liam Bilby and Raimus), so off the bat I'm not terribly excited about it. I'm also not crazy about its seedability, in light of the power of reporting personnel to any planet that requires Treachery, but with the small personnel pool I suppose seedability is necessary to maintain use. Perhaps the reporting could be limited to the planet O'Brien infiltrated? Also, if seedable, I'd like to see the addition of the DS9 icon. Sure, we won't see non-AU Orion Syndicate personnel who wouldn't get the DS9 icon, but requiring it does limit the use of this RC card to other factions with the DS9 icon. Sure, you can use it with

Bajoran Resistance still, but you can't use it with Bajoran Resistance and Son'a/McCoy. Or maybe, if seeded, it could be required to seed on a specific mission, giving you the cost of forcing your mission selection some. Finally, discarding the top card of your deck is not much of a cost in 1e, especially when it is the cost for downloading a card into play. I wrote up this card first, but keep coming back to lower its score after I see how such a weak cost for the download affects the other cards in this set.

*Arisa*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.44   | 6     | 6   | 10     |

*Allen* - Rod-able, interesting skill mix. I do wonder if this makes it a bit too easy to get everyone into Orion Syndicate, though.

*Dan* - A cog for getting Infiltrate Organization out quick, and has the tools to use it. But that's about it - low strength will get her wiped out pretty quick if she's stopped on an opponent's mission. Orion Syndicate, Acquisition and the download don't leave much room for helpful skills in an already-small "team." Also: By this point you should know how much room you have in the lore box.

*Corbin* - 10 / 10

*Public* –

- Nothing fancy. The Criminal Underworld makes the special download pretty redundant.
- tbh I feel that all 3 personnel are good but not exceptionally good. So I guess I'd use them in the Orion context but not anywhere else
- Fits theme and reactor card, as well as being a fair representation of a DS9 personnel.
- I just saw this episode ironically. This card is very nicely done. Diplomacy might be a bit much for her, and I wish there was a way to tie in (with another card) the data node on her neck. You sort of mention in Bank Robbery's "interface" but I think the interface could do cool things on its own as a card you can play on other personnel and giving Arissa a special download of it.
- Too many skills
- I feel like her duality got lost in this card. Only one side seems to surface here. Should she now have Security? Anyway, a plain character with it's real power offloaded to an Event. Seems reasonable. A little bit on the big side of skill selections but probably worth it. the special download for the Event seems to be the big issue with this card, and that it could be fetched with QIR.
- Useable unique personnel with a nice special download and easy to get out early to boot.
- Solid personnel with lots of skills and a good download. Definitely the star of a deck build on The Criminal Underworld.
- Solid personnel
- She's got a bunch of nice skills, some okay attributes, and can be fetched for turn two with Quarks Isolinear Rods. That means that, even if the download on The Criminal Underworld were fixed to have some sort of faction-based cost to its download, any non-Borg affiliation could still have Infiltrate Organization for turn 2.

Sorm

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.04   | 6     | 5   | 10     |

Allen - Between this and Arissa, I sense there was a plan to get both of them out early for their downloads. Not saying it's a bad trick, but Sorm is a bit hurting for skills.

Dan - Universal free play is nice, but only really brings Bio and Security to the table. Lots of names in the lore box that don't exist, feels broken link-y. But it is nice to get the Art of Diplomacy out to personnel called out on it. There's something boring about this personnel though.

Corbin - 10 / 10

Public –

- Nothing fancy.
- tbh I feel that all 3 personnel are good but not exceptionally good. So I guess I'd use them in the Orion context but not anywhere else
- Skills and download are too good for a universal personnel
- Double treachery would have made the download card useable by the downloader, but that's ok I still like it.
- I would add a "When reporting select OFFICER or SECURITY"
- A good serviceable universal Orion Syndicate personnel.
- Continuing the escalation trend. Drop a skill or the SD
- At a first glance looks to be interesting. Then you notice that he is universal and has a special download. And that of a card he can't really use himself. He needs Draim or someone else with Treachery x2. He fast becomes a support character that might go into the deck but probably not. the real interesting on him is his strength and that he is a Security with biology. Other than that he misses the mark.
- Decent universal personnel. Easily gotten for his special download, which might be a bit much as one could potentially have 3 copies of Art out on first turn with this guys and the MQ missions.
- Since The Art of Diplomacy mentions Orion Syndicate, it's smart to include a card which can fetch it.
- Useful DL
- Decent skills, okay attributes, very potent download. A special download that can be popped mid-mission to skill cheat. And he's universal. At least DS9 doesn't have an Attention All Hands clone, or he'd be in all DS9 decks. Well, there's also the subtle cost that he needs another Orion Syndicate Treachery to do anything with the incident.

Thadial Bokar

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.07   | 8     | 6   | 10     |

Allen - I like the ENGINEER/SCIENCE combo, and Geo is a nice fit to both.



*Dan* - Another universal free play, but this one has three good skills, good cunning and strength. Perhaps this guy could have been unique if the team had more players.

*Corbin* - 10 / 10

*Public* –

- Nothing fancy.
- tbh I feel that all 3 personnel are good but not exceptionally good. So I guess I'd use them in the Orion context but not anywhere else
- Skills are too good for a universal personnel
- I would have changed the SIENCE to ENGINEER and made him a V.I.P. but oh well I will try not to break out the lore stick.
- I would add a "When reporting select MEDICAL or SCIENCE"
- Another good serviceable universal Orion Syndicate personnel. Nice skills for making a deck work with these people.
- See previous comments. Drop a skill.
- A universal personnel that has a lot of classifications that could help out in most decks. It's probably the Orion syndicate and the Integrity that will see him get removed later on. Bit in this type of deck he fits like a glove. Don't know what this card would do to the over all meta as a NA with Eng and Sci on the same card is a bit on the powerful side.
- Solid universal guy. nothing fancy, but things don't need to be fancy to be good. I like him.
- Another decent universal.
- Nothing terribly special, just a decent personnel.
- Science and Engineer?
- Decent skills, okay attributes, universal. I like him.

## Team Picard

Adam Hegarty (Chewie), Daniel Matteson (OKCoyote), and Paddy Tye (KazonPADD)

### Overall Scores

| Public                   | Allen                 | Dan                   | Corbin                |
|--------------------------|-----------------------|-----------------------|-----------------------|
| 43.60 (2 <sup>rd</sup> ) | 52 (1 <sup>st</sup> ) | 52 (1 <sup>st</sup> ) | 70 (1 <sup>st</sup> ) |

### Overall Judge Comments

*Allen* - I'd lose Morn and put in another Terran to feed to the card engine. I'm also a bit surprised that there's nothing to tackle the key KCA weakness of having to juggle three affiliations (and the personnel here being NA doesn't help - KCA really doesn't need to be in \*four\* colors). But this is an interesting start to a faction that is both strongly DS9-themed and in need of help.

*Dan* - You've picked a good group to give a boost to. They are flat-out bad right now, but as a faction they are supposed to be playable. The verbs are good, but I have a problem with the use of Terran as a call-out due to its definition. The Reactor Core card is very good.

*Corbin* - The gameplay is obviously connected among all cards and a very powerful and creative way to fuel the KCA has been born. Curious why all the personnel are NA (especially smiley) as very few Mirror personnel are currently NA (and is not necessary given the emblem cards). Doesn't affect gameplay much so I don't mind really. Great cards.

### Overall Public Comments

- Some very good tools to bring KCA into the game!
- I don't play non-aligned.
- All in all superb cards. I feel it's a bit too much to give them easy access to their own draw engine AND another draw engine. I feel the personell are good for their own faction (except Kappa who is over the top). I guess with these cards in the pool everyone would play KCA. Which should worry a bit as it hints at the cards being too good.
- I like the choice of helping a faction that really needed it.
- I liked this one the best!
- They did well but motivate workers was a miss in my opinion. The rest of the cards were above average.
- Winner. This set immediately got me thinking on how I could build decks around these cards. Cards felt reasonably balanced, engaging and well themed.
- I want to win Orion-Syndicate ...
- These are a few great cards for the KCA.
- Overall, I love the submission. A nice expansion on an underused faction. Just wish that the [RC] card would have including the Emblem personnel as exceptions to its restriction.
- Way to tackle a difficult sub-affiliation that desperately needs help. Your solution drastically improves playability of KCA without having to rewrite their existing mechanics. Excellent complementary design.
- KCA needs help, but I was hoping for more aligned cards than the sea of yellow. Lots of jump-start cards to set up KCA early on, but a bit mixed in that you'll want a Nor and an Outpost to start.

- OK selection but the Rules of Obedience and Center for alliance Control should be combined to make one more effective RC card
- I really don't like the mirror stuff, but I have to admit that it made a good choice for this challenge (even if I have reservations about KCA qualifying as a RC-card target). They already have a good base of support, but needed power boosts and flavor, which is easily accomplishable in six cards. And, well, these cards accomplished that goal. They boost the KCA's power in a smooth (no one card does it all) and balanced (the power boosts require set-up, have costs, and require you to be playing this particular faction) way, and add flavor in the form of abusing those damn Terrans.

## Card Specific Scores/Comments

### *Motivated Workers*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 5.31   | 9     | 6   | 10     |

*Allen* - I've of two minds on this one. On the one side, +3 across the board (and global!) is pretty sweet. On the other, it's just attributes and takes resources to keep running. The flavor is spot-on.

*Dan* - A Terran is someone from earth. So can I use this with any human? If not, that's counterintuitive. Also: what's the duration of this? Until the countdown expires? It looks like it is missing a trigger: If I play this and I don't have a Terran to kill, do I still get the bonus? The idea is interesting, the execution disappointing.

*Corbin* - 10 / 10

### *Public* –

- Interesting effect, but I was anticipating one of the personnel in the submission to download it.
- all personnel attributes +3 for 3 turns for the price of one dead worker? Taken!
- Being able to kill your own personnel opens up options for other cards to be abused - maybe use the word 'discard' instead.
- I see where you are going with this, but it misses the mark a bit. You are trying to "motivate the workers" but it is the alliance personnel getting enhanced. I would change the last sentence to something like "Each time you process ore, draw 3 cards instead of 2".
- Good.
- I like this card, but I think +3 INTEGRITY could be too good...
- Decent buff card for KCA. Could help with some integrity based dilemmas.
- Faction-specific attributes boost. Thematic in killing Terrans for fun, but it would mean needing to define exactly what qualifies as a "Terran." All mirror humans? All humans? Just the ones with Terran in lore?
- Is this very useful?
- I like the flavor here, but I think the wording may be problematic. Since the attribute boost isn't explicitly tied to the kill, as long as you don't have a Terran present with your Overseer or Intendant at your Ore Processing Unit, no one dies and you still get your boost. However, due to the value of having those people together during your play-phase (due to other cards in this set), and because this has to come out in your play phase, I doubt you'd often be able to get

away without the kill. Considering the known value of cards like Lower Decks and Oo-mox, I imagine this card would see plenty of play.

*Center for Alliance Control*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.54   | 7     | 8   | 9.25   |

*Allen* - The timing is a bit wonky here (that this one seeds and the [RC] doesn't), and will probably confuse a few folks until they work out how to do it. Minor but worth mentioning. This feels like "part 2" of your [RC] card. And given that you have space to put "Download <this>" on Rules, I have to assume that you've made the deliberate choice to make this cost a seed slot. And I think that was the right call - you're giving away a lot of goodies, and people should have to pay for that. The upfront download is very strong, and while I'm not sure if the Ops-download upgrade works rules-wise, that's a problem for a different department to solve - as written it's clear what you want to have happen and that's a good thing. If anything, the last sentence feels a bit "gilding the lily".

*Dan* - Okay, good start. Jumpstart for an affiliation that could use it. Get their reporting engine going. Twice per game, ignore "Draw no cards" - I like that. May be even go farther, but still a good direction. HQ cards for everyone: Now you lost me. Is this to save a seed slot on Secure Homeworld? That would make this a "free" seed, so okay. But once each turn? What else is there? War Room? This would limit future HQ card design, so I have to lower the score here.

*Corbin* - slight concern for being able to draw cards after an ops download but it is limited in scope so I will err in the designer's favor.

*Public* –

- This is what KCA needs!!!
- What can I say? Another very good reporting card for KCA... but why another? I like the "ignore draw no cards this turn"-thing. On it's own a perfect kickstart for KCA.
- Twice per game seems on the low side.
- A good way for the KCA to get HQ cards into play.
- This card I like. Gives a nice advantage for process ore and a good jumpstart in exchange for using an extra seed slot on it, so designer must decide if he wants the jumpstart or another dilemma somewhere.
- Great helper for KCA since it lets you start with a leader in play.
- A good jump starter. I like that it removes the cost from sites twice per game. The price was too high, but removing it entirely would be overpowered. Twice per game was a good compromise.
- I like this card a lot. It helps to get the KCA leaders out so one can keep the free reports running.
- This card is probably the biggest boost to KCA decks in the set. The ability to get The Intendant and Overseer Odo (Defend Homeworld) on turn 1 sets up Emblem of the Alliance well.
- Shouldn't this be the RC card. The whole DL without losing a card draw is unnecessary.
- I like that the download of an Overseer, Intendant, or Regent give you the choice of either setting up your emblem or setting up Rules of Obedience, but Overseer Odo's downloadability with Defend Homeworld makes that choice fairly easy. Tying the site download restriction-easing to processing ore is good, since it means that you probably won't be able to do that too early (especially since Rules of Obedience forbids non-KCA personnel). The HQ-card download

feels a bit tacked-on, but means you don't need a seed slot for HQ: Secure Homeworld for the Mirror Bajor that you want to use anyways with Multidimensional Transport Unit.

### *Rules of Obedience*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.12          | 8            | 9          | 10            |

*Allen* - First, I like that this doesn't seed. I like how the free play is set up, and the boilerplate to keep it in-faction is welcome. I think it says something that this card alone would be a major help to KCA, and you still have a line of text left to work with.

*Dan* - Great name for a card. Though I wonder if it would limit a parallel "Rule of Obedience #XX" set of cards. Anyway, good mirror of I Miss This Office with the alternate download. Good cost for earning another free report, and a hefty penalty if you stray off-theme. Looks great.

*Corbin* - The term "Terran" may require additional rulings to be made (but this does not affect this card's score).

### *Public –*

- Free plays and Mirror Terok Nor defence is nice, but the restriction against non-KCA cards is harsh. I'd be tempted to build a KCA deck with Center for Alliance Control without this card to open up options.
- Finally! KCA is back. And it's the perfectly good reporting mechanism that is en par with current design. Not that super-creative, but perfectly delivered.
- Cost too high for the free play vs. other free play engines
- I'm not sure how well a conditional free play that requires you to keep personnel at home is past the start of the game, but I'd have to test it to find out.
- I initially rated this low because non-alliance makes you discard it. I didn't understand how you would get the Terrans in play!!! Then I see what you did giving Smily and 0719-kappa both icons, so my bad, now I rate it an 8! Should the alliance nor download be from outside the game though?
- Overall a nice card. The free report is well done and the help out with the Nor download is nice to have. I only wish the restriction would have allowed you to play the AQ people listed on Emblem of the Alliance.
- Not a fan of the odd set-up of having to keep an Overseer and a Terran on the station, but I guess that's worth it to make all my personnel free plays.
- This card does too little.
- This RC card gives homes to eight homeless personnel, but that isn't even its primary goal. It gives the Klingon-Cardassian Alliance a second free play engine (at the appropriate cost of limiting you to using KCA personnel), aiming to make them a playable faction. It does not succeed on its own, and requires some set up (an Overseer and a Terran at your Ore Processing Unit), but that's what makes it balanced. Downloading an Alliance Nor is nice, thoughtful back-up text, in case your opponent is playing the Terran Empire. Fortunately, facilities are exempted from the KCA-only clause, so you can still seed that Neutral Outpost in the AQ Bajor Region and hop back and forth with a Multidimensional Transport Unit instead of taking the wormhole. I do question if this faction is an appropriate target for a RC card, since it already has a distinguishing

icon, but it is undeniably DS9-related. Not requiring the personnel to be DS9-icon does allow the use of Captain B'Etor.

*0719-Kappa*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 5.72          | 9            | 7          | 10            |

*Allen* - This gives KCA and TE their second mission specialist, which is a nice catch.

*Dan* - Names Odo for the free play, but really he'll be your mission specialist so you can get the Ore Processing and free plays going. Him and Loreva, I'd imagine. Straight forward tool

*Corbin* - slight concern for a MQ mission specialist. It's a new thing. Rubric does not forbid though so I'll let it go.

*Public* –

- New DS9 icon mission specialists are a bad idea, this would open up too many things (including much easier New Frontiers). Make it a support personnel with another skill to fill in KCA skill holes, and it's a solid addition.
- as much as I like the guy... be careful with NA Mission specialists. Too many and everyone uses AMS every game.
- Mission Specialist, references someone for eota, and helps other cards in design. Solid card, I like it.
- Most DS9 peeps are suppoert rather than mission specialists.
- Obviously this is used with AMS to get your Rules of Obedience up and running.
- Thank you for not bloating him with skills.
- Terran for running Process Ore. A good one to include - and a Mission Specialist too so we can grab him with AMS!
- Nice replacement for non-KCA mission specialists which are often used to protect an OPU.
- Dangerous, venturing into Mission Specialist territory when design has specifically avoided any DS9 MSs available to the main DS9 affiliations (Fed, Baj, Car). Still, it's only one, and fits well with the theme.
- This card jump-starts your other cards by letting you Assign Mission Specialists a Terran. That means you'll want to use an outpost in addition to your Nor.
- Solid personnel
- Mission specialist, engineer, Terran, universal... this card may set up the other cards in the set too well. If he's a mission specialist, I'd be okay with him being a Terran OR and engineer, but being both feels too convenient. But, you're limiting yourself to two free play engines by using these cards, so maybe that's okay.

*Professor Morn*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.77          | 6            | 6          | 10            |

*Allen* - Going with a whole-cloth creation is a gutsy move, but I don't think this makes the case for the extra work involved. Can't complain about the skills, though.

*Dan* - This seems to have been made up out of whole cloth. The designers have done worse in the past, but this is kinda out of left field, and will put a burden on Art to make up something. He's great as a personnel, with a good mix of skills. Agony Booth doesn't see much play, so a free download is a nice way of getting it back. But that it was not something we've been shown in the Trekverse lowers the score

*Corbin* - Very cool

*Public* –

- Solid card filling in KCA skill holes.
- cool character. Good skills. very good (rarely used) download.
- Morn Keyword allows it to get past blended, which is tragic considering the rest of the lore. Still one of my favorite cards this week.
- Just plain cool!
- Good card! Skills and Trek sense all make sense for this character. I like getting agony booth out of the binder!!!
- Maybe a stretch on the Agony booth, but love the flip on his alcohol use.
- Morn!
- While a good personnel in his own right, I would be most excited to see this just so I could easily get the alpha version to the MQ for extra draws.
- Not a huge fan of this card. You've got two other non-aligned personnel, and you could easily have made a personnel who isn't yellow. If you wanted to make up a personnel, Captain Lursa is still at large.
- Really? I'm not sure the personnel is appropriate
- This card is cute, I like the lore. Doesn't fill any terribly pressing skill holes, but he's got a bunch of skills so that's a good balance. Being able to special download Agony Booth means that you can get it right before you solve a mission (avoiding the cost text there), but then it'll be around for your attempts on your next mission.

*Smiley*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.69          | 5            | 8          | 10            |

*Allen* - This feels odd to me. We already have a Smiley, after all. And I've never been of the impression that you could count him as KCA in any sense. I'm going to be optimistic that he's here because you needed Terrans.

*Dan* - I was originally turned off by a persona of someone we already have, but this would be the Smiley from before he took over the Rebellion, so I'm okay with it. Lots of names squeezed into in the lore for free reports, plus a lot of good skills. My score increased as I thought about it

*Corbin* - 10 / 10

*Public* –

- Decent.
- cool character - good skills.

- I loved this one! Plus you shoehorned in a few good KCA leader references!
- I'd drop the diplomacy but otherwise this meshes well with the other cards you have developed here.
- My least favorite card. We have a decent Smiley. Would have liked to see a new personnel.
- Range boost will be good for Mirror.
- Nothing special here, an average personnel.
- This card would be a second version of Smiley, but the first as KCA, so I'm okay with that.
- Solid personnel (BC)
- He already exists as a card, but he's new to this faction so I'm okay with that. He's got a ton of skills for someone who're pretty much guaranteed to be able to play for free, but at least you won't want to kill this Terran with Motivated Workers. Not sold on the ship boosting text (though the call-out in lore does help), because as a slave he wasn't really aboard ships much. Glad he doesn't have Computer Skill x2, he'd be way too good in that case.



## Team Sisko

Matthew Hayes (karonofborg13), James Monsebroten (Orbin), and Sean O'Reilly (Jono)

### Overall Scores

| Public                   | Allen                 | Dan                   | Corbin                   |
|--------------------------|-----------------------|-----------------------|--------------------------|
| 47.14 (1 <sup>st</sup> ) | 39 (3 <sup>rd</sup> ) | 50 (2 <sup>nd</sup> ) | 69.65 (2 <sup>nd</sup> ) |

### Overall Judge Comments

*Allen* - To my mind, these cards are a bit workmanlike. This will make DS9-Romulans good, but it does it by just throwing a bunch of obvious power at them (big point mission, free reports, skill cheat.. no card drawing at least). At this point in the competition, I would expect to see a bit more risk-taking.

*Dan* - This is a good target for a team. There are plenty of "members" in the game already. The risky implementation with a stealable mission would turn a lot of players off though. It would only take having my required Hospital stolen once to sour me on the build. I think it could have been better, but it is not greater than the sum of its parts.

*Corbin* - A very exciting cycle of cards to whet the appetite of any romulan player itching to use them in a ds9 setting. Well done.

### Overall Public Comments

- Decent idea, needs some polishing up.
- If it was 1998 and DS9 just came out, I'd totally rejoice because these cards are in the exact power curve from that time. Alas, it is not anymore, so today they are not as good as they would have used to be.
- This is something I would Love to play. Keep it up Team!
- Great concept, excellent execution!
- I quite enjoyed this set of cards!
- I really like the whole set, everything works well together. Would only tweak the mission a bit as i mentioned.
- Felt bland and forced to me. Needed to have the Mission AND the [RC] card to pull off. Would have liked more connection to existing cards. Overall, meh
- I want to win Orion-Syndicate ...
- LOVE the theme for this set. Especially for possibly tie-in with the Dominion War.
- For the most part a very cohesive entry. I was surprised to see that Predictably Treacherous didn't wasn't downloadable by any of the cards. It was nice to see more of a variety of card types in this entry.
- I was surprised by the number of DS9 Romulans there are, actually making this engine worth playing. It just didn't feel necessary to me; there is already plenty of Rom love, and they are not a huge part of DS9. Also, the cards here aren't all focused on the engine theme the way the other teams' cards are. Predictably Treacherous is my favorite card here, but it's not necessary or dependent on the engine. It could just be a solo card in another set. Same with the personnel; as noted, there are already a surprising number of DS9 Romulans; these guys don't serve any noticeable purpose to the theme, other than to have more DS9 Romulans. They should play to the site, or download Predictably Treacherous; something to tie them together. Overall, decent individual design, but poor theme/group design.

- Overall my favorite set of the three.
- Great theme, but I was uninspired by the selection of personnel. How about including the Romulan commandeer from the 7th season of DS9 who replaces Cretak?
- I think my main problem here is that DS9 Romulans are bigger than the one appearance that is represented here. I was initially excited, since this faction was the closest to my dearly desired Tal Shiar/Obsidian Order Secret Fleet Building faction, but tying it so strongly to one particular episode weakens it. This set is functional, which places it ahead of the Orions, but doesn't contain enough incentive to actually use it, so I'd place it behind the Mirror faction.

## Card Specific Scores/Comments

### *Diplomatic Subterfuge*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.88   | 6     | 9   | 9.65   |

*Allen* - OK, we're doing DS9 Romulan. And we start by making Derna an HQ? (In my brain at least, report + free report = HQ) And then a ship bonus for solving that mission. I wasn't aware that Romulans were needing that kind of help.

*Dan* - This card is nice and straight forward, if a bit different than RC cards we've had so far. I don't see any immediate issue with playing on the mission, but for cleanliness. There's room on the card to call out the location a few times, so I think I would have played on table. I imagine many folks would place it off to the side anyway to keep the spaceline in order. 18-20 personnel is a good chunk to play with, so this will hit the ground running right away. Rewards for solving the mission are minimal, but reasonable.

*Corbin* - C = 10/10

U = 9/10

R = 10/10

E = 10/10

Total = 9.65 / 10

Comments:

Concerned that DS9 romulans could fairly easily go above play 3 personnel for free each turn with this setup with continuing committee and office of the proconsul

*Public* –

- Doesn't seed and requires a specific (40pt) mission, solid.
- A bit underwhelming. One DS9 Romulan for free per turn and a guaranteed Dead End under the 40 point mission.
- This definitely "feels" like a reactor card. Fits in with your other cards quite well.
- Are worried about the weapons boost to Warbirds? I don't think it would be overpowered - but it might be?
- Nice [RC] card. Has the standard free report and a bonus.
- I like that this card pulls up a specific DS9 story, and doesn't require a station that they never had.
- Brilliant idea!
- This RC card gives homes to eight homeless personnel, though three of them already have personas that can report for free to The Continuing Committee. I initially thought it would affect

more personnel, but by the time we hit the DS9 sets, decipher realized that printing non-free personnel was largely a waste of time. And then Karina, Ruwon, and Selveth got Tal Shiar versions in Homefront II, versions that are largely better than their original counterparts. You can still use this RC card with the two HQs, making all DS9 Romulans free, but doesn't give you much reason to restrict yourself to the DS9 guys. You do get the nice New Frontiers, but you lose the Raptor One draw engine in addition to the TNG, Movie, and Enterprise HQ free-plays. I'd like to have seen this RC card be seedable, so, if you expend resources on the use a treaty, you can pair them with someone like I Miss This Office Cardassians.

### *Predictably Treacherous*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.64   | 4     | 6   | 10     |

*Allen* - Wow. Re-write mission requirements? To a skill that you likely have in insane multiples? Sign me up. The playtesters will have a field day breaking this.

*Dan* - An interesting incident that fits with the team, but isn't restricted to only being used in DS9 decks. A random card from hand can be a high cost, but the reward is worth it - some missions would become crazy easy. An interesting idea and good execution, but this would be right up there with skill gaining as something I don't think the game needs at this time.

*Corbin* - 10 / 10

*Public* –

- Interesting idea, but seems easily abusable with AMS to score mission specialist points twice with the same Treachery Mission Specialist? ie: Covert Installation becomes Treachery + Leadership + Treachery, which can be solved by Tallus + Selok for 50pts?
- I would use this card in many Romulan decks, mostly to use my 3 Romulan AMS guys. On the other hand it makes many many missions far too easy to solve (Earth, Bajor, First contact).
- At start of mission timing seems off since you don't know if you'll make it through the dilemmas, and if you're going to keep it that way, I think you should be able to replace any one mission requirement, not just a normal skill
- This is a GREAT card that has a ton of uses, especially for mission stealing! Also simplifies many missions for Romulan decks when played on yourself.
- Maybe a little powerful.
- I really like this card for both theme and mechanical reasons.
- I like the idea of this card, however I do have a couple of concerns. First, it would Treachery mission specialists that much more versatile. Although, I just noticed that this only plays so maybe that wouldn't be a major issue. The other concern would be how does using this interact with Lack of Preparation.
- I would use this card to rack up mission specialist points, even outside of DS9.
- Good but is it open to abuse?
- I find that mission skills are seldom something that I'm desperate enough to spend a card play to fix, especially when I'd rather just play another personnel to get them. This does give a free-play option, but you've got to already be there at the start of your mission (or expend resources on espionage cards), and you've then got to lose a random card from hand every time you want to

do it. This card could be used by any Romulan faction that has Tal Shiar (so, probably not TNG), which boosts its usability, but I'd rather it were more of a carrot for using the DS9 Romulans.

*"Upgrade" Hospital Complex*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.77   | 5     | 6   | 10     |

*Allen* - the mission to go with the RC card. Unfortunately the requirements are a long way from the standards Charlie laid out in challenge 4. Three requirements plus attributes is a 30 point mission, not a 40 - and that's before we start considering the free download. And I do love asymmetrical missions, but this one looks harder on the opponent's side, which makes me suspect you knew that the requirements on the player side were a bit easy.

*Dan* - I like the asymmetric mission. But 40 points and planet/space at the same time is hard to stock. And since the RC card plays here, it is impossible to get the benefits of the free site report without risking this being stolen. Perhaps that is the cost of the play engine, but I think it is too much. The requirements are good if just a bit low, and the download is for an outpost seeded here? All right. At least the opponent's requirements aren't something they'll have on the first turn.. but if they are using the station it is easy enough to download exactly what you need to steal. On its own it would be an interesting mission, but in context it suffers.

*Corbin* - 10 / 10

*Public* –

- So many drawbacks to this mission, but it's needed for Diplomatic Subterfuge so the Romulan player has to deal with it. Interesting.
- The story here is clear and I find it resembles the episode quiet well except... it was never about upgrading the station. Diplomatic subterfuge already gives you Weapons and Shield boost, so the download here is a bit superfluous. I don't get the Weapons >13 part. Which ship has that? (E-E does, but that's not the episode, right?). Weapons >13 here wouldn't work either because then the opponent would just seed DS9 here.
- Cool mission. Minor nitpick, I would have put the word Hospital in quotes. This is 40 points but VERY hard to steal as getting weapons>13 takes some work and chances are you won't see Admiral Ross in OTF. Would be happier if maybe it let you download a Romulan outpost??? or had 35 to prevent stealing.
- Would have liked to see a different card type than a mission. Escalation creep with 40 point dual mission, different requirements on each side and download.
- A decent mission. I feel like the requirements are reasonable balanced for each side and it is always nice to see more dual-icon missions.
- Not sure why this mission is both planet and space, when (at least on my side) it doesn't require anything in a particular location. Would have preferred just planet.
- Great missions. Making it 40 points gives this a real risk factor for playing and will lead to interaction over the mission!
- It always feels like a waste to see interesting alternate opposite-side requirements on non-stealable missions, so I'm glad that this is a 40-pointer. Even better, it is in the Bajor region, and can be stolen by the guys who are likeliest to be there, the Feds and the Bajorans! But Weapons >13 is more than a Captain's Logged Defiant, so you don't have much to fear unless they are also

using Office of the President and Admiral Ross. But there are no mission specialist points to get here, so, even if you are using this in a TNG deck, it probably wouldn't be worth using if it were easily stealable. While smuggling makes sense as a requirement, it is begging to be removed with Predictably Treacherous, which I consider a major liability, and probably the biggest weakness of this set. If, in addition to giving up the bonuses of using non-DS9 Romulans, you also have to expend resources to make your missions work for you, that's a big stumbling block.

*Runok*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.31   | 7     | 8   | 10     |

*Allen* - Support personnel with Smuggling. That's a new one.

*Dan* - Good Support Personnel, as the team lacks one. And immediately helpful at the mission. Don't like that Cretak's first name is used, as the 1E personnel is called Senator Cretak, but a minor quibble. Attributes are in line for a Romulan, and new skills for the role.

*Corbin* - 10 / 10

*Public* –

- Solid card for the theme. Might have been worth giving him 3-4 skills instead to boost DS9 Romulans.
- okayish universal guy. nothing too special.
- A solid universal personnel to support DS9 romulans and the other cards in this deck.
- Not much to say here, and average support personnel with a somewhat uncommon skill.
- Smuggling is needed for the mission, so good catch including it. Support Personnel are very much a DS9 theme, so good on that, too.
- A solid useful support personnel
- Well, he's a Smuggling to use with "Upgrade", and you can get him out easily with Assign Support Personnel. But if your signature mission needs it, you need multiple copies in case one eats a flapjack on a dare. He's functional.

*Tomed*

| Public | Allen | Dan | Corbin |
|--------|-------|-----|--------|
| 6.46   | 8     | 7   | 10     |

*Allen* - I'll never turn down a Romulan with MEDICAL - it's a crime how few there are for an Original 3 affiliation.

*Dan* - This team has a lack of Medical, so a nurse fits well. The name is worrisome - what if we wanted to make the ship? Or the location? If you are making something up, sometimes it is better to make it up completely to save trouble down the line. His stats are a little wonky.

*Corbin* - 10 / 10

*Public –*

- Solid card, would work better switching Exo for Biology for Medical Crisis hate? He could then be the DS9 equivalent of T'Jev
- okayish universal guy. nothing too special.
- May be too overpowered for a universal personnel
- A solid universal personnel to support DS9 romulans and the other cards in this deck BUT also has a ton of uses outside a DS9 Romulan deck. his download makes him very useful in all platforms.
- Too many skills
- Another average personnel, but his special download boosts him up a bit.
- Another useful personnel for the mission, and a potentially powerful download.
- Good, but not very inspired
- He's a nurse. He has skills. He has a download to get more skills, mid-mission attempt. You wouldn't really be a 3 skill Romulan if one of those skills weren't Youth.

*Romulan Diplomatic Office*

| <b>Public</b> | <b>Allen</b> | <b>Dan</b> | <b>Corbin</b> |
|---------------|--------------|------------|---------------|
| 6.92          | 4            | 7          | 10            |

*Allen* - I don't mean this to be (too) harsh, but given we just saw Klingon Restaurant (and Quark's Bar before that), this feels very "me too". And very unnecessary given you already made a new planet with it's own HQ ability.

*Dan* - Any Cretak opens up a broken link. But otherwise a good site in line with the Klingon Restaurant and Quark's Bar. Though at some point, all the other affiliations will have an easier time reporting to DS9 than the Bajorans do. Again this is another card that can be played with the RC card or in a general Romulan deck. Interesting flexibility.

*Corbin* - The site's lack of restriction to what happens to it if DS9 becomes terok nor will probably lead to rules needing to be written or at the very least some rules confusion. (The glossary currently does not define any rules regarding that portion of a site card though, so no points are taken off for this).

*Public –*

- TNG Rom/Fed Treaty deck with Ambassador Tomalak? Romulans never had Nor downloads before, with such wide restrictions there could be issues in future.
- a card much like Garaks Tailor shop that would have been cool the day DS9 came out as a set. Today, it's unfortunately too bad (for me).
- I love sites generally but this one takes the x ships may report dock etc one step further by limiting the Romulans you can report there.
- This card is very nice in the same ilk as Quark's Bar and Klingon Restaurant. I think you captured everything you needed to in this site.
- Feels like a clone of Klingon Restaurant and Quark's Bar. I feel like it needs to be "spiced up" somehow...
- This is an ok site. Considering what it represents, I would like to have seen it able to grab a Romulan treaty in some way.

- I like that you can include the site, so that in case your opponent has DS9 you can play there. Feels very Romulan to prepare for such things, even if I won't usually seed the station myself for this decktype.
- Excellent site. Nice counterpoint to Garak's Talor shop.
- This card doesn't give me much of a reason to use DS9. Using DS9 gives you a second free play location for Cretak, a nice facility for your opponent to commandeer, and the potential to not choose where it goes if your opponent is using it and is going first. Using an Outpost gives you a location to Assign Support Personnel to without having played a ship, it can't be commandeered, and you choose where it goes.