

Challenge #6: Gray Matters

“Design a suite of six (6) cards to enhance, augment, or otherwise improve a subset of dilemmas.”

In this team challenge, the second, each team was tasked with creating a suite of cards that would give the **“Shades of Gray”** treatment to chosen subsets of dilemmas. It’s a difficult thing, to breathe new life into older cards - 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 #6:

Team	Submission	Members		
Spock (p. 2)	Plotting and Scheming	Stephen G. (Zef’no)	Daniel Matteson (OKCoyote)	Sean O’Reilly (Jono)
Riker (p. 7)	Career Paths	Michael Moskop (Comicbookhero)	Adam Hegarty (Chewie)	James Monsebroten (Orbin)
Kira (p. 12)	Shades of Gray	James Heaney (BCSWowbagger)	Paddy Tye (KazonPADD)	Matthew Hayes (karonofborg13)

Team	Design	Public Vote	Allen Gould	Dan Hamman	Corbin Johnson	Total Score
Team Spock	Plotting and Scheming	44.35	47	47.5	-	138.85
Team Riker	Career Paths	52.11	51	52	-	155.11
Team Kira	Shades of Gray	43.98	52	47	-	142.98

Leaderboard

After six (6) challenges, here are the standings in *Make it So 2013*:

Place	Contestant	Forum Name	Challenge #6	Total Score
1 (NC)	Adam Hegarty	Chewie	155.11	457.27
2 (+1)	James Monsebroten	Orbin	155.11	453.03
3 (+3)	Michael Moskop	Comicbookhero	155.11	441.39
4 (-2)	Stephen G.	Zef’no	138.85	437.83
5 (-1)	Paddy Tye	KazonPADD	142.98	437.81
6 (-1)	Daniel Matteson	OKCoyote	138.85	432.84
7 (NC)	Sean O’Reilly	Jono	138.85	423.00
8 (NC)	James Heaney	BCSWowbagger	142.98	422.84
9 (NC)	Matthew Hayes	karonofborg13	142.98	417.40

The public’s highest rated card was **For the Uniform** by Team Riker, scoring a total of 7.75 / 10. The judge’s highest rated card was **Shades of Gray: Extinction** by Team Kira, scoring a total of 17 / 20. For the Uniform was also the highest rated card overall with a total score of 23.75 / 30.

Team Spock

Stephen G. (Zef'no), Daniel Matteson (OKCoyote), Sean O'Reilly (Jono)

Overall Scores

Public	Allen	Dan	Corbin
44.35 (2 nd)	47 (3 rd)	47.5 (2 nd)	---

Overall Judge Comments

Allen - There's an lot of overlap on card titles here, and I'm wondering if the idea is that we're supposed to chain all of these together? Putting personnel in the mix is an interesting move, but I don't think they're quite interesting enough to make tje cut into a set.

Dan - It looks like the team didn't quite cast a big enough net. There's a lot of repetition on the targeted dilemmas, and some of those dilemmas already get quite a lot of use. I like that the theme was mostly Ferengi. But it is missing something.

Overall Public Comments

- All in all, I find that I probably wouldnt use many of those cards. Many of the dilemmas still are too easy to solve or do too little. Rao Vantika is a good card - but in order to use his dilemma related skill, he would have to be there in turn 1 or 2.
- Very much in the 'shades of gray' theme, but with good Ferengi feel/story going on. I enjoyed it very much.
- Average affected card use: 10.2 decks. Team Spock chose to focus primarily on ferengi-related (or, at least, sleaze-related) dilemmas, and as a result had a tighter selection of targets. Though some dilemmas are affected by more than one of their cards, the only one I'm concerned at all about (power-wise) is Dangerous Liaisons. Back Room Dealings may not have needed the boost, but it doesn't get much of a boost, and it fits the theme so well that it may as well be the title for this set, so it is hard to blame them for picking it as a target. I'd also like to give some creativity bonus points for being the only team to try using personnel as a means to boost their dilemmas.
- Team Spock definitely gave us some tools to get some classic dilemmas out of the binder, which was the goal. The Meta will need to determine just how useful the personnel are.
- Too many of the boosted dilemmas are boosted by multiple cards in the cycle: Arms Deal, Garanian Bolites, Dangerous Liaisons, Center of Attention, Skullduggery, and Lockbox are each listed on two of them. Maybe would have been better to cut back, and add something different, perhaps a card that unifies this cycle rather than have them each just be a card that boosts Ferengi-related dilemmas.
- Doing ok but would need to step it up a notch.

Card Specific Scores/Comments

Biggest Profit of the Year

Public	Allen	Dan	Corbin
6.55	7	6	---

Allen - I like the twist of getting a better stop if the Law fizzles (and it's a clean wording).

Dan - Again with Ferengi Bug! Am I the only one that uses it? Hmm... the card page says it has been used plenty in the last few months, so I just don't get the buff of it here. And calling out the download of cards that are buffed with the incident is like double-dipping. I like the Law stop (or anyone is stopped).

Public –

- Totally in line with the other download dilemmas. Unfortunately, does nothing besides stopping the most Law guy, so a bit underwhelming.
- Average affected card use: 5.5 decks. Stopping a personnel with the most of a rare skill like Law, and making it opponent's choice if none, is potent. Fortunately, a single opponent's choice stop won't make any of the targets here a home-run; just potentially worth using. Good combination of dilemmas that would encourage, but not require, good skill tracking to use. Ferengi Bug and Center of Attention both also get boosted by Plotting and Scheming, but that still doesn't break the power curve here.
- Great card that has the theme (Quark's scheming) that leads to a DL of a specific class of cards involving Quark. Has a lot of possibilities and if you are paying attention to what your opponent has played you can set up some nasty combos.
- Ok, but nothing new. Quit standard.

Lust for Profit

Public	Allen	Dan	Corbin
6.00	9	5.5	---

Allen - Removing "discard dilemma" is an interesting idea to bump dilemmas up the power curve. Possibly not the best cards to use them on, though - Lockbox as hard wall is still really weak. The countdown likely isn't necessary (Smuggling and Acquisition are far more common than they were in the day).

Dan - Good target I think, as these are in the block pool. And a neat, if clunky-worded, effect. We found 2 to be a better countdown, but that's something that testing can alter. Good work.

Public –

- Unfortunately, both dilemmas award points and are overcome easily these days. So probably 10 points for opponent.
- I like the idea here, but I think it needs some rewording maybe?
- Average affected card use: 11 decks. This dilemma turns two weak dilemmas with idiosyncratic requirements into walls, but has a countdown of 3. It won't make those dilemmas any harder for the affiliations who would normally have no problem with them, but it also doesn't give additional download targets for those times when you've tracked skills and know they won't hit. The countdown of 3 means that this will be around for quite a while for decks that don't run with bad guys; I think I'd prefer a shorter countdown in exchange for something to do when you know you can't hit with Lockbox or Arms Deal.
- This makes arms deal a BRUTAL card. Most affiliations are going to need a dial a skill card like reflection therapy to get by this. And if can get by it, you can throw a lockbox at them instead. Could be a bit too powerful maybe and marked down a bit for using lockbox again.
- Interesting but needs more.

Up to No Good

Public	Allen	Dan	Corbin
6.18	7	8	---

Allen - Some interesting choices on what to add a free stop to.

Dan - Again with the downloading of enhanced cards. When testing something, it is more useful to alter one variable at a time. It would be difficult to gather useful data on the named cards: are they better because of the incident? Or because they only cost 3/5 of a seed slot? If it ends up too good, which gets deflated?

Public –

- a bit better because the Bolites are okay. But again: in the current meta where everyone uses Lower Decks, too easy to overcome.
- I really like this one, but I am worried that stopping greed will only affect some decks...?
- Average affected card use: 7.67 decks. I was surprised by how few decks used Dangerous Liaisons; I like it as a way to make sure the science is there for the (un)scientific method combo. But, recent-use-wise, it fits in with the other targets. Unlike Lust For Profit, this downloader does give me options when my skill-tracking sense is tingling, and stops some Greedy jerk first - which is good, those are the ones you need to watch out for when pulling these dilemmas.
- Don't like the Bolites on this card. That was a prank. Doesn't quite meet the extreme of the criminal activity of the other cards. Could stack with Lust For Profit to make arms deal even more powerful. chances are someone with greed has the other skills. Drop the Bolites in favor of another dilemma and I'd give this an 8 or 9. Worry about how tough it is to pass when stacked with Lust for Profit but the countdown does mitigate that somewhat.
- I seem to notice a trend here among the dilemmas. I like the greed stop though.

Plotting and Scheming

Public	Allen	Dan	Corbin
6.45	5	6	---

Allen - This feels very scattershot. While they're all in theme, there's three different mechanics affecting six different cards. That's a heck of a lot of complexity.

Dan - Targets several cards I don't think I've ever played, but then again I see Ferengi Bug, which has been a staple of the "one card, full stop" strategy. I mean really, has anyone ever passed Ferengi Bug? Anyway, Common Thief is another that sees a lot of play. But, random selection of the equipment? Interesting that it turns that card from a targeted kill to a targeted equipment removal. So that's neat. Interesting ways to enhance dilemmas, but missed the mark of unused dilemmas.

Public –

- Dangerous L. is a hard wall once you increase the numbers. Ferengi Bug is already not that easy. The rest of the Incident seems not that exciting. All in all, I would only use it for Dangerous L. - but a seed card only for that?
- I think it should be "killed by your Center of Attention or Skullduggery is captured captured instead" should be "*MAY* be captured instead".

- Average affected card use: 13.17 decks. This is a good way to boost Ferengi Bug (good for a 1-turn stop and a situationally useful effect), Center of Attention and Skullduggery (different skills for a capture deck to filter for), and even Common Thief (yes, but I really wanted to steal that equipment. I'm hesitant to see the numbers on Dangerous Liaisons go up though; even though no one else does, I still think it is pretty good as it is. Also Back Room Dealings is already the 3rd most used card of all cards affected by submissions in this contest (37 decks). Sure, some of those are block and block sealed, but it already has its place. At least I'm glad to see that the boost to it is minimal.
- Like the idea here but not the execution so much. I would have made the last sentence opponents choice rather than reselect. A good way to get rid of a transport inhibitor. The bit about capturing I don't see much use for. There are already so many seed cards that do a better job of enhancing capturing, I'm not going to use another seed slot just to add this. The part about +1 for ferengi bug and dangerous liaisons is great. Makes those dilemmas worth using! Some hits, some misses on this card.
- Lots of choice but is it any good?

Nog

Public	Allen	Dan	Corbin
6.92	6	8.5	---

Allen - The "play a dilemma as an interrupt" trick always sounds good, but it runs into the problem of the dilemma being a dead draw unless you already have the enabling card in play. Beyond that, it's a solid Nog from a time we haven't seen yet (unless you count the dual).

Dan - Excellent choice for a personnel, close enough to a "main" that you get extra points. Thats.. a lot of words on him though in the gametext area. Art can probably make it work. Skills and attributes look good, as do icons. What does the text of "mission continues" do on the dilemma played as an interrupt? Nog randomly trying to stop people (unsuccessfully in most cases, it is a horrible dilemma) is a funny idea.

Public –

- Not a big fan of "may play x as an interrupt" because it forces you to include Dilemmas in your draw deck. Also, in order to use it, he must be present with the opposing away team in the opponents turn... all in all: binder fodder :(
- Average affected card use: 4 decks. He plays for free to two different places for non-TNG Ferengi, and can do some fun Harassment with Garanian Bolites as an interrupt. The early years of this game has shown us that interrupt-based stall tactics are quite powerful, so I'm glad that the only way to get him early is to use the Quark's Bar download and forgo your end of turn draws. That said, the decent probability of missing with the Bolites means that you probably wouldn't build your deck around him anyways. Perhaps if he could Special Download them (still as an interrupt), so you could only do it once, and then you could suspend play to do so and use them as some battle defense, that might be more useful. Still, he's fun.
- What can I say? This is a great example of young bratty obnoxious Nog. Good job.
- it seems like a lot of skills, but there's justification for the odd ones in the lore. Perhaps a small rules issue on who GB would target when played as an interrupt (it should probably only target one crew or away team, in case you're present with the opponent).
- Would probably never see play I'm afraid.

Rao Vantika

Public	Allen	Dan	Corbin
6.17	7	6.5	---

Allen - The other "personnel makes dilemma better" trick, and it's slightly better but still not great - unless you commit to getting Rao out early and keeping him safe it's possible that the ability will never fire. Mind, I suppose the infiltration might be a neat trick to help with that.. Solid personnel beyond that.

Dan - Skills and attributes look good. Potentially killing a second personnel is good. Persona of Bashir is interesting. Download of Computer Crash is nasty. Infiltration of Federation on a Non-Aligned is questionable. Much potential for danger.

Public –

- This character sounds interesting. Command star, infiltrator, good Int/Cun, SCI AND MED and doubles the effects of a dilemma. Reminds me of Lore. Well done!
- Love the bold "Julian Bashir" in the lore. :-)
- Average affected card use: 6 decks. Oooh, doubling Skullduggeries that can net you captives, sounds fun. I can't think of an easy way to download him early (Bashir is one of the few DS9 mains that you can't use Noah's Mountain Retreat to download a persona you want), but that's okay because, with Plotting and Scheming, his ability is powerful. I do wish that there were a way to play him for free in exchange though.
- really cool
- I don't think this character's motives were worthy of a Fed infiltration icon. He had no desire to infiltrate the Federation, he was just trying to survive and Bashir was in the wrong place at the wrong time. Bashir can't really expose him because that WAS Bashir's body. The rest of the card is good, skills, attributes, commander of the rio grande... just need to lose that infiltration icon.
- Now that this has been properly identified as a version of Bashir and not someone who can be exposed by him, it looks solid. Skills make sense, as do the affiliation and the infiltration icon. It's a bit at odds with Vantika's Neural Pathways though.
- Dangerous with a NA Fed infiltrator.

Team Riker

Michael Moskop (Comicbookhero), Adam Hegarty (Chewie), James Monsebroten (Orbin)

Overall Scores

Public	Allen	Dan	Corbin
52.11 (1 st)	51 (2 nd)	52 (1 st)	---

Overall Judge Comments

Allen - I like the classification theme. I do wish that you had stuck a bit stronger to a theme. 4 of the 5 stop people, but they all do it differently - and worse, they do it in subtly different ways. (SECURITY vs COMMAND is going to be a stumbling block for players, I'll wager - quick, which one is opponent's choice?) The Medical variation feels particularly out of place, since it doesn't stop anyone at all. Variations on a theme aren't bad, but I think you could have stuck closer to the core theme and had a stronger batch of cards. On the plus side, I love the use of existing mechanics - I smile whenever someone remembers the colon rule. I'm not sure how choosing a career path makes you *worse* at solving those dilemmas, but that didn't occur to me until I'd looked at them a few times, plus the Story folks are good at figuring that sort of thing out.

Dan - This is a neatly themed set. All the events tie in together nicely. The Medical card, while strong, doesn't add to the med-drain dilemma sets that are popular, so good work there. There's nothing flashy, but I think this is a solid effort.

Overall Public Comments

- I like the approach, but I feel that the choice of dilemmas seemed quiet random at times. All in all feels a bit weak - but Aphasia Device and ENGINEER-related dilemmas seem good.
- I LOVE the flavor here. And the cards all work nicely together. I do wish there was a bit more variety between the effects though - the basically all stop an extra person of the chosen career path...
- Inspired!
- Average affected card use: 7.76 decks. I have trouble seeing "dilemmas that require a classification" as a subset of dilemmas that need boosting, and even then the Command Career Path only names one Officer dilemma (perhaps because many Officer dilemmas are already good). Overall the set feels cautious, and there is little variety in terms of techniques used to boost the dilemmas. However, everything in this set feels like it was carefully considered, and that's worth some points.
- Really cool career path story idea but I worry that a player would just throw them all down and try to abuse For the Uniform. Too many rough edges.
- A decent set. Lacked imagination a bit with 5 of the cards basically just being colon versions of the same theme but I understand that had to be done to tie in with the incident.
- I like this cycle. Grouping dilemmas by classification is a theme that's elegant in its simplicity, and obvious once you see it. And yet the events don't all feel the same; they each have a different boosting effect, like with the original SOG cards. The titles make sense, as does the title for the unifying incident.
- Feels like a solid team and a great bunch of cards. I would really like to see them in the future

Card Specific Scores/Comments

Career Path: Command

Public	Allen	Dan	Corbin
7.00	7	8	---

Allen - I think my favorite part of this card is the "your choice". It might even overshadow the dilemmas, but that's for playtesters to figure out.

Dan - I like the set. Even though some of these dilemmas see some use, the additional stop isn't too huge of a bonus to them.

Public –

- 3 mediocre dilemmas that now stop an OFFICER, too, meaning you should combo it with something requiring OFFICER. Will probably lead to a 1 turn stop. Not that exciting.
- Average affected card use: 4.67 decks. Interestingly, each of the dilemmas named here are ones I personally like to use, but going by the data this card affects the worst dilemmas of any of the submitted cards that affect more than one card. Adding an Officer stop fits with each dilemma's story, and boosts each of the affected cards decently. It's a subtle boost, but these are all "almost good" dilemmas, so that's okay with me.
- Meh. I just don't know how useful this card is. Important Guests already stops officers and I don't feel compelled to use a seed slot just so this can enhance lineup or drumhead.
- Kudos for picking dilemmas that should relate to OFFICERs even if they didn't already.
- Nice! This feels both on point, balanced and fresh!

Career Path: Engineering

Public	Allen	Dan	Corbin
7.27	7	7	---

Allen - Invidium Leak could bust if you solve it one of the other ways. Perhaps not the best pick for this? The other three are solid choices, though - I particularly like how it gives some teeth to Duonetic Field Generator and Isolinear Puzzle.

Dan - Some of the dilemmas called out here are real clunkers, but put together this might make for an interesting Engineer drain. Still may be a bit weak!

Public –

- The thing is that this can be a very mean ENGINEER filter. There are lots of devious dilemmas easily overcome by ENGINEER. If they are not there anymore... good!
- Love the lore
- Average affected card use: 11.5 decks. I like the use of SoG cards to turn easy dilemmas into specific skill filters. Invidium Leak and Alien Labyrinth both give a chance to miss out on the boost, and are also the two walls; Duonetic and the Labyrinth are both "nullify" dilemmas though, so if your opponent doesn't have the Engineers, you'll just get their non-mission-stopping effects. Having downsides to all of the targets means that they're each affected roughly equally - one of the problems with the older SoG cards is that, for example, Zaldan and Shaka

show up a lot more often than Coalescent Organism or Alien Abduction do when Cruelty gets flipped. However, unreliable effects will likely mean that this card may not do enough to make these cards see play.

- As the first card seems weak, this one seems way too powerful. You can set up any dilemma requiring engineer with this for a guaranteed hit because this card will wipe out any engineers in the crew/AT rather easily.
- Nice! This feels both on point, balanced and fresh!

Career Path: Medical

Public	Allen	Dan	Corbin
7.73	6	6	---

Allen - I don't think Aphasia really needed the help. And the Borg part feels really tacked on - it only hits one dilemma, and doesn't fit the theme anyway. I think if you want to punish Borg with this, you'd want to have all the dilemmas touched.

Dan - Aphasia Device already seems like it is on the brink of being very good - this may be what it needs to go into overdrive. Vantika's NP's is hardly ever cured now, but perhaps will with Nors being the in thing.

Public –

- Makes Aphasia Device very deadly, Neural Pathways was never cured anyway, but tripling the red drone requirement could be good. Thumbs up for making Aphasia Device very good.
- Average affected card use: 8 decks. When I saw the theme here, I did hope that the Medical one would do something about McCoy, but upon further reflection I'm okay that it didn't. The problem with McCoy is the ubiquity of his power through Temporal Micro-Wormhole - like in the equipment challenge, I'd rather specific problem cards get dealt with specifically, rather than, say, by making everyone have 8 Computer Skill. The Medical-related dilemmas here are already decent, but there are so many good Medical dilemmas that we end up using already that they just don't make the cut. Adding to their requirements is a good way to deal with that deficit, though the other part of the problem with these dilemmas is a deficiency of scope. Other Medical dilemmas kill everyone or are a wall or something. Increasing requirements gets them halfway there.
- Now this card is good. Brings older binder fodder up to the “speed” of today’s game, but doesn’t make them overpowered.
- Wrong lore eh?
- Te week one of them all

Career Path: Sciences

Public	Allen	Dan	Corbin
7.42	7	8	---

Allen - I wouldn't have thought Subspace Fracture needed a boost, but sure, why not. Odo's Cousin feels like a bad fit - removing the incentive to stop an extra person makes the dilemma slightly weaker in my mind. Nanites is of course a no-brainer.

Dan - Point boxes reduced to zero is mean, but probably necessary to get players to use these bad cards. Add an additional stop, and this may be just right.

Public –

- Don't like this. Subspace Fracture didn't need a boost - and even if it did, this seed card only enhances 2 dilemmas by making them stop 1 SCI.
- Average affected card use: 7.33 decks. Nanites, yes, that needs all the help it can get, nuke the point box, make it a Science filter, whatever you have to do. Removing the point box on Odo's "Cousin" is kind of odd, since you're removing the already present chance to stop a Science with the lure of points. But Subspace Fracture: I'd be really cautious about boosting a mega-kill card. Yes, Barclay's Protomorphosis Disease got a boost, but it didn't already have a way to guarantee to stop 100% of one of the skills (Personal Duty -> Command Decisions -> Subspace Fracture). I guess taking the point box away isn't much of a boost, but it also takes some of the risk of using it as a Science filter away.
- This card is balanced as well. Only one science is stopped but the dilemmas on their own are worth using to team up with this, and can be used to set up other dilemmas without being "guaranteed" hits (unlike the engineer card).
- Nice to see these dilemmas again.

Career Path: Security

Public	Allen	Dan	Corbin
7.36	7	7	---

Allen - This one feels like the dilemmas were chosen more by flavor than by mechanics. Which isn't bad, just odd to see how a "stop a female" gets "stop a random SECURITY" added to it.

Dan - Again, a good set of targets. Pre-stopping a Security makes them all harder. Of all the classification filters, this one makes me squirm the most, but I can't put my finger on why. Maybe Barclay's.

Public –

- Enhancing SEC-related dilemmas should be a cool thing. Nothing I see here, immediately sparked my imagination. Misguided Activist is better now, Security precautions is still bad (everyone has a phaser these days), Hate crime isn't even related to Security and is still a questionable dilemma and Kidnappers was a good dilemma before. So all in all, mixed feelings here.
- Average affected card use: 6.5 decks. This card feels very similar to Team Kira's Ibudan's Revenge. I like some subtle things about Ibudan's Revenge better (being a downloader dilemma, stopping a high Cunning Security to fit with the requirements on the dilemmas), but there's nothing wrong with this one. The boost helps these underused dilemmas adequately.
- My feeling on this are the same as the science card (Only one security is stopped but the dilemmas on their own are worth using to team up with this, and can be used to set up other dilemmas without being "guaranteed" hits (unlike the engineer card)), marked it one point higher due to having more dilemmas to choose from.
- Nice! This feels both on point, balanced and fresh!

For the Uniform

Public	Allen	Dan	Corbin
7.75	8	8	---

Allen - This does what I expect it to do, and it's using the right terminology to get there. It does feel like it wants a reason to play a second version, though. Maybe just me. One small nitpick - why on earth is there quotes around "Career Path"? (To be clear, I'm not going to hold it against you - it just looks odd.)

Dan - Set up for the five other Events, and gives them protection. I think the cost is about right, as none of them are over-the-top. Pitch for a dilemma makes this free-er than free, effectively. But then you lose the Kevin protection. Decisions are fun.

Public –

- Downloading 1 card and making them not nullifiable... okay, downloading 1 dilemma and discarding it... so in effect gives you 1 additional seed slot for 1 dilemma. Dont really like this - the "do not nullify" could have been on the Events, the download-part, too. This card seems superfluous.
- Average affected card use: 7.76 decks (same as the overall set). I feel like Team Riker's SoG-style cards, on average, underboosted their targets, so this card helps. As has already been noted, downloading a HA card will still allow your opponent to see what you're up to, but that's not a big problem. None of the dilemma targets, with the possible exception of Subspace Fracture (in the hands of a skilled skill tracker), are problematic as downloads (in my eyes).
- This card does a good job of setting up and protecting the career path cards, which you need, but the suspend play is a real hit. This could be a "hail mary" game saver in some situations where you are about to lose.
- A good tie in with the rest of the cards.

Team Kira

James Heaney (BCSWowbagger), Paddy Tye (KazonPADD), Matthew Hayes (karonofborg13)

Overall Scores

Public	Allen	Dan	Corbin
43.98 (3 rd)	52 (1 st)	47 (3 rd)	---

Overall Judge Comments

Allen - I'm not entirely sure what the subset or theme is supposed to be. Quark, I guess? You might have been better served to have just one Shades card, and commit to exploring six variations on the "make bad dilemmas good" theme. As it stands, it really does have a "designed by committee" feel unfortunately. On the plus side, while you're about to see a lot of comments about how you've really pushed the power level, but you're doing it in interesting ways and that's a very good thing. The playtesters will decide if it's too good, but I want to give credit where due for daring to try some new things.

Dan - While this set doesn't have the cohesiveness that the others did, I feel like there was more creativity shown here. It just wasn't focused properly. The Creative Team can help with that kind of thing, but not to this degree.

Overall Public Comments

- All in all there is no real "theme" here. Some Shades of Grey, some download dilemma, a big chula enhancer - but I feel that this was the right approach as it doesn't feel forced. Some cards are clearly below the power curve, some are way over the top, but I'd use some of them.
- I really like the re-use of the "Shades of Gray: _____". I am also very pleased that each card bumps its list of dilemmas in a different way...
- Average affected card use: 14.91 decks. For the most part, I felt that Team Kira (A) identified appropriately underused/bad dilemmas, and (B) gave them appropriate boosts. Using a mix of downloader dilemmas and seedable SoG-style cards presented some thoughtful ways to adjust the power of those dilemmas. While the SoG events follow the naming convention, with the identified subset of dilemmas being DS9-related, I feel like a new Event title would be better. However, it is the job of the creative team to name the cards, so no points off there. I liked the first 5 cards so much that it really feels like the Chula booster came out of nowhere. A card that primarily boosts useful dilemmas and leaves the bad ones in the binder... if the team had focused their whole set on Chula dilemmas, then the bad ones could have been more surgically targeted. Leaving the Chula boost to come from one card makes it feel like an afterthought.
- I'd score this higher if all six cards were themed together; you've got some really fun stuff here
- Pretty good set except for that incident with the three draws.
- Some definite problems, plus these don't really feel like a set. Each one is just doing its own thing.
- This team has the lore and naming down. They lack in design though. Bonus points for the alphabetisation of the Hades of gray cards.

Card Specific Scores/Comments

Come to Quark's! Quark's is Fun!

Public	Allen	Dan	Corbin
6.64	7	6	---

Allen - This might be in danger of escalation. Other than the different list, this is strictly better than I'm Not Going to Fight You. (Which is better than Definitely Not Swedish, so at least it's trendy). The selection is about right, though.

Dan - Best title ever. Love the continuation of the jingle in the lore. Downloading those dilemmas is good. Opponent's choice of stop! Wow, that's strong. Maybe with a countdown I could see it.

Public –

- Stopping a Treachery guy for dilemmas that don't require Treachery seems strange. It makes the dilemmas not harder to pass - and most of them are way too easy.
- Average affected card use: 9 decks. This downloader dilemma fetches some terrible cards, all of which fit its theme. No countdown icon is present (unlike many other "place on mission" downloaders), but these cards tend not to stick around anyways so I'm not too concerned. Adding the Treachery attrition to each gives them a nice extra kick, since Treachery is a useful skill to filter. There is a sub-theme here of dilemmas with idiosyncratic single skill requirements, so making this card a downloader dilemma work well with them.
- I like what this card does, I worry about that opponent's choice stop on the treachery being too powerful. With this card DL 2 of those dilemmas and me still about to seed two after, that's 4 opponent's choice stops I get to make. Granted, they are only of treachery, not any personnel, so that softens the blow a bit. Would like it a bit more if something directly enhanced the dilemmas in question, which don't necessarily involve treachery.
- I find the idea of making a theme out of "things that happened in Quark's" interesting.
- I don't know, feels uneven.

Ibudan's Revenge

Public	Allen	Dan	Corbin
7.18	7	8	---

Allen - This is a neat twist on the download-and-seed mechanic. It's a weak dilemma that promptly chains into other dilemmas.

Dan - I like the single Security stop, and the targets are good. Seems solid.

Public –

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skill to filter. There is a sub-theme here of dilemmas with idiosyncratic single skill requirements, so making this card a downloader dilemma work well with them.

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Shades of Gray: Extinction

Public	Allen	Dan	Corbin
5.92	9	8	---

Allen - This one is skirting danger territory in my mind. There aren't a lot of opponent choice dilemmas, and fewer that are opponent-choice kills. And most of those tend to have some restriction on who can get hit. Under Fire and Misguided Activist really tiptoe on the line between "really nice" and "soon to be on the ban list". But it's a nice twist on the Shades family.

Dan - Wow again. This would definitely get those cards into play. I like the flexible wording. Worried that it may be too good, but then you'd have to fail a bad dilemma in the first place. So with it needing set up, I think this is good.

Public –

- my choice AND an additional guy? Whoa! Seems very good. I guess one would have to see if too good.
- Average affected card use: 12.25 decks. The dilemmas affected here are again a step up in quality from the ones affected by Ibudan's Revenge (well, except Under Fire). However, the boost is less subtle; increasing the targets by one might not have been enough on its own, but making the selections your choice is huge for several of these. Opponent's choice filters are rare, and ones that hit multiple personnel of your choice are even rarer. I feel this one may have overshot its mark.
- I really like this one
- I'm not sure about this one... making it opponent's choice definitely makes the dilemmas more valuable, but it doesn't make the dilemmas any more difficult to overcome. "well you need to set them up". Well yeah, but why not just you some other opponent's choice dilemma, that doesn't need a seeded event to enhance it?
- Bad title. Shades of Grey was a TNG episode, and this isn't from there. I see the assassin theme, except that Under Fire didn't have anything to do with assassinations, it was combat.
- Feels way over the power curve.

Shades of Gray: Frustration

Public	Allen	Dan	Corbin
6.00	6	6	---

Allen - Straightforward, and pushing the bonus stop to an extra turn sets this up to be possibly strong and definitely annoying. I've never been fond of multi-turn stops - it's easy to mess up the tracking (either forgetting the turn is done or forgetting to skip a turn in the first place).

Dan - Lengthy stopping is why Chula: The Game is so popular, this would make all of those dilemmas pretty darn good. 4 for DL, 3 for DD, FBTSOYP, and Oops. I'd question the targets of this event: two are just out and not bad, Oops sees play as an anti-redshirting wall.

Public –

- Stopping them till the end of the next turn is what makes this great! Like it! Also, I like the fluff behind it (being frustrated).
- Average affected card use: 11.5 decks. As noted in the Up to No Good review, I was surprised by how few decks used Dangerous Liaisons. But, as it turns out, all of these cards are underused. Turning them into specific skill filters is nice - I think that making the stop last until the end of the next turn is a bit much, but in a game where something like Fly By The Seat Of Your Pants has to compete with cards like Precision Piloting, it may need that extra turn.
- This card is balanced and the “stop until end of next turn” really hurts. It’s great for setting up other dilemmas and slowing down your opponent potentially for an extra turn but it isn’t so powerful that it totally locks people out.
- Bad title. Shades of Grey was a TNG episode, and this isn't from there. I don't see what these dilemmas have in common.
- I like the effect but feel this could become a problem as there is no indicator to the stop.

Shades of Gray: Guile

Public	Allen	Dan	Corbin
6.92	8	6	---

Allen - I wouldn't have thought Aphasia needed help. Adding two skills could be a nasty shock on an Orion Syndicate Bomb.

Dan - Again, two of these are already pretty good dilemmas. They don't strike me as needing a boost. Especially a big one like this. I think the mark has been missed.

Public –

- Physics CAN be tough to find on your guys, so it’s perfect to enhance the dilemmas with it. With the new skill set, the dilemmas aren't really easy but not too broken either. Good Event!
- Average affected card use: 7. Some very underused cards affected here. Adding Science may not do much, but Physics is an underrequired skill for dilemmas, so I'm glad to see it called out. Adding those two skills may not quite be enough to pull most of these dilemmas out of the binders, but I'd rather undershoot than overshoot.
- fun idea
- Really like this card. Makes those dilemmas more difficult and worth using, but not impossible.
- Bad title. Shades of Grey was a TNG episode, and this isn't from there. The gameplay makes sense, it makes certain "happened on a ship" dilemmas tougher. Nav-H is already a skill wall, I'm not sure it needs the boost. The lore doesn't quite fit the effect, though. I think I see what it's trying to do, showing how the presence of Rom's kind of skills is good for passing dilemmas. But the editorial slant is wrong; it's a positive message, which would have gone better with

gameplay like Odo's Cousin (you can pass, but there's a bonus if you also have these skills). For the gameplay the card has, I would give the lore more of a negative slant, like "If not for Rom...."

- Could make the dilemmas really nasty but still doable.

Chula: The Short Path

Public	Allen	Dan	Corbin
5.25	7	5.5	---

Allen - Well, this is just crazy pants time. Chula dilemmas now come with free Kiva Fajo - Collector, plus a bonus stop. I wonder if people would actually play all 14 Chulas to get the full 42 card draws. I can easily see people playing six and possibly 12 to try for a full speed-solve.

Dan - Hrm. At some point something is going to target Chula Dilemmas and this incident will be an oddball. Three card draws is a lot for something I'd play with anyway - some Chula dilemmas are actually good. The Chandra, The Game, and Dice come to mind. Stopping a non-aligned is a great addition. Downloading any Chula dilemma is not. I mean, what if there were a Chula dilemma in Project Boomer, and we actually wanted it to be playable on its own? We'd have to consider this card for any future Chula cards. That's not good.

Public –

- WAY over the top! With the amount of Chula-Dilemmas, which aren't all bad, you most likely draw 9-15 cards out of this one seed card! Also, each Chula-Dilemma first stops one guy. ALSO you may download a chula dilemma, so this seeds for free effectively. I would so use this in every game (which is a good sign it's broken)
- I feel like this card is missing something to make it great. I am not sure what though... Overall I like it.
- Average affected card use: 22 decks. Actually, looking at the average affected card use cuts this card a lot of slack because of the sheer volume of cards (14, 8 more than the next broadest card by any team) it affects. Of all the cards affected across all the teams, this card affects the two most popular dilemmas (Chula: The Chandra at 114 decks, and Chula: The Dice at 54 decks). I don't see this card boosting the use of cards like Chula: Move Along Home (0 decks); I see this card saying "draw 3 cards and stop an extra personnel for a dilemma you were going to use anyways." I like that it at least pins you down to using the Wadi planet or Quark's Bar, and if the boost were limited to stopping a single extra non-aligned personnel, that might be okay. But it also lets you suspend play download a Chula dilemma, and you draw three cards when your opponent hits a new one. At least, to guarantee 3 draws per mission, you'll need to dip into some of the middling Chula cards, but I suspect even the bad ones will stay bad. Without the location requirement, this card would be my first zero score of the competition.
- less refined than your other submissions
- This is an overly powerful draw engine. We have enough of those already! Stack this with seed cards that allow free reports and it's too powerful. I like the rest of the card but maybe something about opponent discarding 3 to nullify your Chula would be more appropriate (thus allowing them to take the "short path").
- I really like the first effect, it's an innovative way to not actually boost (make harder) the existing dilemma cycle, but to reward its owner in other ways (card draws). The other effects are precedented, but fit the Chula cycle theme very nicely (including the idea that the extra stop has

to be [NA]). If it's too powerful, maybe having parts of it trigger only on the second Chula in a turn would help balance.

- Hello! Draw three cards whenever opponent encounters a chula dilemma? seems a little good to be true. And maybe a bit over the power curve. Not enough restrictions