

## Challenge #7: Delta Force

*“Design a suite of six (6) cards to give something new to a Delta Quadrant affiliation or faction.”*

In this penultimate team challenge, the teams were asked to help one of the underplayed (and perhaps underpowered) Delta Quadrant affiliations or factions – Kazon, Klingon, Maquis, or Non-Aligned Borg – with a suite of new cards. Designing for the Delta Quadrant can be extremely difficult because of the insane power level of the cards, and the ease at which engines can be stacked; 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 #7:

Team	Submission	Members		
Bashir (p. 2)	Maquis	James Heaney (BCSWowbagger)	Daniel Matteson (OKCoyote)	James Monsebroten (Orbin)
Crusher (p. 7)	Klingons (Barge of the Dead)	Michael Moskop (Comicbookhero)	Paddy Tye (KazonPADD)	Sean O’Reilly (Jono)
McCoy (p. 12)	Klingons	Stephen G. (Zef’no)	Adam Hegarty (Chewie)	Matthew Hayes (karonofborg13)

Team	Design	Public Vote	Allen Gould	Dan Hamman	Total Score
Team Bashir	Maquis	45.22	48	55	148.22
Team Crusher	Klingons (Barge of the Dead)	49.40	54	53	156.40
Team McCoy	Klingons	48.83	55	51.5	155.33

### Leaderboard

After seven (7) challenges, here are the standings in *Make it So 2013*:

Place	Contestant	Forum Name	Challenge #7	Total Score
1 (NC)	Adam Hegarty	Chewie	155.33	612.60
2 (NC)	James Monsebroten	Orbin	148.22	601.25
3 (NC)	Michael Moskop	Comicbookhero	156.40	597.79
4 (+1)	Paddy Tye	KazonPADD	156.40	594.21
5 (-1)	Stephen G.	Zef’no	155.33	593.16
6 (NC)	Daniel Matteson	OKCoyote	148.22	581.06
7 (NC)	Sean O’Reilly	Jono	156.40	579.40
8 (+1)	Matthew Hayes	karonofborg13	155.33	572.73
9 (-1)	James Heaney	BCSWowbagger	148.22	571.06

The public’s highest rated card was **Barge of the Deal** by Team Crusher, scoring a total of 7.24 / 10; this card was also the judge’s highest rated, scoring a total of 18 / 20. Barge of the Dead was also the highest rated card of the challenge, scoring 25.24 / 30.

## Team Bashir

James Heaney (BCSWowbagger), Daniel Matteson (OKCoyote), James Monsebroten (Orbin)

### Overall Scores

Public	Allen	Dan
45.22 (3 <sup>rd</sup> )	48 (3 <sup>rd</sup> )	55 (1 <sup>st</sup> )

### Overall Judge Comments

*Allen* - Interesting mix of cards, from a range of episodes. One critique that I see on the overall mix is that several personnel seem to be trying to do double-duty, which seems to muddle the feel of the submission to me. But all the basics seem to be covered. The personnel seem a bit overlappy - DQ Maquis weren't hurting for ENGINEER to begin with, and you've added two more. Seska is already a stretch as a Maquis - you might have done better grabbing another background person that could be a much-needed SCIENCE instead.

*Dan* - A solid choice for a faction to boost. You have succeeded in creating a new decktype that cannot be easily stacked with existing DQ decks. One could potentially combine Vidiian or Hirogen with just the NA Maquis, but then you'd be sacrificing the aligned AQ Maquis who could mix and add skills. You've even managed to make a card that would work in an AQ Maquis deck, though that card was the weakest in the set. A solid effort.

### Overall Public Comments

- Delta Maquis feel pretty dull, but a deck based around Any Means Necessary could be very strong.
- Wasn't really feeling it.
- I feel they went the "safe" way here. Nothing too experimental, all solid cards. The only card really standing out is Pagh'tem'far B'tanay, which does something cool.
- The team looks like a solid submission to this casual player.
- It's sad that such a good basis for an idea was fumbled like this. Sure every card don't have to be advanced or game changing but this us just underwhelming. Each card by itself is not bad. But non is really good either. The concept presented in these card feels like it was designed by committee. it lacks the trek sense these cards would benefit from. The personnel as freestanding cards are ok but nothing to write home about.
- I think that there's room for a good alternative in DQ decks for the Equinox/HAFH engine. Unfortunately, E/H gives 27 potential free plays, while this one gives 12 (Including the new ones in this set) (or, limiting yourself to NA personnel, 8, 6 of which are available to E/H). Pagh'tem'far does make up some for the limited diversity in personnel (you can process your free plays in exchange for the non-free AQ Maquis). Taking the faction as a play-alone group, then we compare it to playing a Voyager-based DQ deck - a faction which has 33 free-play options, which includes, again, 6 of the personnel in the Maquis free-play pool. While this faction is thematic to play, in the current DQ environment it is not very competitive.
- Very nice, perhaps a bit easy, solution for the contest?
- My favorite team.

## Card Specific Scores/Comments

### *Last of the Maquis*

Public	Allen	Dan
7.06	7	8

*Allen* - a Maquis treaty. One red flag I see here is that this will let Alpha Maquis drop into the DQ. I could see the argument that it's necessary to beef up the DQ Maquis, but it does open worries about chaining this into a double-Fed deck in my mind.

*Dan* - A nice treaty card. Don't like that it calls out Home Away from Home, but nice that you aren't just stacking another reporting engine in the DQ. Solid.

### *Public* –

- I think this could have been handled better, so that the nullification with HAFH wasn't necessary. Just make it harder to stack, not impossible. There's still enough Delta Non-Aligned Maquis for this to stack decently with Hirogen / Vidiians instead.
- Not a particularly elegant or thematic Emblem-type card. Free report is too general and likely overpowered, and not very future-proof.
- Nothing out of the ordinary - solid reporting card
- I like that it does not stack with Home Away From Home. Good foresight there.
- A simple solution for this type of card. Don't know why the Art of Diplomacy always turn up as a download for these things. It's ok but nothing really interesting.
- Basic play engine for DQ Maquis; I like that you can use non-DQ Maquis too, but you've got to use your card play for them (though there aren't many such personnel that would be worth that card play). Art of Diplomacy download is nice. HAFH restriction essentially means that (a) you won't be playing DQ Maquis on their own and thus (b) this faction will act as an potential replacement for (rather than adjunct to) the prevalent USS Equinox/HAFH engine - but only if you stick to the NA Maquis (7 in DQ, 11 more AQ with some repeated personas). This card also allows them to mix, though I feel like that function would only be useful when using Maquis on their own, as it won't make the Federation only ones compatible with your Hirogen or whatever.
- Good starting point for the Maquis. A lot of alpha cards can now be played here.
- This card is great except for the tacky HAFH restriction, which might just be a necessary evil. Though it wouldn't have been necessary if the card just seeded on the ship like HAFH. That would naturally force a choice between Equinox/HAFH or Antares/LotM.

### *Pagh'tem'far B'tanay*

Public	Allen	Dan
6.00	5	7.5

*Allen* - This one confuses me. I can't wrap my head around why any of these abilities would be necessary. Maybe I'd want to swap universal personnel to get skills I need?

*Dan* - That last item could be a lot of skill cheating. Only 8 personnel now, but that number will only grow. Combining it with Last of the Maquis, in that you could play only free people and then swap them for non-DQ folks is nice. The attribute spread is all over the place, from Chakotay down to Chell, but with

the universals and Lower Decks, it seems unnecessary. The middle is the same trick as the last maybe? Play free Blue Chakotay and then replace him with the Captain? I don't see the usefulness, but perhaps it fills a niche. Solid again, but feels less useful.

*Public –*

- Universal skill dialing looks pretty handy!
- Don't think I'd ever use it, not worth a card play.
- The ability to dial a skill (limited) seems cool to me. Interesting card. I fear that Alpha Maquis profit too much from this.
- I like the idea of making this into a card. It does it real simple and easy, which is good for game play. But it is interesting enough to be a card for the game? I don't think so. It lacks the trek sense though. It's not entirely connected to the story it's trying to convey.
- Takes a card play initially. Afterwards, it becomes an attribute boost or a dial-a-personnel (replacing someone in play). Definitely useful functions, but I'm not certain it is worth a card play, especially in the DQ where (A) you have fewer stackable play engines and (B) the personnel are simply more powerful, so that card play slot is more often spent on personnel. Fortunately, Tuvok from this set downloads it, and he has Security (so, if you want it early, you can get it).
- Nice options.
- Does this boost all Maquis personnel or just one? I don't see myself using this card, but I still think it's a good design

*Any Means Necessary*

Public	Allen	Dan
6.22	7	6

*Allen* - This has a scoping problem - there are nine Fed DQ Maquis personnel (and eight of them are NA), and you only need one in a deck to trigger the alternate text.

*Dan* - Nice to have something to do. But there is already a lot to do with all the Fed and Non-Aligned icons, so why spend the seed slot on this? Ships attributes +3 when you attempt your fourth mission, or a free equipment with each completion? Don't like the memory issue created, either.

*Public –*

- This feels more like something the Maquis should be doing in Alpha Quadrant, not Delta Quadrant? This will make it easy for Maquis to solve high point, hard to steal missions with Mission Specialists for 50+ points per mission. Solving each mission to download a PADD, to make the next one easier to complete, for a 3 mission Delta Quadrant win. This could be a strong carrot for wanting to try Delta Maquis.
- Well, pretty straight forward missions access. Not really needed though, Maquis would already access to all the DQ missions they'd want to attempt.
- As a seed card, it does too little as it just acts as an espionage card. The reward is not really worth it.
- I think the cumulative ship boost might be a little over the top? A card to let Maquis try some other missions where their own requirements is a good call though.
- This is a fun idea if somewhat hard to do. I like the deal you get after solving the mission but I lack a way to mark the ship somehow so you can see how much you have enhanced your ship.

- Expands the mission selection for Maquis, though also works for all DQ affiliations that use the Equinox/HAFH engine or Voyager/HAFH (which is to say, all DQ decks). A card of this type was necessary for any deck that wants to use DQ Maquis as their only engine, but I find the ability to use this card for all DQ decks troubling.
- A bit strange. All missions the same skills?
- I want different factions to have a different feel to them. I want a bigger difference than just personnel pools. This card is what put this team above the others for me.

*Ensign Seska*

Public	Allen	Dan
6.22	8	9

*Allen* - Another SCIENCE for Maquis is nice, although they seem to be heavy on ENGINEER. Exo is a very welcome skill for them as well. She does seem a downgrade from her original version, though.

*Dan* - Good attributes, skills, and icons. Like that she works in the Fed DQ deck as well as this Maquis build. Lots of great things in the lore to grab on to if needed, too. Solid missing persona.

*Public* –

- No dual Cardassian affiliation?
- Stronger card, somebody we'd want with new DQ-Maquis.
- solid personnel that also plays for free via HAFH, strengthening FED Delta, too
- Feels like this character could do with something more interesting than this. Right now she's just a Cardassian spy but should she not also be a Cardassian? Bland but ok.
- I have no objection to the affiliation here; until she found someone else who aligned better with her motives, she was part of the crew, and the crew was Federation. The trouble here is, in practice, she's more a card for use with a Voyager DQ deck. She plays for free there too, and if you're using Last of the Maquis with Hirogen/Vidiian, she won't be compatible.
- Good.

*Michael Jonas*

Public	Allen	Dan
6.50	7	8.5

*Allen* - Another skill gap filler (excepting the ENGINEER). Not sure they needed an Equipment download, and the dual-Kazon feels very overkill.

*Dan* - Another nice pick for a personnel. This is the second equipment downloading card, is that to be a Maquis theme? Good help for lowly Kazon, too. He has at least three uses, so well put together.

*Public* –

- Fairly dull filler card.
- Ok. Good to see some Kazon help.
- solid personnel that also plays for free via HAFH, strengthening FED Delta and Kazon, too.
- Jonas should have a Federation Infiltration Icon too I think.

- I like him. Don't know if this is the skills I thought he was to have but who am I to argue. =) The Special Download feels on point.
- The lore reads like this should be Kazon with a Fed infiltrator
- Similar to Seska in terms of his use with the Maquis-only team, but he's also a boost to the Kazon (his text is similar enough to Decipher's Seska that I think he qualifies as a free play for them).
- Downloading skill is useful.
- Nice guy for the two weakest DQ affiliations.

*Tuvok*

Public	Allen	Dan
6.89	6	8

*Allen* - Non-Aligned sets off warning bells for me since it means all the DQs will get access to a Tuvok.

*Dan* - Interesting, and good way to get a "main" into the group. Loses a lot of skills from regular Tuvok, but a free play in the DQ is a nice change. Good pick.

*Public* –

- Fairly dull filler card, but unfortunately necessary to make the skill dialing mechanic going.
- Darker Tuvok is cool. Would prefer a different special skill/download, as I didn't like that card.
- solid personnel, except his download makes him a total central figure in any Maquis Delta deck.
- I wish this would be more interesting than it is. The idea behind the reawakened thing would be nice if it had planed out with more trek sense.
- Okay with the affiliation again, decent skills, only a free play in a Maquis deck, makes Pagh'tem'far B'tanay worth using.
- Good.

## Team Crusher

Michael Moskop (Comicbookhero), Paddy Tye (KazonPADD), Sean O'Reilly (Jono)

### Overall Scores

Public	Allen	Dan
49.40 (1 <sup>st</sup> )	54 (2 <sup>nd</sup> )	53 (2 <sup>nd</sup> )

### Overall Judge Comments

*Allen* - A nice mix of source episodes here, and I like that neither of your verbs are seedable (although I do note that you set up Defend Homeworld->Kortar->Barge of the Dead to get that engine running first turn anyway). A concern here is that every single personnel here has a special skill or download (and Kortar does both), which is especially odd on the universal.

*Dan* - I feel like this is a bit of a cheat, using two different episodes together. But it looks like it will work mechanically. The TOS zombie horde is a fascinating addition - this would be a fun deck to play.

### Overall Public Comments

- Barge of the Dead is an interesting way to make the Delta Klingon faction work, in a way that is unique to them. I feel that there could have been a more simple way to get that setup working without requiring turn 1 download chains.
- I really like the mythological take on the DQ Klingons. Really, they were a band of isolated superstitious nutcases on an absurd generations long pilgrimage. So it works.
- I really want to play Delta Klingons right now. So it cant be that bad :)
- My favorite of the three
- I really love the flavor of this one. Team looks solid to this casual gamer. My only concern is Kortar getting whacked - but I suppose this could be solved with extra copies in the deck.
- They really tried to make something of this. To bad this seems to be made by different people entirely without the possibility to make them come together enough to make a good combo of cards.
- Since the nerf to the Hunt/Collective/Sodality built-in treaties, DQ Klingons have had the problem that, unlike Equinox/HAFH, they can't play with anybody (except Voyager with a treaty), and even in that case their use of HAFH means that you're not getting a separate free-play engine for them too. At 8 total personnel (only 6 of which play for free with HAFH) and one free play engine, they just don't have much going for them currently. This set of cards adds 4 new personnel (all free one way or another), and the new play engine adds another 9 free plays to the pool - though most of them are the skill-poor variety. While, like the other teams' cards, this set doesn't really make its faction competitive, I feel it comes the closest, and Barge of the Dead is a very fun mechanic for them.
- I'm not sure if all of this will work. But I'll give it a try.
- Shows creativity and innovation, but doesn't get me excited to play the faction.

## Card Specific Scores/Comments

### *Barge of the Dead*

Public	Allen	Dan
7.24	10	8

*Allen* - At first glance, I was wondering why on earth you'd want to bring AU into DQ Klingons. But this is a rather brilliant and elegant solution. You've snuck in eight or nine extra Klingons into the faction under the disguise of recycling.

*Dan* - More like Barge of the Undead! This makes me think of a hoard of TOS-era zombie Klingons. Points for a creative mechanic. Minus points for giving me nightmares. Really though, nothing is jumping out at me as a red flag.

### *Public* –

- Nice way of expanding the card pool for a Delta Klingon deck. Might have been easier to just make the card seedable, rather than relying on Defend Homeworld for Kortar, and then make it easier to use than relying on Kortar?
- I really like the theme. Really like the access to uni AU klingons as there are plenty good ones to choose from. Like the resurrection. Those DQ Klingons were stuck in the past.
- Clever card. With one stroke it gives Delta Klingons 8 additional personnel AND another card play engine. Not 10 points because it makes no sense lore-wise. Anyway: with this card, I'd immediately play Delta Klingons! I dislike the reference to Revolving Door. If revolving door is the problem, it should be fixed instead of making all newer cards immune.
- wording on type of Klingon is awkward should have been universal AU Klingon with out honour.
- The card seems to be doing different things. The first part of the card targets 112 possible personnel. The second part is targeting 9 possible personnel. So the card is hard to see the focus of it.
- Ooh, this is fun. It gives the DQ Klingons an additional play engine that also adds personnel to the potential pool (including the potent K'chik), and some form of kill prevention/mitigation. It doesn't seed, but Kortar, who downloads it, can be downloaded with DH, so that means you won't get a report from it on turn 1. Not entirely sold on the card type.
- Intention is good. But the second option? I'm not sure. And why not, seed on table?
- It is unclear if the "as from hand" is a card play or a free play.
- This doorway doesn't require immunity to Revolving Door. Should it be a doorway in the first place? Are personnel under the doorway still in play? A clever way to add 9 personnel to the DQ Klingon card pool, but I'm lukewarm on this overall.

### *Quest for the Kuvah'magh*

Public	Allen	Dan
7.00	6	8

*Allen* - This is a bit of a miss to me. The attribute bonus is a bit specific, and while there's story in the Voyager-swap, I think this slot would have been better served by just making an alternative Voyager.



*Dan* - I appreciate how well the story is told here. And the ship replacement is a nice reward for running an old Klingon Cruiser. Did the designers think it would have been too good as a seed?

*Public* –

- Great card, if it were seedable. Without being seedable it is useless.
- DQ Klingons need a way to survive losing the Voq'leng that also fits the flavour, and this works.
- Looks like Federation Flagship: Recovered. But does not seed, making it useless without the use of a Q's Tent. Also, I dislike the "becomes [Kli] affiliation" part.
- Awesome and fun
- I really like this card. It follows a great 'what if' from the episode, plus has a nice safety net for the poor Voq'leng.
- A fine card with both good Trek sense and a well balanced gameplay. A welcomed surprise. It's a nice twist to make the Delta Klingons gain a second wind incase they end up blowing themselves up.
- Now this card, it is hurt by not being seedable. It is absolutely necessary (since Federation Flagship: Recovered won't rescue your HAFH), but if the attribute boost is what moved this to a non-seedable level of power, I'd rather not have it there.
- Nice.
- A klingon Voyager - COOL :-)
- FF:Rec that keeps your HAFH? I kinda like it. Though both effects are a little underwhelming for a "Quest" card.

*Kortar*

Public	Allen	Dan
7.11	8	6.5

*Allen* - Realistically, only SECURITY matters here to power him out early and you're not going to risk your entire engine on a random dilemma. Which means his "nullify God" text is a bit superflous and a bit of an oversell in my eyes.

*Dan* - Good: Fetch the doorway/engine. Nice lore. Funny: Nullifies God. Navigation. Meh: SECURITY. I get that it is a cheat to make sure he's in play early, but it really feels forced on this personnel.

*Public* –

- I'm not convinced this should be a personnel, since it's a mythical figure that "appeared in a vision"? There are other "vision" personnel in the game, but this does card feels like it only exists to download Barge of the Dead and fuel the engine. Surely there was a better way to handle that?
- Solid, works well with the theme here.
- Downloads Barge of the Dead, has SEC, so he's the one you will get via DH. Funny that he nullifies "God" - but I guess you dont want him to die anyway, so he'll be protected somewhere.
- A good, solid, personnel. Since a "Delta Klingon" deck would need him to function I am glad he is worth having around.
- Don't know about the balance of giving all the other affiliations a "Get out of jail for free"-card in the form of this one. Seems like it will find its way into many a deck just to get rid of the need for What does God need with a starship. The rest of the card is pretty plain.

- I'll admit, I laughed at the "May nullify "God"" skill. I didn't like the DQ icon at first, but the "appeared to B'Elanna Torres in a vision" text in the lore made it make more sense to me. He's downloadable first turn, and is necessary for the Barge of the Dead engine, so that's good.
- ... download barge of the dead? Why not seed that card?
- Please download me with Defend Homeworld.

*Miral Daughter of L'Naan*

Public	Allen	Dan
6.78	8	7

*Allen* - Another source of Anthro and Bio is welcome (oddly, DQ Klingons are actually decently set for SCIENCE). The Honor is neat but Daughter of Miral already has it, so I would have thought the skill would be the more usual "Honor (if present with any B'Elanna).

*Dan* - Yay! B'Elanna gets Honor! Wait, no, the Klingon version already has it. I suppose then this for the Fed/NA or NA version? Seems odd. Otherwise kinda blah. A second Anthro is nice, but Bio and SCI are already on a DQ universal.

*Public* –

- Pretty boring filler for the faction.
- Getting support from being present with ancestors is a classic mechanic for Klingons.
- Reports with HAFH, the rest is okayish.
- Strange to make the card that makes this impossible to recycle. It would be interesting if there was any way to gain Honor without actually gaining the skill somehow. Somehow it would be more fitting to let her make B'Elanna be able to recycle on the Barge of the Dead.
- Free with two engines, which is made up for with decent-but-not-great skills. The special skill adds some nice flavor. Again, the "appeared in a vision" line helped sell me on the DQ icon.
- Good.

*T'Werg*

Public	Allen	Dan
7.00	7	7

*Allen* - I don't like the special download - Plasmadyne isn't that great a card, and putting once-per-game abilities on universal personnel confuses some folk. The skills aren't bad but there's already a MEDICAL-Exo, which means this is in danger of making Ch'Regha obsolete. Finally, I am going to acknowledge the joke in the title and lore, and then we shall never speak of it again.

*Dan* - Yeah, okay. Well, I've sent worse jokes to the creative people. Anyway, how's this fit as a member of the crew? Well, the only other MED is a universal too.. but he has Honor so he can't be reanimated. I suppose the Plasmadyne is for the poor Voq'leng's stats. Odd on a universal though. Seems okay.

*Public* –

- Solid filler card for the faction.
- P-Relay is great for Voq'leng. Too many skills though for a univ.
- "T'werq". I get it. Music. Dancing. Haha ;)) A tad too good for a universal character.

- Wicked Easter egg!
- Love the special download - but can we change his name?
- Nice addition to the Delta Klingons. Nothing much else to speak of there.
- I want to subtract points for the name here sooo much, but I'll refrain. Good skills and a great download are balanced by reporting for free with only 1 engine.
- Universal?
- The title is Q-Continuum-level tomfoolery, and I appreciate that. I would have thought that Klingons would have needed different equipment. I guess their ship is weak, but it's supposed to be weak.

*Thomas Son of Owen*

Public	Allen	Dan
7.00	8	8.5

*Allen* - Klingon Paris seems out of place, but the skills are OK. Also, generally the father does not download the child.

*Dan* - Good way to sneak a Star in at the end. And a nurse, so that's a plus. Lost a command star, but I suppose that makes him play for free, so a fair trade. Makes a baby if with his wife. Okay.

*Public* –

- Solid card. Nurse as a characteristic feels tacked on, and isn't really much use without Biology thanks to Medical Crisis.
- Skills ok, so I gave a 6. But I Don't really like Klingon Tom so much. He was challenged to a klingon batleth fight or something, and he went through with it. But I don't think Tom has Klingon Honor. A supportive NA makes more sense to me.
- I never saw Thomas as a Klingon affiliation guy, so it feels a bit forced to give us a [Kli] Thomas. By that logic, we should also have a [Kli] The Doctor, because he's installed on the Voyager, which also seems to be [Kli] with Quest for the Kuva... apart from that: solid guy who downloads a AGT card noone ever uses. 2 in 1 personnel are always very good.
- The only really interesting with this card is that he is a nurse.
- Appropriate (and good) skills, great download, reports with 1 engine. The Miral download encourages a thematic DQ Klingon/Fed Treaty deck, though we don't really have a mechanic to allow that to work well yet
- Good, but slightly odd to download the Miral from the future.

## Team McCoy

Stephen G. (Zef'no), Adam Hegarty (Chewie), Matthew Hayes (karonofborg13)

### Overall Scores

Public	Allen	Dan
48.83 (2 <sup>nd</sup> )	55 (1 <sup>st</sup> )	51.5 (3 <sup>rd</sup> )

### Overall Judge Comments

*Allen* - First, the obvious - five of the six cards are "Klingon messiah", and then there's General Korok (from the Unimatrix Zero episodes). I would say if one of the incidents (or a second personnel) had \*also\* been off-theme, it would work better - at the least it wouldn't cause "one of these is not like the others" reactions. Moving on from that, you've mostly covered your bases skills-wise, and your two Incidents hand out some nice things but nothing screamingly superpowered. And I like how they overlap but don't require each other. The skills look to do a good job filling holes as well. In all, a solid submission.

*Dan* - A strong finish after a rough start. I feel that the Borg is a bit out of place with five other Voq'leng cards, and the verbs are lacking a bit. The challenge was to enhance a faction, and that you did. But the free report is on a planet, and the big strength of the DQ is reporting to the ship. So this may not be as big of a punch-up as it could have been.

### Overall Public Comments

- It feels like the entry was more concerned with preventing the Delta Klingons from being able to stack with Equinox / Home Away From Home, and the result is that it starts with a poor personnel selection which can't be supplemented by many of the stronger Delta Non-Aligned personnel. End result is a very weak faction, with plenty of restrictions, but no actual carrot to make me want to play them.
- The whole BIG MISTAKE with the DQ was trying to solve fewer cards with overpowering and generic free plays. I feel the core mechanic here, A New Home, is too close to digging this hole.
- while being all in all a solid entry, I dislike Korok. Also, the new reporting mechanism makes no real sense - why are the Delta Klingons reporting on that planet? Are they born there? Do they live there?
- A nice looking team. Korok really makes me want to team them up with NA Delta Borg and see what happens. :-)
- The best of them but falls on the finish line. One card sticks out and doesn't conform to the rest of the story that they have going here. Too bad. Could have been a great card there instead that this one. Not that Korok is bad, just that the story now got one less card to play with.
- Since the nerf to the Hunt/Collective/Sodality built-in treaties, DQ Klingons have had the problem that, unlike Equinox/HAFH, they can't play with anybody (except Voyager with a treaty), and even in that case their use of HAFH means that you're not getting a separate free-play engine for them too. At 8 total personnel (only 6 of which play for free with HAFH) and one free play engine, they just don't have much going for them currently. This set of 6 cards adds another play engine, and makes those 2 original command personnel free plays, but in terms of widening the total pool it only adds 4 new personnel (all free plays one way or the other). If you're using A New Home you don't get access to another DQ faction though, which keeps your personnel pool small, and I'm afraid not very competitive.

- Good overall, gives me an idea of what a DQ Klingon deck would look like.

## Card Specific Scores/Comments

### *A New Home*

Public	Allen	Dan
7.00	7	6.5

*Allen* - A mini-outpost for DQ Klingons. I get the sneaking suspicion that several of the abilities are set up to get ships out, but that's a good trick to have on a card. I am wondering about the nullification clause, though - seems odd to allow [Cmd] to mix but not [Stf]. Trying to prevent HAFW stacking, perhaps? (In that case, I would worry overall about viability. I mentally count HAFW as your second free report engine.)

*Dan* - Turns a mission into an HQ for Klingon DQ. Okay, fair enough. Once per game download - could be the ship. Some limited retrieval, good for getting a blowed up ship back I suppose, or maybe a lynchpin personnel. Nullified if you.. play another affiliation, really, including non-aligned. Interesting limit, but feels a bit heavy handed.

### *Public* –

- Settling on a planet is an easy way to deal with the DQ Klingons. Comes with an interesting bag of tricks, but I worry they are too much and too generic. While the final cost is ultimately too high. The card is not future-proof.
- Nice way to make the faction not dependent on Caretaker's Array / Liberation, but also prevents stacking of play engines. Unfortunately it is going to make for a very weak faction.
- Different approach. This time, it seeds on its own so that I might mix with Federation or Non Aligned guys. Only it is discarded when I play any [STF] guy who is not Klingon... so... I just can play more Klingon guys per turn. At least, I can also play my Command Star guys for free now. So... good after all. I dont really understand why they are reporting on that planet.
- I was begging for a thrice option.
- I wonder how this would stack with Home Away From Home? I don't think the overlap would be too bad...?
- Good balance and lots of Trek sense here. Feels balanced and "meaty". Don't know about the stacking in other cards but as it looks now it seems to be on the right track.
- I like tying free report locations to specific missions, as that provides a sort of cost for gaining the free play benefit. I don't think it really works for DQ Klingons though, since they are conceptually reporting at their end destination. Discarding a card to download any DQ Klingon is quite powerful (even at once per game). The HAFH restriction appears to be there to prohibit using the Equinox instead of the Voq'leng (which would greatly increase the potential personnel pool for this deck type). However, that restriction highlights a problem that this faction has: it is small, and this card doesn't do much to alleviate that concern.
- Don't know...
- Way Stf klingon ?
- I like this a lot. Again an awkward restriction to deal with the elephant in the room, still leaves plenty of options.

### Council of Elders

Public	Allen	Dan
7.06	6	6

*Allen* - The upgrade to stats is blunt but I'd agree it's necessary. Bonus draw looks decent. Adding icons to missions is pretty straightforward and I'd expect Open players to spam free hand weapons to pay for it.

*Dan* - Speaking of heavy-handed: boom. The ship is better. There are other cards that do that, but not as easily. Okay, so what else? I like the card draw and what you have to do to get it. Perhaps that's the reason for the ship bump? It has to be vulnerable? Last: Ditch a hand weapon to add an icon.. for this turn and next. That is... unreliable. What if you hit a Edo Probe or Dead End? Rough.

#### *Public* –

- Should the card draw work if the ship is docked (looking at Federation Flagship: Renewed as prior comparison). Adding Klingon icon to mission seems useless, as there are too many restrictions. Possible that you may end up with an unattemptable mission if you rely on this and face a wall you can't quickly overcome, like Dead End / Chula: The Game / anything with skills you haven't drawn
- Card draws are always needed, and access to more missions is nice.
- I dont think that the Stats should be increased. It's a movie era ship after all. I like that it's another draw mechanism that stacks with Ancestral Vision, so you probably shouldnt bother with having to include more card draw in your deck.
- Nice boost for the Voq'leng and also a card draw mechanic that isn't too over powered.
- Close but no cigarr. It's very situational and only interesting for one deck type. Could have fared better with something for a wider audience also.
- This card gives the faction's ship an attribute boost, an extra end-of-turn draw, and the ability to gain access to more missions. All welcome functions, given how dangerous the Delta Quadrant can be (if you have an opponent there with you). It seeds, making it strictly better than Ancestral Vision, but I have no objection to that, since this card requires enough dedication to this particular faction.
- Nice card, cool options.
- Addition Card draw good. add Kli to Delta Mission UNTIL END OF NEXT TURN: Bad idea. Why not until end of game.
- The draw engine is fine, but I don't understand the other two abilities. What's the point of having different ship stats if supplemental cards are just going to balance them out anyway? Why would I want to add Klingon icon to a mission for two turns? When my NA guys die in the attempt, or if I want to build an outpost?

### *General Korok*

Public	Allen	Dan
7.11	8	8

*Allen* - Gives Klingons a Borg icon. DQ Klingons aren't really lacking in OFFICER and SECURITY. A second Computer Skill is a good addition, but the other skills are already represented. And obviously no-one will turn down a free Bat'leth.

*Dan* - A broken link is always nice to see closed up... except it is opening another at the same time. Skills look reasonable, though the Cunning may be a bit high. Seems a bit out of place with the rest of the cards, but still fits in the crew. Odd to see a DQ drone without dual affiliations, but understandable given the constraints of the challenge. Probably would have went with something else, but good for what it is.

*Public* –

- Nice missing link filled in, even if it doesn't fit the episode of the rest of the Delta Klingons. Integrity 8 would have been nice to fuel Ancestral Vision.
- Inventive source for another DQ Klingon.
- On the one hand, we've all been waiting for him - on the other hand... Where does he get his Bat'leth in the Delta Quadrant? Why is he Klingon affiliation and not - at least - dual? (answer: because of the rules of the challenge. But then he shouldn't have been made). Why is the only lot he is really mixing with movie era Klingons searching for the Kuva'magh? It all makes no sense.
- Really felt he would make more sense as a NA for an after the fact guy or NA/Kling duel affiliation. He Can't even run his own damn ship he commands!
- Finally! The General! Good, solid, Klingon with the 'normal' warrior skills. Nice attributes and a [DEF] for our "new" delta team.
- Whenever we got General Korok we would see the first Delta NA Borg personnel with OFFICER on it. The other interesting thing is that the only thing they really lacked was Leadership and Navigation. All on one cards. He's good and would see lots of play in the right deck. Being a matching commander to a great ship don't detract from it. The only thing making it a bit sad is that it stands out like a sore thumb when looking at all the other cards that all follow suite.
- Odd that, as a Klingon, he cannot staff the Renegade Borg Sphere alone, though since making him Kli/NA was against the rules, no points off. Matching Commander status is a bit redundant, since the sphere also calls him out. Plays for free to A New Home. Has a Borg defense icon, which nicely future-proofs him as a potential part of a non-[Borg] Borg faction. I like the Bat'leth download as a nod to his ability to pull a bat'leth out of nowhere in Unimatrix Zero. I might have liked to see an AU icon so we could use a more Klingon-looking picture from within the Unimatrix Zero dreamstate.
- instead of Bat'leth let him DL Council of Elders
- Well done. If I opened this as a rare, I would be excited.

*K'Gah*

Public	Allen	Dan
7.06	7	7.5

*Allen* - a second MEDICAL is nice, along with a second Geo and Physics.

*Dan* - Universal help is good for a tiny faction. Nurse is nice. Good made-up lore to match his made-up skills. Lower strength than cunning on a Klingon is weird though.

*Public* –

- Solid filler personnel. Again, Nurse without Biology isn't too much use. Medical Crisis has unfortunately made personnel like this necessary.
- Solid supporting personnel.

- having some "hobbies" now qualifies as having those skills? Wow, I am really a skilled guy ;) Apart from that: solid character.
- Nice balanced universal guy to help move the team forward.
- A universal personnel for the Klingons to use. Looks good and is probably balanced.
- Functional, basic free-play (to 2 engines) personnel. Helps build up the DQ Klingon skill base, and adds the nurse attribute as well.
- Good.

*Qa'Bahn*

Public	Allen	Dan
6.78	9	8.5

*Allen* - Fills in a lot of skills at the universal level. Very solid.

*Dan* - I like the alternative story here, again good imagination on a solid card. Well done.

*Public* –

- Filler personnel with not particularly interesting skills, and doesn't benefit from multiple play engines (unlike K'Gah).
- If I remember the DQ Klingons correctly these skills are less needed than the MEDICAL scientist one.
- Nothing too exciting here. Solid guy.
- Nice balanced universal guy to help move the team forward.
- Again, OK but nothing special about it. The blend of skills seems to be about right.
- Functional, basic free-play (to 1 engine) personnel. I'd have liked to see this one get the staff icon (perhaps instead of K'Gah) to help balance the fact that K'Gah appears to be generally more useful.
- Good.

*Tom, Son of Owen*

Public	Allen	Dan
7.11	9	8

*Allen* - My gut instinct was not to like a Klingon Paris. But this is both a decent version of Paris \*and\* fills in some skills, which is impressive.

*Dan* - Again, good way to sneak a main into the set. Lore is a bit lengthy, but the skills, attributes, and icons are great. Nice download, too.

*Public* –

- Solid card for the faction, but not particularly interesting.
- Skills a little overpowered. Again, I don't like the idea of Klingon Tom. I don't, compared with Klingon versions of Riker, Picard, Quark, Sisko, etc. it just feels wrong to me.
- As stated for the other Team, I don't see Thomas as a Klingon affiliation guy just because he's married. It just feels like "here, another main for your team". And with that many skills he cannot be ignored. I like that he downloads Space Boomer.



- A nice card but maybe a little bit on the powerful side of things. I know that Delta has that problem already but now it just feels silly making new ones like this one. I understand that it's hard to make it count on such few cards but going overboard seems just unoriginal. Bonus for the Space Boomer Special Download. Fits the card and story.
- Son of Owen - Good skills, free play with 2 engines. Boosts the Voq'leng with his download. With this much going for him, he might have been better as a single engine guy, but I don't think he qualifies for a command star or no staffing either anyways.
- no one need Space Boomer
- Don't like the special download. The Voq'leng doesn't need even more range. The space could have been used to distinguish him more from his FED version.