

Challenge #8: It's About Time

"Design a suite of six (6) cards related to a time location, including a related method of time travel."

In the final team challenge, the teams were asked to create a new time location. In addition to the time locations, teams needed to make a new method of time travel under the assumption that Temporal Vortex would no longer have a Referee icon. Finding a way to create new deck, or provide a new tool to an existing deck, with such a limited set of cards is a difficult challenge, but one of the most common tasks of design. How did the teams do? 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 #8:

Team	Submission	Members		
Scott (p. 2)	Federation/Klingon Border	Stephen G. (Zef'no)	Paddy Tye (KazonPADD)	James Monsebroten (Orbin)
La Forge (p. 9)	Anti-Time Collision Point	Michael Moskop (Comicbookhero)	Daniel Matteson (OKCoyote)	Matthew Hayes (karonofborg13)
O'Brien (p. 15)	Battle of Narendra III	James Heaney (BCSWowbagger)	Adam Hegarty (Chewie)	Sean O'Reilly (Jono)

Team	Design	Public Vote	Allen Gould	Dan Hamman	Total Score
Team Scott	Federation/Klingon Border	50.20	50	54.5	154.70
Team La Forge	Anti-Time Collision Point	46.50	52	43	141.50
Team O'Brien	Battle of Narendra III	42.01	46	48.5	136.51

Leaderboard

After eight (8) challenges, here are the standings in *Make it So 2013*:

Place	Contestant	Forum Name	Challenge #8	Total Score
1 (+2)	James Monsebroten	Orbin	154.70	755.95
2 (-1)	Adam Hegarty	Chewie	136.51	749.11
3 (+1)	Paddy Tye	KazonPADD	154.70	748.91
4 (+1)	Stephen G.	Zef'no	154.70	747.86
5 (-2)	Michael Moskop	Comicbookhero	141.50	739.29
6 (NC)	Daniel Matteson	OKCoyote	141.50	722.56
7 (NC)	Sean O'Reilly	Jono	136.51	715.91
8 (NC)	Matthew Hayes	karonofborg13	141.50	714.23
9 (NC)	James Heaney	BCSWowbagger	136.51	707.57

The public's highest rated card was **Professor Data** by Team Scott, scoring a total of 7.70 / 10. The judge's highest rated card was also from Team Scott: **Geordi**, scoring a 17.5 / 20. This card was also the highest rated card overall, earning a 24.55 / 30.

Team Scott

Stephen G. (Zef'no), Paddy Tye (KazonPADD), James Monsebroten (Orbin)

Overall Scores

Public	Allen	Dan
50.2 (1 st)	50 (2 nd)	54.5 (1 st)

Overall Judge Comments

Allen - Putting the time travel on the location itself is interesting. And while you needed the travel to be worse than Temporal Vortex, one personnel per turn and no ships is really painful. Especially since you've named Future Enterprise (and Pasteur) as native but you haven't provided a way to get them out. Tying to a Q side deck is a nice touch as well.

Dan - I had to do a Glossary Dive to make sure reporting wasn't going to be an issue on the station, but I was wrong about that. That turns me around on this entry, and I give it high marks. There are a few nagging things, but for the most part this is a well constructed set. Things it is missing that I can't dock you for: a call-out the banned Anti-Time Anomaly. This group of cards probably won't make it until that card is errata'd and fixed. Things it is missing that I will dock you for: A better mission. The series finale deserves more oomph.

Overall Public Comments

- It's a nice sub-faction - but overall i'm not that excited.
- They did not actually create a proper time travel card for general use which I felt was a clear part of the challenge, but other wise pretty solid.
- All in all it's just an average set. Nothing special there.
- Would open up a whole new [AU] [TNG] decktype, if only the time travel method wasn't so prohibitive. Maybe that's good since it could be stacked with Warp Core engines ... but overall I'm not sure how much it would get used.
- I didn't like your time travel method or your Picard, but otherwise this might have been the best of the teams.
- Overall, a great entry. For the most part everything comes together well, with that minor exception of Worf not being compatible with the station. And I was hoping for something referencing Riker's facility commander status of 247.
- some interesting concepts here
- This set is dripping with flavor and I love it!
- This team gave a home to one homeless personnel (Beverly Picard), a new home in a new affiliation to another (Governor Worf), and a second free report location for a third (Admiral Riker). Adding the 3 personnel from this set brings this free report engine to a total of 6 cards - just enough to be viable, especially considering the skill density available there. The time travel baked in to the time location is limited but sufficient, and being able to travel to anywhere in the AQ ties in with Picard's time-hopping from the episode. Additionally, it is nicely thematic that the travel is tied to the Q-Continuum side deck being open, which I feel makes up for the saved seed slot by putting the travel in the time location's text. I would like to see a higher span for a mission that conceptually involves running around the neutral zone. Commander Tomalak, while he gets a mention in the mission's requirements, oddly doesn't qualify for being native to the time location.

- Good choice of theme, solid gameplay.
- A great story candidate for a TL, and some good card ideas. Well executed.
- A good start but that's just it. But the choice of time travel episode is on the epic side and a good way to end anything with =)
- Very well done all around.

Card Specific Scores/Comments

Starbase 247

Public	Allen	Dan
7.15	6	6

Allen - The mini-treaty is a bit silly - for one personnel?

Dan - A fun effect, but this card has a problem we run into a lot: Word space is at a premium on facilities. It is already over, and is missing (Not duplicatable.). I'd suggest moving the Worf text to the time location, but that's already over budget, too. And is a facility at a time location corresponding to a Neutral Zone location in the Neutral Zone? If so, Wake of the Borg makes this a sad card.

Public –

- Interesting concept. Basically it's a good idea to buff TNG Feds.
- cool mini team but it stacks a little too easily in to TNG fed decks and I think would make them VERY VERY strong. A free play data allows for VERY strong turn one Poker game deck set up.
- Solid card. Nothing special to say here. I like that Worf may mix with other FED like he did in the episode.
- TNG property logo? Did the episode actually show this station??? I like the simplification of how to report to a space location, and the potential for an AU TNG decktype reporting engine via Crew Reassignment. And the compatibility note.
- Big fan of this card, it obviously takes inspiration from Deep Space Station K-7. It has the potential to be over powered since it combines well with TNG play engines, but luckily does not have that many people who play there for free. So I think it works. One thing I will mark you down for is the lack of an AU icon for the station - it's in the future and K-7 has one. I like that Gov Worf is made compatible with his former friends, as that fits the story. I like that Ships do not report for free, as those ships are way too awesome to be free.
- It was cool to see Riker's facility. I like the use of this for the free play. Would have got a higher rating if Governor Worf could be on the station without a treaty.
- rather dull utility card
- Good call with the Gov. Worf text.
- Works mechanically, but thematically the starbase was never seen in the episode, it doesn't really make sense to send the personnel there.
- Solving the space-TL reporting issue with a station, like K-7.
- As an outpost it's ok. Gives the right signals and looks to be easy to understand.

Conduct Long-Range Scans

Public	Allen	Dan
6.65	7	7

Allen - I suspect "Edge of Neutral Zone" would get changed by Creative or Rules (because currently you can't guarantee that it won't be in the middle of said Zone), but that's minor. Mission requirements are behind the curve.

Dan - Here we have an epic series finale mission represented by... 35 points? The only way that makes sense to me is that this is the false mission, just heading to the Zone, and not anything to do with an Anti-Time Anomaly. But looking ahead I don't see anything related, so I'm disappointed. Looking at the mission technically, the requirements, affiliations, points, and span look close enough. Another location in that region is interesting for Romulan decks.

Public –

- Regular mission - is it supposed to be one-sided only? I don't like the name of the "region" as it somehow doesn't fit for a time location.
- Fine mission
- Nothing special here at all. Furthermore, I don't get it why there should be any Tomalak, since he's from Barash's illusions...
- Should seed and edge of zone
- Location name is awkward. Span seems low. Skills and points reasonable. Tomalak alternate requirement is flavorful; I guess precedent dictates that it's ok for him to solve the "present day" version.
- Well here is an easy 50 point mission for Feds, certainly not going to knock you down for that as I don't build TNG Fed decks with missions that can't be worth 50 points. This one would pair very well with Host Meta Shield Testing as those guys have all of these skills x 5 or so. But what I really like about it is that it is also a Romulan Mission (thanks to Commie Tomalak) and is not worth 40+ points printed as currently the Romulan Neutral Zone deck is flawed in that the space missions are easily stealable in OTF. That and again being an easy 50 points with bonuses. I'd play this mission without the time location (that is a compliment).
- A good mission. My only complaint here is the name of the location, Edge of the Neutral Zone is a bit wordy, I think Devron System would have been the better choice.
- Love the Premiere feel of having Tomalak be able to do the mission - good idea to add the attribute requirement though.
- For a mission that is required for the free play engine, it seems too good. No drawbacks, and easily boosted with mission specialist points for Feds and Romulans. Should probably be a 30pt mission
- nice to see the old Commander Tomalak come to use. Looks to be a little bit too easy for the points though.
- Great requirement sets.

Geordi

Public	Allen	Dan
7.05	8	9.5

Allen - Is it just me, or does giving Future Geordi a bonus with Past Brahms feel a bit creepy (even for Geordi).

Dan - Lore ambiguous: is former applicable to all things in that list? He used to be a successful author but isn't any more? Former husband to Leah? Seriously though, everything else on this card is spot-on. Old Geordi has lost a step on his savvy and might, but has picked up Anthro, while maintaining most of his Engineering background. Icons, classification, special skill and title all come together nicely.

Public –

- If reported for free, I'd take him! I don't know if the attribute buff happens often but better this than nothing.
- Fun AU Geordi, neat sex boost.
- Well, the bonus with Leah is nice, but I anticipated more.
- would be an 8 but linking your bonus to a non AU card in this instance doesn't seem right
- Luckily still works with Ocular Implants. :) I would have left off a skill to enable a card draw from Continuing Mission.
- I always wanted a future Geordi. Good choice of skills and not overpowered, it would make sense for him to be somewhat behind the times (1 Comp Skill and only a staff star) even after commanding his own ship (Challenger) as this is so far in the future. Dig the boost from hanging with Leah Brahms as she is always in my TNG fed decks anyway.
- A good capture of the future Geordi, not sure I'm entirely behind the special skill. Bonus point for the lore which made me chuckle with the possible double meaning of being a successful author (of Leah Brams).
- He got some from Leah finally!
- Seems pretty much in line with the 2E version of future Geordi. Swapping Computer Skill for Honor like the 2E version would seem to make sense.
- Skills look good, and I like the boost.
- an ok card. would have been nicer to see these as boosters of other cards rather than being boosted by others. Have the potential for a deck type but misses the mark here.

Mr. Picard

Public	Allen	Dan
7.20	7	8

Allen - Temporal Shifting is a bit weird as a special download. (In that Picard is only mentally bouncing around, not physically). But whatever.

Dan - I'm less in love with this AU version of the persona. Lore and skills are good, and he wasn't helpful on any ship, so no staff icon. Temporal shifting is cute, but feels a bit off. And Cunning of 5 is rough. He did figure out the paradox in this foggy-state. Feelings aside, still solid.

Public –

- Temporal Shifting is a powerful card to be downloaded. Taken! I'd give this a higher rating if he had cantankerousness ;)
- Hey look it's a BC 2e card :) No issues, SD could be FUN /evil
- Same as Geordi... so many possibilities and just a SD...
- I think he needs Geo.
- [SD] Temporal Shifting works remarkably well flavor-wise. Decent skills but low CUNNING is an interesting way to reflect irumodic.

- This one doesn't do it for me, I like Vintner from 2E who sort of just boosts the deck and people around him. I don't like your choice of name, though I'm not sure what works better. I don't have any idea why he has Biology (did he do some post Starfleet studies?) and while the Dimensional Shifting kind of makes sense to what was happening to him in the episode, he couldn't control it (or send anyone else that way) AND you already have that part of the story covered on the Time Location.
- Good take on future Picard as well. I don't care much for the title, but I'd have to rewatch the episode to see if there was a better option. Good call on the download though.
- very interesting
- DL is nice!
- Very much in line with 2E future Picard. Special download of Temporal Shifting seems like a very strong carrot to run this free play engine.
- The title's not perfect, it makes me think more of Picard in "Time's Arrow, Pt 2". Everything else looks great.
- The same for this one. Could be a good base for a deck. lacks something like a booster for others to fit with the show.

Professor Data

Public	Allen	Dan
7.70	7	7.5

Allen - Good skill set, and I like that he's complementary to Regular Data without overshadowing (in particular, that you didn't give him Comp x2 for Rods)

Dan - Interesting in that this Data may well replace any other version in TNG decks. Double SCIENCE, more Cunning, and no loss of other attributes. No command icon, Music, and more importantly, no Exobiology would be the only reason to think twice. And with the Exo also missing from Beverly Picard, this TNG team will have to rely on universals a plenty to supply that much-needed skill. Overall good, but being great in a standard build may need some testing.

Public –

- Data is always a good card, no matter the time period. I don't know if it's such a good idea to implement more versions of him that can coexist.
- VIP would be a better classification, A data with no x2 skills in box!?! doesn't feel right, Also free play data could have issues with turn one Poke game setup's.
- Well... he fits into the line of Geordi and Picard... so many options and none taken :-)
- I like the skill set and the 13 CUNNING.
- Well this certainly looks like a Data. I like that he doesn't have Computer Skill x2 and therefore cannot be gotten with Quark's Rods as it is obvious that that card was excluding Data for being too powerful. The skills make sense to his position as the Lucosian Chair as does the increased Cunning Stat (Data has more Data). Since he hasn't been actively flying around for a bit, the staff star makes sense. Pretty solid dude and it would be fun to pair him with Commander Data and Data (premiere) for the mission busting.
- A solid Data. Would have liked the third sentence of the lore to be more flavorful.
- The skill and attribute tank he should be. I am glad to see him reduced to a staff icon though.
- Another solid "conversion" of a 2E card.
- Excellent lore and skills. Wow, his cunning went up!

- A bit on the powerful side for a Data with 13 in Cunning. But then again he has just one computerskill so you can't download him.

Federation/Klingon Border

Public	Allen	Dan
7.10	7	8.5

Allen - I think the time travel here is too weak. Specifically, that you can't get the ships you've named out.

Dan - Interesting. Things I like: Tie-in to Q-Continuum Side Deck. Tie-in to TNG icon. The two lore terms you picked to call out associated personnel. Properties of a Time Location allow reporting to a ship, facility, or whatever, so that gets around the station's lack of built-in reporting. Oddity is that Q can send anyone through time instead of just his favorite plaything Picard. But looks good, and would be the first Space Time Location.

Public –

- First of all, I like the connection to Q. The ability to travel from here to anywhere is cool, too. If only Starbase 247 had a better text :(
- they cheated on the time travel card including it on the time location and it doesn't work for the ship that can report their the pasture gets stranded.
- Not so bad, but I think you could have done more with that idea...
- Name is still awkward; I would have pegged the year a little later too. Time travel method is interesting, but weak. Native requirements are awkward and leave out Commander Tomalak.
- This card is similar in function to Sherman's Peak in that it is one seed slot which gets a facility that allows free reports. Also Feds, Klingons, and Romulans could use those free reports, though it is clearly better for the Feds. I really like that it works with the Q-Continuum side deck. Also, you did an excellent job of getting all of the relevant cards that report here listed with a minimal amount of text. I'm not too keen on the Time travel built in function. First, it doesn't really fit the episode as Picard was not controlling the hop and only he could do it. When using this, the player could simply report a personnel for free each turn and immediately relocate them to the regular spaceline. It also seems like a slight cop out on the requirements of the challenge. This deck type clearly needs Temporal Vortex and if it didn't the ships that are native to this timeline would have to never report here or never leave. What you should have done, is make a Q card which did the relocating of people (damn that Q) such that the deck really wants to use the Q Flash side deck to get a benefit. Plus, a new Q card would be cool. My point being - the time travel function seems tacked on just to meet the challenge requirements.
- A very thematic Time Location, well done. While I do like all of the flavor on this card, forcing a second seed to enable the time travel of one personnel a turn seems a bit too restrictive.
- I like it; what happened to Commander Tomalak?
- Love the Q-Continuum carrot.
- Something to encourage Q cards
- Needing a Q-Flash to time travel is interesting. Ability to time travel to a ship anywhere in Alpha Quadrant seems pretty powerful, and negates part of the cost of requiring a time location to be anchored to a mission. Not allowing a ship to time travel is a good call, as the future ships didn't time travel in this episode

- Nice (and daring) to make a [S] Time Location. And nicely avoids the problem that this can lead to, of having people to report there but nowhere for them to exist -- this solves that by letting you download a facility there. Interesting to encourage the Q-flash side deck (though this would also preclude Civil War). But I see you can use this TL without Q-flash, you'd just need to rely on a different time travel mechanism.
- basically easy to figure out but a bit limiting. Now you have to play with a lot of seed cards just to get this one out and running.
- Innovative and flavorful time travel mechanic. Makes the focus of the time location solving missions rather than invading the present with powerful ships.

Team La Forge

Michael Moskop (Comicbookhero), Daniel Matteson (OKCoyote), Matthew Hayes (karonofborg13)

Overall Scores

Public	Allen	Dan
46.50 (2 nd)	52 (1 st)	43 (3 rd)

Overall Judge Comments

Allen - Going "alternate future" is a nice trick to build a team. I do like that there's no download chains to set this up; it might end up being overly expensive in seeds, but that's something solvable in playtesting.

Dan - Good story to choose: mains a-plenty. Disappointed that the tie-in card to a series finale is only 30 points. It should be bigger and more dramatic. Your choice of a time travel card is limited in that it only applies to TNG, but open ended in that it will hinder future TNG-era time stories. And your personnel are a bit off.

Overall Public Comments

- I like that they managed to capture every single character relevant to the timeline. I feel that Worf wouldnt be used as he cannot cooperate with the rest. Still I feel this is weak on the power side.
- no way for Gov. Worf to work with the feds, free play engine stacks a little easy with TNG deck but is balanced a bit by AU ship requirement.
- Good and thematic set. Nothing too special but all in all very solid!
- So, you've got two things going here. A big boost to any time-travel deck that is willing to use Devron, and an attempt to make [AU] [TNG] a viable deckbase.
- I just hated your time travel card and there were a lot of little things in this series that brought it down in the score. Might be improved after feedback and playtesting to be something great. but some of these critiques seem obvious even before going to playtesting.
- For the most part a good thematic entry, I think the generalization of Temporal Paradox may have been a mistake though. Overall, good job.
- solid but a bit dull- I like the time location and mission, though
- A solid showing, and I really like it. I can't help but feel it just needs one more round of polish though...
- This team gave a home to one homeless personnel (Beverly Picard), a new home to two others (Governor Worf, Commander Tomalak)(though they will likely need a treaty to be useful), and a second free report location for a fourth (Admiral Riker). Adding the 3 personnel from this set brings this free report engine to a total of 5 cards (up to 7 with the appropriate treaties) - just enough to be viable, especially considering the skill density available there. The time travel is very broad, but is tied to a specific location, and requires the TNG icon (limiting the other potential time locations you might use with it), so I'm okay with it (though it isn't very flavorful). The download of a Q-dilemma is fun (though you just solved Q's riddle? Maybe he's doing you a favor or something).* I do find the mission problematic - it is a potential 50 point mission with specialists that doesn't require an attribute. Now, there are already several space missions for TNG feds that fit that bill, but this mission doesn't need to be as competitive because it is tied to a free report engine.

- Theme just didn't work as well as the Team Scott version.
- A great story candidate for a TL, and some good card ideas.
- A good idea but lacks the finals stretch. could have benefitted for another card than the universal dude.
- Marked down a few points on the incident and mission, but otherwise quite solid.

Card Specific Scores/Comments

Temporal Paradox

Public	Allen	Dan
6.25	6	5

Allen - I like the specificness of this. Not sure if the Q Dilemma piece will work (since that won't magically make it legal to seed). I think you'll get some confusion on having a card that sits at one location but allows travel at another one, though.

Dan - This card has a big problem in my mind: eventually we are going to get around to making a Time's Arrow time location, and Temporal Paradox will allow ships and crew to move there haphazardly. This would limit design. And I don't recall any of the alternate future ships popping back and forth through time, it was just the personnel. But perhaps that's a mechanical conceit. And if you solve the mission, you can make your opponent face a Q dilemma? How does that follow? Too many Paradoxes on Temporal Paradox.

Public –

- I think this is a clever way of allowing time travel for TNG guys. The Q download is okay, but not too OP.
- good Time travel for TNG decks, DL of a Q dilemma is VERY fun.
- Nice and solid! Makes playing with a timeline worth it!
- Huh. You've made this such a good time travel method, it will become a standard for almost any deck with time locations. I guess you realized that when you made the mission affiliation-neutral, but ... that's weird.
- Too easy. Twice per turn is the most I would ever need to move between a time location and the spaceline and I can move my whole ships and people too. Man, battle decks can suck it, I'll just stay in the future then come out to attempt missions and go back when I am done. And how does this relate to the story of the show? They didn't have free travel through spacetime -> maybe you should have gone with the Relativity. What I do like about this card is the second function. It costs a seed slot, but that slot can be converted back into a dilemma when I solve the mission. It has me thinking of a combo of Q and Fractured Time (assuming that my opponent knows that I just dropped a Q at their mission and punishing them for overplanning for it.)
- I think this is a good time travel enabling card. While I get that a 'temporal paradox' could be created as a result of any time travel, it would seem that since this plays on the Devron System, its effects should be limited to it and it's Time Location.
- Very straightforward. The double time travel is very nice.
- Seems like a watered down version of Temporal Vortex. Also, shouldn't Q be creating trouble BEFORE the mission is solved, not after?

- Much wider than previous time travel cards (plays here, allows travel at unrelated places). But nicely thematic. Hm, interesting that you can play this and not even use this new time location, or even any time locations.
- The concept of keeping track of cards is hard and something that you can do twice is just stupid if there is no way of keeping track without pen and paper. This card does double duty and as such become hard to remember and play.
- A little odd that it seeds on a mission and allows time travel anywhere. The Devron system wasn't what was causing time travel; Q was. On that note I did like the Q reference.

Collapse Anti-Time Anomaly

Public	Allen	Dan
6.30	7	6

Allen - I'd like this mission better with an attribute requirement.

Dan - 35 points seems weak for a series finale mission. And only 30 points if someone from Deep Space 9 saves the all life in the universe? The 3 Picards requirement is fun - finally a use for Lt. Jg. Picard. Any crew makes sense, and Romulans will like another Neutral Zone region, especially one with 20 easy mission specialist points. The bonus to TNG seems out of place though.

Public –

- They'll make Picard's family eventually...
- "Any three Picards" sounds good ;) Apart from this, regular mission.
- A fine mission.
- Nice try with the requirements but I would have anticipated more.
- I don't know why, but the TNG point bonus bugs me. Affiliation-neutral is practical, but strange for Trek Sense. "Any 3 Picards" is hilarious though.
- I just love that I can solve this with 3 Picards. Mark and I were going off on all the Picard combinations to run. The bonus text just makes it that much easier to get to 50 points. I'm usually anti 'Any Crew can Attempt' but at least it prevents any outpost (except Neutral) from seeding here. I guess I'd prefer a no Outpost Text instead, but it would need most of the attempting icons, certainly Fed, Kli, Rom, Baj.
- A pretty good mission. Bonus points for the 3 Picards requirement. Although had to dock some of them for the Away Team being all TNG, crews attempt space missions.
- It seems a solid mission. I really like "any 3 Picards", but am not sure about the wording (worried about rules lawyers)
- Shouldn't that read "+5 if all personnel in crew..."? The extra points are really not needed on a mission that can be easily AMS boosted, and is required for a free play engine.
- Probably deserving of more points, for what was such a critical mission in the show. I'd want to put it at 40 or more ... and thematically, it makes sense for the opponent to attempt it too. And perhaps some tie-in with Anti-Time Anomaly? I like the TNG bonus, but the "any Picard" causes a bit of a rules question with whether Beverly counts.
- Good to see a lower point number for once. Any 3 picards will confuse players. Don't get the bonus point reference. Why add it?
- Love "Any 3 Picards." Wanted more points. +5 points if all [TNG] feels like a 2E design paradigm. (And actually should say crew, not Away Team :P)

Monsieur Picard

Public	Allen	Dan
7.00	8	7

Allen - I like this version of Picard. It does seem to fit the episode nicely.

Dan - Yikes, that's low cunning, and he doesn't even boost himself. He solved the paradox, he should have some wits left about him. His three remaining skills look good, and the title is nice.

Public –

- Rather weak character. I'd even had given him lower strength.
- hey a 2e BC picard, good personal.
- Better than the last one, but I still think he would deserve more.
- I think he need geo
- you guys gave Picard Biology too, what did he do to earn Biology? did he spend an evening on WebMD? Maybe I need to rewatch the episode. The other skills are all spot on and I like that his main benefit is increasing the attributes of those around him (fits the episode) he did little else.
- A good take on future Picard, though I don't care for the name.
- 4 Strength?
- AU boost is nice - glad it is only 'present' to keep the power in check.
- Haven't I seen this before? :) The special ability is nice, but I think his printed strength is too high.
- Mostly looks spot-on: lore, skills, etc. The cunning seems really low, though. I know he's not at his prime faculties, but a 4?
- Ok, a booster finally, But seems to lack in other areas. and why limit the boost to (tng)? did they need the boost of was it just to not boost someone special?

Neil Chilton

Public	Allen	Dan
6.15	7	6

Allen - Support personnel. Weird that training in triage gets Bio but not MED, but whatevs.

Dan - Universal help for the faction, bringing in an OFFICER (that Beverly Picard has), Navigation (that Admiral Riker and Governor Worf has) and Biology (that Beverly Picards has). So... he's here for the staff icon? If that's it, you missed the boat to give this group some skills they are lacking. Bio would be helpful for a general TNG deck, but how about Exo? Both Beverly Picard and (looking ahead) Prof. Data loses that much-needed skill. I must be missing something.

Public –

- trained in triage - without any skill reflecting this? I dont think "MEDICAL" would have hurt - or him being a part-time "nurse".
- Why do we need a universal free report another unique personal would have been better for balance, also Triage training would be MUCH better represented by general medical skill not specialized biology skill.
- Solid personell that fits perfectly in this set!

- Biology alone seems weak for being on a medical ship ... maybe a nurse keyword or something would have been nice? I don't see him getting used a whole lot.
- Great card. I like how the lore explains why he has Biology and that he is a non-Medical biologist and Support Personnel. But then, I've always been a fan of the background dudes. This is my favorite card in the whole challenge.
- Nothing special here, support personnel for this deck type.
- A good, solid support personnel for the team. Plus OFFICER means he can use lots of kits.
- Why was this card necessary? All Good Things was an episode about "bringing the band back together", the crew of the Pasteur seem incidental. Nothing wrong with the card, it just doesn't seem to fit.
- A bit odd that she's not MEDICAL, but I suppose even on that ship there will be some people who are more focused on just running the ship.
- Who? Did we really need another noname extra for this set? Was there really nothing else to put into this set than this card? well, well, he is at least basic.

Professor Data

Public	Allen	Dan
7.00	6	5.5

Allen - First things first. This is a Fed Data you can get with Quark's Isolinear Rods, and that's a bit of a no-no. Yeah, he's not Data-Data, but still. Not to mention the skills are a bit beastly.

Dan - This guy will end up playing a lot of Poker without Officer, so that's a worry. Even if not, that's a lot of attributes and skills to fetch early game with Quark's Rods. Bizarre that he gained Honor and list a point of Integrity from his Premiere version. Confusing.

Public –

- regular Data guy who is also a chairman.
- Love the VIP, love the skills, a GREAT DATA, because of the AU ship requirement he cant be staked for free turn one with a poke game set up that's a +.
- Better than the last one! Very solid. Easy to DL with QIR. I like it!
- small sub group and your giving us a data can be downloaded
- Not loving VIP for a professor. Or another Data-QIR option in the game.
- giving him Computer Skill x 2 while making him a VIP could be trouble as it makes him eligible for Quark's Isolinear Rods. The other skills make a lot of sense, but he is just too good to easily get and play for free. Also, I just noticed that your lore calls him the "Lucasian Chariman' - don't think that's the same thing. Gonna have to mark you down for that too.
- Good Data, love the lore. Probably should still have a staffing icon of some kind though. May be too good with Comp. Skill x2.
- Data in all is glory - and QIR can grab him!
- Solid card, not convinced about VIP as a classification though.
- Such a high scientific posting, and he's not SCIENCE classification?
- a bit on the powerful side that can be downloaded with QiR.

Anti-Time Collision Point

Public	Allen	Dan

7.25	9	7
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Allen - I like how the reporting is tied to having a ship there, and the free report is probably safe enough. A solid card.

Dan - The whole team, including Tomalak (?), gets a home here. And fetch of a super fast Fed ship. A handful of personnel (plus all the Nells you can eat) get free plays, which would stack with any other play engine you have. The fact that one of them is universal makes me fear the combination with Warp Core Engines, but perhaps this is offset by there being a natural counter in the Nemesis icon. STP+ IKC Chang=quick work of the Pasteur and all hands. Don't know if this is balanced, and would take some heavy lifting by the playtesters.

Public –

- Whoops--Commander Tomalak shouldn't be native to this Time Location!
- Very good. Every single card that is relevant to the timeline can report for free without any other cards being affected.
- solid time location the free report stacks a little easy with TNG feds, but at least they need to use a card play to get a AU ship their.
- Solid time location! Nothing special, but also nothing wrong here imho.
- If you want this to actually get used, seems like you should be able to report there (not for free) more than once per turn. Otherwise solid.
- I like your choice of locale of the time location better than those other guys. Interesting that one needs to keep a ship here to get the free reports, but then that makes sense to the episode - they spent their time hanging out in the future. Too bad you didn't give them something else to do there so they wouldn't necessarily want to go to the normal timeline (as they never did in the episode). Also a good decision to only make the people play for free as those ships are way too good to ever be free.
- This is a well made card. Good job.
- Solid mechanic. Feels a touch "copy/paste" though...
- Better name than Team Scott's version, more thematic idea of having the future personnel report to a ship at the time location.
- Nice (and daring) to make a [S] Time Location. And nicely avoids the problem that this can lead to, of having people to report there but nowhere for them to exist -- this solves that by letting you download the Pasteur there.
- Simple and elegant but lacks something. You don't get the feeling of the show from this card. it's now just a reporting position. Could have benefited from an extra card to offset a little bit text to.

Team O'Brien

James Heaney (BCSWowbagger), Adam Hegarty (Chewie), Sean O'Reilly (Jono)

Overall Scores

Public	Allen	Dan
42.01 (3 rd)	46 (3 rd)	48.5 (2 nd)

Overall Judge Comments

Allen - I like many of your choices here, particularly resisting the urge of making yet another batch of bridge crew. (I'll forgive you Tasha, because the original is pretty weak). But it feels like you're trying to twist the cards and rules in many places to fit your theme, and that never ends well.

Dan - This is a neat choice for a time group, but the lack of mains hurts a bit. Even adding Garrett and Castillo, there's still not (any?) real star power. But I think the biggest problem is that nothing really feels tied together. Sure, you could play the universal guys to the time location, but why when they can play to an outpost? This feels like a long way to go to get fed battle up and running, with other things taped on to make it fit the assignment.

Overall Public Comments

- So close to greatness but totally fell apart.
- Best set!
- The big shining star here is the Rift, which I like. I feel the Time Location is cool, too, because it allows downloading Wartime Conditions. On the other hand there are some let-downs: the overcomplicated mission, the underwhelming universals and the duplicated Tasha.
- Instead of boring universal personnel, I would have much preferred to see cards that let you act out the episode, such as wartime personas of Guinan and the Ent-D.
- Probably the weakest, and I love Yesterday's Enterprise. I didn't get a sense of what they were trying to do. I liked the background dudes and the push for a Enterprise-C based deck, but it lacked story - which is the best part of Yesterday's Enterprise.
- While the entry does carry with it the theme of the episode, I feel it just fell a bit short. The universals and the disjointed name on the mission/time location were a little disappointing.
- perhaps the most interesting of the three entries; I like the episode and the concept of "gotta send it back" inherent in the time location
- A very nice showing IMHO. This doesn't seem to OP, digs up a bunch of PAQ cards, and has lots of great flavor and theme.
- Great work! Yesterday Ent is a very popular show and you have made a nice set of cards here.
- This team gave a home to... hmmm, how to quantify this? Rift in Time and Space (RTS) can affect both Rachel Garrett and Richard Castillo (competing with the 3 new ones from this set, since none of the 5 Enterprise-C-related personnel report for free any other way), as well as Beverly Picard and Admiral Riker... and a whole lot of TOS and Starfleet personnel. At twice per game, I see the reporting engine mostly being used to supplement the TOS/Starfleet guys, since they can mostly report for free some other way, and can set up the discard pile with Temporal Shifting. The very broad time travel it provides would get used more by those factions, since there isn't much reason to use the time location in this set. That said, I'm not opposed to a boost to Starfleet, and perhaps even TOS. Using text space to put a restriction on the time location is flavorful, but makes it even less likely that the card will be used except to download Wartime

Conditions - and in any type of Federation deck. I love the mission here: a potential 50 points with specialists, balanced by stealability at 40 points - and I've felt there aren't enough missions with different opposite side requirements that are stealable. I do appreciate the effort to find a creative way to avoid making "just another free report engine", but I think this idea needs some refinement.

- Too little theme. Too little incentive to stick to that theme. Cards that work better in other decks, not in an Enterprise C deck.
- a good idea but not so good follow through. Could have become something much better. Now it was not clear what they were after.
- A great story candidate for a TL, and definitely good ideas, but some gross failures in the execution.
- The mission here is exciting, and the time travel mechanism is flavorful and balanced, but the thing I'm missing is any incentive to use the Enterprise-C and crew at all (play engine, bonus points, etc.).

Card Specific Scores/Comments

Rift in Time and Space

Public	Allen	Dan
6.57	7	5

Allen - I like your choice in time travel, but it feels like you tacked on a bunch of extra abilities just to fill out the card. Wartime, maybe (and it ties to your location, but we'll get to that). Temporal Rift is flavorful, but I don't see it getting used. The personnel recursion is a neat idea, though - I think this would have been stronger if you had just kept to the two mechanics.

Dan - Lots of ORs on this card. Not that that's bad, it reads like a classic Decipher Doorway. But lots of text means lots of options, which can make for a too-good card. Travel through time: Well, this solves the time travel problem for all TOS, Movie, and SF time locations. It leaves out First Contact Enterprise and Borg traveling, which Temporal Vortex was made for anyway. Good, next? Prevent Wartime Conditions from being nullified. Combined with the time location, this makes Fed battle simply cost two seeds. Fed Battle is a big restriction, and getting around it lightly is dangerous territory. Last: Twice per game, download Temporal Rift or get a freebie guy. That's going to be.. a pain to search for. [19 minutes, to be exact] A dozen Mirror TOS guys, nearly two dozen TOS, two CF guys to the Excelsior, 16 folks to the 2E USS Enterprise, 5 to the Enterprise-B, 2+3 to the U.S.S. Enterprise-C, one to the 2E U.S.S. Enterprise-D, one to the U.S.S. Grissom, one to the U.S.S. Pasteur, 2 to the Quetsivoo, 2 to the IKC Amar, 2 to the I.K.C. Gr'oth, 1 to the I.K.C. Kla'Diyus, 1 to the I.K.S. Nguq'Yab, 1 to the Fesarius (not Balok!), 1 for the Phoenix, 2 for the Reliant, 1 for the Decius, 2 for the Gal Gath'thong, 1 for Columbia, 20 for Enterprise, and 1 for the other I.S.S. Enterprise. So, what does that all add up to? A trick for TOS Fed, Mirror TOS Fed, Starfleet to get anything they need. The next likely to use it is a tie between this group (Enterprise C) and Enterprise-B. That leads me to think it isn't strict enough to be targeted at this group. Good, Hrm, and Yikes.

Public –

- Whoa. That's a lot of text. First option is kinda a permanent Temporal Vortex that only affects your guys, which is good. Second option is to download Temporal Rift - also good as I feel that

the Rift after Errata is too weak to just be stored in the deck. The last option awards players for good deckbuilding. YERY good card!

- the First function the Time travel part is 10 out of 10! a great new time travel card BUT the latter part has issues getting 2 free AU people in one turn that isn't limited by DL's etc leads to early turn SPLATS, when you set up discards with stuff like temporal shifting, we're ready etc.
- I really like that idea! Makes Temporal Rift usefull again! I also like the idea of getting back cards from the discard pile. Though, play testing has to show if it's too powerfull.
- Don't like the name. Would prefer restriction of unlimited time travel to ships native to Time Location. Otherwise, would have to play with it.
- I really like the second and third functions and they give a reason to put a few of these into the deck, which would allow a player to draw it early on for the first function. The first Function is what I don't like, though. It's essentially Temporal Vortex for just you so that the player using this can move between the Tome Location and the Spaceline as much as they want but the opponent cannot. As such, it's too easy to hide from battle and too easy to travel between at the same time. I think it should simply play to allow a ship to move between the spaceline locale and the timelocation (and be discarded). That way, it essentially costs a card draw to do it (since doorways play for free), can only happen on the players turn, and limits the a mount of time travel that can be done. After all, in the show we did not see a crazy amount of timetravel - seems like it isn't that easy. e back to fill out the rest.
- I think this is a good card. Each function makes sense and it fits the theme. The time travel function might be a bit too powerful though.
- I really like the flexibility of this card. It feels "in universe" as well since it is, well, a rift in time and space!
- A great, simple fix the very poorly handled method of bringing time related sub sets into the game. Well done!
- More powerful than Temporal Vortex
- As a time travel mechanic it is too similar to Temporal Vortex. As a free play engine it is going to work far better for other factions, especially TOS. Something which ties in better with the episode would have been good
- Time travel but only for AU ships. Points off only because this is where the fix for the "corresponding location" change belongs.
- The start if good and ends up being confusing.
- Really like the time travel mechanic, but to me there is just a little too much disjoint stuff going on with the rest of the card.

Investigate Radiation Anomaly

Public	Allen	Dan
6.30	7	6.5

Allen - Having to spell out that it's a corresponding location is a bit of bad form in my mind. The mission requirements are a bit weak, but I do like the assymetrical requirements (plus the anti-treaty bit), so that's something.

Dan - Opponent's game text is odd: If I'm playing this stealable mission, I'll never risk using a treaty, so why bother? I suppose this gives it an artificial limit on this in a DS9 deck, but that's weird. The game text regarding the time location is awkwardly placed here: you can use the mission without using the time

location, so that text really belongs on the time location. Span, points, and requirements are reasonable. Opponent's affiliation icons make sense.

Public –

- In the words of Takei: "Oh myyyy!" - Why on earth would you overcomplicate a card text by saying "corresponding..." and not just make the 2 cards at the same location by name? Apart from this, regular mission that can be stolen to destroy a treaty.
- No issues with it lots of neat stuff.
- Nice flavor!
- nice mission but should not be a time line location for Battle of Narendra III, travel to and from ok. corresponding info confusing
- I like that it's asymmetric and stealable.
- Fun set of skills, it would pair well with Meta Shield Testing but not so much with Repair Mission. That means that it elicits a different TNG Fed deck than what I usually see, a good thing. The inability to protect this high point scares me though, and I wouldn't likely use it. It has three icons on the opponent's side, making it highly likely to be stolen, but only one on the players side, making it hard to protect. Only one of those skills is found on a Fed TNG mission specialist, so it seems unlikely to get 50 points here. I think I would never use it because of these. Maybe the Feds are supposed to defend it with heavy battle? I like that the space location for the Narendra III time location is not Narendra III as it fits the story better this way, with the Enterprise-C coming out near Archer IV.
- In and of itself, a solid mission. Got a low score though for not following precedent of corresponding mission/time location having the same location name.
- a little wacky
- I really like the effect on the opponents side of the mission - but I am worried it could be a NPE? I suppose you would probably only run this in a 'mono blue' deck anyway. It is a nice touch that says "you're only supposed to use this with Fed - but it's your gamble if you want to risk it".
- love the treaty killer
- High risk, high reward mission. Would have been interesting to fit a "no outposts here" clause to the mission, just for theme
- looks a bit easy for the point. Confusing with the corresponding thing. This game needs less cards that are confusing rather than more.
- Points seem high at first, for just going there to "Investigate an anomaly", but I suppose they're really for the pivotal historical moment. Everything else looks good except the text which changes the "corresponding location" rules.
- People on the forum mentioned better ways to tie this to the time location, but this still makes me very excited.

Fredericks

Public	Allen	Dan
6.20	7	7.5

Allen - A decent Science.

Dan - Looks reasonable for a generic universal guy. Skills are good for TNG decks in general. Attributes and icons look good.

Public –

- regular guy, nothing out of the ordinary.
- he's fine but why do we need random Ent-C guys, since they don't really do much.
- Solid card that fits into the thematic of this set!
- I like this guy, he's a good mook and I could see tossing him into a lot of different builds because the skill set is so unique (depending on skill holes) and yet makes sense for a Science Officer.
- Not really anything special here, an average space univ guy.
- rather dull but interesting to build an Ent-C "faction"
- solid card.
- Wouldn't want to be using the twice per game report from Rift in Time and Space on this guy. A solid TNG personnel for regular Fed TNG decks, but really not contributing much to the theme here
- Was there no more that could have been done with the things here? this feels like a basic balancing dude that needs to be there for a certain deck type but I don't see it.
- Decent but I would expect more INTEGRITY.

Rhys Parker

Public	Allen	Dan
5.80	6	7.5

Allen - This feels like a really really bog-standard Engineer. I was honestly surprised when I couldn't find a version of this personnel that already existed (there is a Klingon, but no Fed)

Dan - Another universal, this time a support guy, more good help for TNG Feds, and has a skill for the mission. No problems here, but disappointing for this to be "main light".

Public –

- regular guy, nothing out of the ordinary.
- he's fine but why do we need random Ent-C guys, since they don't really do much.
- See Fredericks
- In my experience, not a selection of skills that TNG Fed needs more of. Certainly not enough to spend a seed on ASP.
- This guy is a lot more boring than Fredericks in terms of skills, but at least he is a Support personnel, that could get him extra use.
- Typical engineer. Nice that he's a support personnel, also that he's human for VCM if one wanted to go that route.
- rather dull but interesting to build an Ent-C "faction"
- obligatory Support Personnel. Always good.
- Wouldn't even make it into regular Fed TNG decks.
- The same goes for this ASP personnel. Probably good to have but fail to see how this is so important to merit a card slot in this expansion.
- Sounds like a good guy. Why is the integrity so low?
- Maybe I don't remember the episode that well, so I'll give you the benefit of the doubt, but this INTEGRITY seems way too low.

Tasha Yar - Alternate

Public	Allen	Dan
5.90	9	7

Allen - This might be a strict upgrade of the original Alternate, but it definitely feels like what Tasha should have been.

Dan - Head-scratcher. In a set with a premium on space, the decision to remake an existing personnel is questionable. Does the game really need a second Tasha from the same episode? I suppose this could represent her after she was reassigned? Okay, the special skill and other skills track. Gaining a Command star is neat. It just... feels like this slot could have been better utilized.

Public –

- why make a Tasha for that time when there already is a Tasha for that time?
- Awesome new Yar alternate, neat ability good flavor.
- Very poor! A remake of an already existing cards that's not even that much better use of the old one.
- Never really liked 8 STRENGTH on her, but eh, precedent. The special is definitely more thematic than the old one (and also earns a Continuing Mission draw).
- I don't really see why we would need another Tasha Yar - Alternate. The other one is amazing. I get that one would want to do an attribute boost on the EC, as with all the old ships, since they are so vulnerable to attack, but Tasha doesn't make sense for that job. It should be someone with intimate knowledge of the ship (Chief Engineer or so). The other Tasha gets a free gun, this one will never edge her out of a deck. Finally, it makes no sense for this person to play to Narendra III. Now if she could be brought there for Bonus points, you might be onto something.
- I like this version of Yar, just wish she didn't have to have that silly title. Good special skill.
- cool
- I like the card, and LOVE the Ent-C boost. I am concerned that she is "Strictly Better" than the other Tasha's though...
- Why?
- The Enterprise C certainly needs the stat boost, but given that the ship enters play damaged I'd rather ditch the ship and use the original Alternate Tasha for a phaser download.
- Makes for a confusing card and as we already have one of these why make another one, just to add to the confusion. Doesn't add that much to merit a new version it seems.
- People naysayed another Tasha Yar - Alternate, but this is a great card. Except INTEGRITY. It's like you wanted to reduce an attribute for balance (which may not have been necessary), but I don't think the episode justifies a lower INTEGRITY.

Battle of Narendra III

Public	Allen	Dan
5.52	4	8

Allen - I gotta ask: if this is Narendra III, why isn't this a planet? I'd be a lot more forgiving of the "corresponding time location" cheat if you had got this end right. Now, I like the concept you have here (this is war, you get Fed battle instead of Fed diplomacy). But your download of Wartime Conditions won't work properly, since with no attacking ship, there's no attacking ship's affiliation to battle.

Dan - I won't re-dock points for the mission text or Fed battle here, but this card makes me think of both issues. Seeding a ship is dangerous, especially if you are making battle possible. The Dip restriction isn't much of one - the Federation enjoys the most expansive mission selection in the game. Not providing a free report here is an interesting decision. You do get 2 freebies with the door, but you'd have to draw into the door and seed the right personnel in the discard pile. Nothing technically wrong.

Public –

- What affiliation is chosen for Wartime Conditions?
- IT don't work! Wartime conditions comes in to play with NO target affiliations set for battle, AND if it was ruled this was can fight ANYONE then federation is broken they have lots of supper ships that become very very very strong when they can freely battle from seed phase. The Ent-C part and Dip mission part is cool. The reporting means it will take forever to staff the ENT-C, would rather have seen the two universals as unique then it could be safe to make them play for free, making their an actually reason other then trying to abuse battle to play with the location.
- Nice flavourful cards! Good trek sense too!
- Wartime Conditions. YEAH! Federation battle decks here we go!! feel the Diplomacy restriction is not really needed - you just choose other missions then. Also, you probably want to battle anyway.
- Big problems. OK, so you can play WC without being attacked ... but what does it actually let you do, then? "Any spaceline location" makes no sense on a Time Location. [AU] should probably be required for nativity, but no big deal there.
- I like the idea of a start the game with a Wartime Conditions, and it fits the episode better this way than the original card, since they were already at war. On the other hand, it would work even better if Wartime Conditions worked while the Enterprise C was not in the past. Like in the episode, the Federation is big on War only when the EC is on the spaceline. That way, the fed battle deck has one big weakness to protect - could be fun. I think it comes back to a need for an Objective to explain the story. Blocking Diplomacy missions for this deck type is fun, though, really shakes up the Fed mission selection.
- Good thematic card. The Diplomacy is a nice touch. Not sure if the Wartime Conditions thing works though, as it only allows attacking of the affiliation which attacked your fed ship.
- doesn't quite give me enough to make me want to play it, but it's interesting
- Time to dig Wartime Conditions out of the binders! The limit on Fed Dip missions is nice power check and a great bit of flavor.
- Professionally done! An exciting submission! I want to play this card.
- pretty restrictive
- Costs 3 seeds and a stealable mission to get this, a seeded Enterprise C, and Rift in Time and Space... for very little carrot? And the ship starts out damaged?
- somewhat confusing. Never good to have a restriction on a card that does not directly influence the card i restricts.
- Nice (and daring) to make a [S] Time Location. And nicely avoids the problem that this can lead to, of having people to report there but nowhere for them to exist -- this solves that by letting you seed the Ent-C there. Wartime Conditions is thematic, but doesn't do much without the attack requirement -- who do you get to battle at will?
- Like what's happening with the Enterprise-C. Don't like what's happening with Wartime Conditions. Either WC does nothing since there was no attacking affiliation, or it just allows Federation to attack at will. Would have worked better if it was a download that could have been done later in the game.