

The Final Challenge

“Design a non-Block legal boutique expansion of fifteen (15) cards.”

In this, the final challenge of the game, our two finalists – Adam Hegarty and James Monsebroten – recruited their own teams of designers to make their fifteen (15) card expansions. These expansions would not be block legal, were required to have at least four different card types, and could not introduce any new affiliations, card templates, or icons. Other than that, the gloves were off and contestants could make anything they wanted.

Team Rosters

Here is a list of the teams, their members, and their scores for Challenge #8:

Team	Submission	Members		
Team Defiant (p 2)	TOS Fed/Klingon	James Monsebroten (Orbin)	Stephen G. (Zef’no)	Daniel Matteson (OKCoyote)
Team Enterprise (p. 15)	Infiltrators/Enemies	Adam Hegarty (Chewie)	Paddy Tye (KazonPADD)	Sean O’Reilly (Jono)

Team	Design	Public Vote	Allen Gould	Dan Hamman	Aggregate Score
Team Defiant	TOS Fed/Klingon	102.10	109.00	116.50	109.20
Team Enterprise	Infiltrators/Enemies	102.39	115.00	107.00	108.13

The public’s highest rated card was **Michael Jonas** by Team Enterprise, scoring a total of 7.82 / 10. The judge’s highest rated card was also from Team Enterprise, **Industrial Espionage**, scoring a 17.5 / 20. This card was also the highest rated card overall, earning a 24.50 / 30.

Team Defiant

James Monsebroten (Orbin), Stephen G. (Zef'no), Daniel Matteson (OKCoyote)

Give a reason for people to play A only decks. Add support for the A and A factions so that viable options exist for both (without requiring a Treaty OR M cards).

Allen - your mission statement was "give a reason to play TOS decks". Looking at your submission, my impression is that you believe skill selection is the reason people don't (you used 11 of your 15 slots on them, after all). Each of them is a useful addition to a TOS deck, but I can't point at one that says "OK, I need to build this now." Captain's Chair and Slingshot are nice add-ons, but Five Year Mission is really the only "build around me" card, and it's a variation of what's been done. This feels, to me, like a collection of cards that would be sprinkled through multiple sets as a subtheme to boost TOS, rather than a standalone element.

Dan - *Give a reason for people to play [OS] only decks.:* Completed. Card draws, bonus points, free plays. *Add support for the [OS] [Kli] :* Done, though they are missing their ride. *and [OS] [Fed] factions:* Done, but missing any kind of star power. *so that viable options exist for both (without requiring a Treaty OR [MQ] cards).* You have completed the goals you set for yourself.

Overall Scores

Public	Allen	Dan
102.10 (2 nd)	109.00 (2 nd)	116.50 (1 st)

Overall Judge Comments

Allen - You have an awful lot of personnel here, which while solid, aren't terribly exciting. Your verbs are a bit hit and miss.

Dan - Taken as a whole, this boutique set has an awful lot of nobodies in it and not a lot of recognizable faces. It strikes me as something that would not do well to stand alone, but would better fit as the cornerstone of a larger set. Clearly the Klolode is missing. The three verbs would launch at least six decktypes, but the space needed to give them enough skills and warm bodies is disappointing. The mission is thematically fitting but kind of ho-hum. This set is technically good, but not very flashy. I don't see any boundaries being pushed. Very safe.

Overall Public Comments

- Love Slingshot Around the Sun, I hope we see a card like that some day :)
- Solid setup for OS-only Fed or Klingon decks given the limited number of cards. Sounds very fun.
- The set does a good job making each faction technically playable, filling skill gaps like mad, but does nothing to differentiate the factions so they have unique flavor. I CAN play these cards now, but I don't WANT to. Viability achieved, though, which is good for the game's overall TrekSense.
- Would have liked to see a little more daring mechanics.

- The set certainly gives support for OS only, but doesn't really give much reason for playing OS only (especially OS Klingon). Much of the set is bogged down with "filler" personnel making it a fairly dull entry on average. The OS Fed filler personnel turned out to be even less necessary than I originally thought after going over the existing OS skill availability. The ability to splash Five Year Mission into other non OS decks is a huge concern. This is a set I can imagine would have no trouble being introduced as a real set, only it wouldn't really add any excitement to the game.
- I was a bit disappointed by the personnel.
- Too safe. Too many personnel for a boutique expansion. I'd have like to have seen more risks, maybe even more iconic NA guys or ships or a reliable draw engine. OS TMP depend on Guardian
- feels like a cohesive set to me. It's about TOS. And overall, the cards look good to me. The verbs are era-specific in the kinds of ways that have precedent in the game -- one of them is reminiscent of the [WC] verbs, another looks like some of the [22] verbs. And it's great to see some of these personnel that are long overdue. And I feel that the [univ] personnel, plus Kryton and Stone, serve to point out in a way that 1E has not really seen (but 2E [TOS] has) how much more material and how many more characters the Original Series has that the game can draw from. Yes, it's a lot of personnel, but one of the reasons we play Trek is the familiar characters. I want to play with [OS] Kang, Koloth, and Kor!
- They really delivered on the goal they set up. The problem could be balancing of the cards as they felt a little bit on the powerful side. Maybe adding another non personnel card could have made the set feel a little bit less crammed full with people. The mission doesn't really have to be there so it seems to be the odd one out.
- I believe this was the stronger effort (an 81 out of 150) and more interesting work. It meshed well together and shows promise. I liked the theme chosen and think it was pretty well represented here. Could've had more 'oomph' truth be told. but, a fun submission all things considered.
- Does what it says, some interesting new mechanics
- These cards absolutly make me want to build a TOS deck, but individually many are meh.

Card Specific Scores/Comments

Around the Captain's Chair

Public	Allen	Dan
7.28	8	9

Allen - I like the concept, particularly the "only" to keep this in the faction, but I'd want to make darn sure this isn't cumulative. Not sure if it needs to be seedable *and* a captain's order, either. But it's a solid upgrade.

Dan - Solid bonus for sticking with the faction, much inline with Diverse Experiences and Determined to Stay And no modern equipment? Is that why "cards" instead of "personnel"? So, worth bonus points and card draws. Does it target the ship too at space missions? I like that the lore and card title really tell a story and I can already visualize what the art will be.

Public –

- There are several things I like about this card. First, it is a captain's order. So while seeding it is one option, downloading it before solving a mission with a ready room door also works. Second you do not have to return to a facility for the effect to go off. And of course, it meets the requirements of only working with TOS crew. Infiltrated non TOS crew can prevent effect if I'm understanding it though, though adding the word your in front of the TOS symbol would fix this.
- Great, important addition to OS-only deck. I can see it being used in regular Fed decks too, just split crews up. Love the visual -- no exactly what type of shot it would be!
- I love the story on this. I know just the picture you want to use, and it's a nice way to tie a mechanically obvious effect into something that seems reasonable from a TrekSense perspective. From a design perspective, though, I can't say I'm a fan. Yes, TOS-solo decks need a small boost. But does the boost have to be "bonus points and extra draws", just for solving missions, which is something they're doing anyway? I feel that that mechanic has been played out since at least Alliance for Global Unity, and it was never very interesting to begin with, since those are two of the three main resources players are already after (the third is plays). Besides, I'm very hesitant to say that TOS needs THAT much of a boost -- we're basically talking about 10-15 points, for free, just because you played TOS. (Plus, it stacks with Ensign Davis as Mission Specialist if you ignore Five-Year Mission.) I'm pleased it's an Event rather than an Incident, since we've had too many Incident draw engines lately, and making it a Captain's Order was a good design move as well as being another good trick from the story side. It's not a bad engine; in fact it's a good one... but it's not one that gets me excited about playing TOS. It doesn't give me any particular TOS flavor. I'm going to say 6 base score + 1 story + 0 mechanical concept + 1 execution = 8.
- seems a solid utility card
- Rewards are slightly bland, but it makes OS-only "a thing" as intended.
- Nice carrot for playing OS only, but it does imply we would never get any decent OS mission specialists.
- I do like the idea of the cards to give benefits for TOS decks, but I am not sure if it could be a problem that the card is not unique.
- A god, yet generic effect/reward for mission solving. Feels like it should be an interrupt though. not bad
- It's an ok card. It being seedable makes it a little bit to good In my opinion. Most other similar cards usually needs to be played after the fact (or befor). But I see the idea and it seems sound and fits the Goal.
- i like it. fairly good, if not a little boring, but, somewhat functional. that is, not overpowered, but, not exciting.
- Nice parallel with the [22] verbs.
- Interesting concept

Five Year Mission

Public	Allen	Dan
6.44	6	8

Allen - I'm not sure if giving TOS a free Enterprise to start the game *plus* another free report is going to fit in modern balance.

Dan - Looks and feels like a Warp/Reactor Core card. On first, second, and third reading I wondered how it would work with the number of TOS Fed personnel currently in the game... and then I realized this is

potentially for all three TOS affiliations. I only see two TOS Universal Romulans - one is a mission specialist and the other can be fetched with the Battlecruiser. Two more matching commanders could report for free, but still feels too weak to stand alone. So Fed and Klingons, which get some help later on. The "No Mirror" addition to the discard function fits. The only slight I see is the free play restrictions. It has the problem of being very limited right now, and potentially restricting to design later on. Maybe not very restricting though. Good faction builder.

Public –

- I think this should have seeded on 23rd century San Francisco - Sherman's Planet didn't make any sense to me
- Being able to report a matching commander for free is a nice twist on New Arrivals. That being said, I would have preferred if instead of discarding the card if mirror cards are played they simply were not allowed as free plays.
- Also really like it for OS decks. I can also definitely see this being used by regular Feds decks, treated just as a discard to get Starship Enterprise out first turn, super powerful.
- Again, this card feels very artificial. Is it a fair assessment of TOS's needs? Probably; the turn-1 Enterprise DL makes sense, given what Halkan Council already provides to TE. But the mechanics are painfully transparent, and don't make me feel like I'm playing 1E at all: we want you to play TOS, we know you need an engine, so here is an engine. Basically, this extends Attention All Hands to TOS, with that hint of Finest Crew via the matching commander report (which is the most flavorful, therefore my favorite, part of the card). I think it gives too much, if anything, because Sherman's Planet already provides a free report per turn. TOS personnel are absolutely better than the TNG personnel, so, if they can now report as fast or faster than TNG -- and can report to ships, solving a lot of the time travel problem -- doesn't that make TOS strictly better than TNG? Smart move placing this on a single ship as a limiting factor (also making it destructible, unlike most play engines); to my mind, that makes up for the shortcomings I see -- which may well be dispelled in playtesting. 6 base score -1 mechanical concept +0 execution = 5.
- feels like a Warp Core/Reactor Core card- wonder what that mechanic would be in the TOS era?
- Would mostly be used as a ship/DL jumpstart for non-TOS decks.
- This is not the Continuing Mission / Reshape The Quadrant type card that OS needs. Too easy to use in any deck to download Starship Enterprise / Dr McCoy, and then let it get discarded. To allow that combo to be seeded it needs to restrict a player from playing non-TOS, and not be easily removed from table.
- As well, I really do like this cards and it makes TOS playable. I think it lacks of Trek-sense though.
- Feels very same-y to the WC/RC cards of recent. limited universal personnel to report. would've loved some ability utilising Kirk/Spock/McCoy on it. Feels to 'safe' not daring enough for me. Also this card can be used in a BRC deck to grab McCoy, and im not a fan of BRC
- A good card to get both a ship for free before the game even starts, be able to free report it's matching commander and then have a mobile facility for universals. It's really good this card. A card that I hope would be chewed to pieces but playtest due to it's swiss army knife feel.
- most excellent.
- Nice TOS boost, and you have done a nice job of melding technologies previously seen on [WC] verbs and Halkan Council. But it ends up being a little too easy to splash in this ship, and its [DL], into a non-TOS deck.
- Good play engine, but nothing revolutionary.

Defend Colony

Public	Allen	Dan
6.72	7	8.5

Allen - I like the concept (although I chuckle that Borg apparently can't be the "unidentified ship"). You missed a trick, though - you could have put the gametext on the opponent's side only and justified a 35 point mission. (Leaving the opponent to *be* the unknown ship). Cool idea though.

Dan - The borg text is oddly out of place here, perhaps it can live without it. Would that make it worth stocking a bad planet mission in a borg deck to hope to catch someone here? Anyway... the skills and points look fine. I appreciate framing it ambiguously.

Public –

- I do not like missions without attribute requirements. While there are no personnel with all 4 requirements, ? McDermott and 33 other cards would appreciate the prospect of only needing two people to solve. (Leadership, Honor, and SECURITY). That being said, I do appreciate removing the federation battle restriction if your opponent did seed this and you want to contest solving.
- Like to see more 30 points missions with just skills, no stat reqs.
- A perfectly fine mission. My first thought was that this should be Fed/Kli-only, but I reviewed the episode and remembered that the Beta XII-A Entity would change memories to create conflict no matter who showed up. It's weird that nobody can build an Outpost at a mission called Defend Colony, but, again, that ties in well with the Beta XII-A story. Skills reasonable for the point value, and, hey, I'm a sucker for missions without attribute requirements. My concern is actually with how it fits into *this set*. The set is supposed to be all about boosting TOS, but TOS is either running Klingons (who have no attack restrictions) or Feds (who already have Captain Kirk removing virtually all their attack restrictions). That doesn't hurt the card -- it's still a good card -- but I'd actually be more likely to use this in a TNG Fed deck than a TOS one. 6 base score +1 concept +1 execution = 8.
- The special text actually doesn't matter much for TOS decks.
- Nothing wrong with it, but nothing interesting either. Binder fodder.
- Nice idea!
- Nice. 3 span is good. Klingons and Feds can get AMS points (and James T Kirk) i like 'any crew or away team' missions. My only (but very small) gripe is that it could of had an OS element on it. but the gametext for attacking is fitting and fun
- Seems ok. Hard to tell if it's balanced or not for the skills and the point but it looks to be anyway. The problem is the attack restriction lift that this card gives. It would be a mission that would go into each and every deck that looks to overpower the opponent with ships and space battles. This could probably be better of with as few affiliations attempting icons as possible instead of that now anyone can attempt it.
- pretty good. wouldn't see myself using it too often in TOS related decks, likely 1 out of 5/6 of each.

Slingshot Around the Sun

Public	Allen	Dan
7.61	6	7.5

Allen - I'm not sure why the mission attempting and battle exclusions are here. You have a solid time travel mechanic here. You likely could have limited it to just TOS/Movie ships and had a great card. The attribute bump feels a bit tacked on (maybe just the RANGE bump to be slingshot-y?). The other abilities really feel like you were trying to fill up the card, and it makes the card worse as a result.

Dan - This is a fitting time travel card that accomplishes several things. Removing the reliance on Temporal Vortex, a small bump to the old era ships, and Khitomer is attemptable by Feds. My concern is a future interaction, say between a 19th-Century Earth time location, Samuel Clemens and Earth. He'd suddenly be able to attempt Espionage Mission, which doesn't make any kind of sense. No objection to the battle exclusion, though it is a stretch.

Public –

- I like this card. A lot. Being able to leave a time zone without a ref card with a countdown is convenient. The mission attempt clause confuses me, as both TOS time locations can already be attempted by all cards playable at those locations.
- See this being awesome for Movie-era decks.
- The Make it So consensus seems to be that modern time travel cards should be restricted to allow only time location natives to use them. I'm not sure how I feel about that, since it cuts down on occasional interactions. I guess it depends on whether the CC follows through on its threat to kill off Temporal Vortex's Ref icon, and they haven't yet, so I'm good. Thumbs up. I know the attemptability clause is there for Khitomer, but, interestingly, this makes Earth (Espionage Mission) much easier for Fed/Enterprise Time Location decks to attempt at 40 points, since they no longer require Selok to make it usable. I think I'm alright with that; it shifts the balance a *little* toward Earth and Starfleet, but in a story-friendly manner, and Feds still have to scare up some extremely tough Intelligence requirements to pull it off. Actually, everything on this card ties together nicely, giving a little tiny bit of flavor in each sentence while doing good things mechanically all along. Nothing about it THRILLS me, but everything's good, and that's good enough to make it best in the set. 6 base +1 story +1 mechanical concept +1 execution = 9
- I really like the first part but the last couple phrases seem uneven. Can they attempt the mission across time or just regardless of affiliation...?
- Interesting time travel mechanic, solving several issues. Nicely done.
- Nice try, but too cool complicated.
- Bleergh Good mechanic, love the slingshot idea, but id rather have seen restrictions on non OS/TMP rather than a boost for OS/TMP. good they dont get stopped though. I see that theyre trying to get feds to attempt khitomer (bless Zef'no) but it means starfleet can TMW Tain, Brunt etc to attempt earth for 40. not bad though
- I don't know what they where going for with this card but apparently the idea was to make something really good It's first effect was apparently not powerful enough so they had to add not just one but two extra effects to this card. The first effect on its own would have been enough.
- fantastic, highly functional card. this one has pizzazz. yes, please.
- Great alternative to time travel

Commodore Stone

Public	Allen	Dan
7.11	7	7.5

Allen - A TOS "president". Not sure about the captain of a generic ship, but he's unique at least. (And it is a bit of a stretch canon-wise).

Dan - Stats, skills, icons all fine. A vanilla personnel, but helpful if you are going all TOS. Okay

Public –

- Facility Commander for Here by invitation to Starbase 11! But on a serious note, I do like giving one of the TOS ships that did not have one a matching commander. As a bonus if an appropriate doorway is in play free to office of the president.
- TOS needed a matching commander for the Constitution, especially with Five-Year Mission in the environment. Of course, Design giveth and Design taketh away; Five-Year Mission's "place on ship" clause means that it will almost never be used with Commodore Stone, preference being given instead to the Enterprise in most reasonable designs. His four skills aren't anything to write home about, but I know Dip, Phys, and Law are all fairly lacking for TOS. Perfectly fine utility card with some good design. I'll give it conceptual credit for the matching commander link. 6 base +1 concept +1 execution = 8.
- quite good skill-filler
- Nothing particularly interesting, mainly a stretch to allow TOS to pass Executive Authorisation?
- Nothing special here.
- Wow, let's cram that lore box with stuff that's good for you. matching commander. President. Not a lot of bad stuff on this card really.
- much needed EXEC AUTH personnel for this aff. bring on the Commodore!
- Solid personnel. A little sketchy to shoehorn in "President", but I suppose it's because you're trying to make TOS standalone.

Lt. Masters

Public	Allen	Dan
6.53	7	7.5

Allen - I don't have much to say here, universal Science and all.

Dan - Another personnel to add a few skills, a universal report. Kinda bland, but needed for a full faction.

Public –

- Lt. Masters neatly fills an important skill gap, smoothly replacing Ensign Gaffney. There's nothing else interesting about this card, though, so I find it hard to award more points. 6 base +1 execution = 7
- cool
- Nothing interesting. Astrophysics is a good skill hole to fill, but Geology is pretty worthless given the Classic Tricorder.
- Again, nothing special here.
- A standard personnel it seems. A wonky skill selection for a science personnel.
- so-so, now we just need an "ASSIGN TECHNICIAN" card which would bring this up to a 6 or a 7.

Lt. Rowe

Public	Allen	Dan
6.35	8	7

Allen - Three skilled universal SECURITY. Don't know why folks think Grant isn't enough, but fine.

Dan - Another personnel to add a few skills, a universal report. Kinda bland, but needed for a full faction. His total stats feel high.

Public –

- All these personnel are pretty solid, seem to add needed skills. I think I remember SECURITY and Honor really being needed for OS decks... If I'm not using them with TMP-era stuff than Diplomacy, Law, etc. are probably needed too.
- Remember when Decipher said they were going to make a card that took advantage of 7-7-7 cards? Did they ever do that? I've got to admit, I don't quite understand why Rowe got the skills he did. Again I find myself wishing for one sentence from the Designers explaining why they made each card. As it is, I've got to judge it as I see it: Rowe effectively replaces poor Lt. Grant (he has [Univ] SECURITY and Masters replaces the [Univ] Honor, and nobody cares about Grant's special skill). But Navigation and Archaeology are both plentiful in TOS, and Stellar Cartography is both plentiful AND one of the worst skills in the game. So is he just there to replace Grant? Is that a good purpose for a card? Or do we just need more [Univ] SECURITY because of Five-Year Mission's duplication restriction? I don't like this guy much, but I'm not willing to penalize this card without understanding it better. 6 base score, no adjustments = 6
- archaeology dabbler
- Nothing interesting, but rated lower because the skill selection is not something OS really needed.
- Another wonky skill selection for a personnel of this classification. An the lore seems to lack words.
- so-so, see previous. same applies here..

Marla McGivers

Public	Allen	Dan
7.12	7	9

Allen - I really dislike the dual/NA - I see the story, but it never seems to work out in reality (the affiliation ends up being subsumed in the "let's put them in ALL THE DECKS"). I don't think the "change at any time" is necessary, but Rule's would catch that.

Dan - An important personnel from an important episode. Wording on her special skill matches Nilz Baris, so no complaints there. Skills and attributes look spot on. Great for a variety of decks, including Klingons below and Khan

Public –

- Change at any time seems potentially abusive
- Good, although I would have gone with different skill mix for flavour. Dono if she ever really Honorable.

- Interesting character, aptly captured by an interesting and very useful special skill. Will probably compete with TOS-Odo in my decks, but she free-plays to Sherman's Peak and Odo doesn't, so there's sufficient differentiation to make either a good choice. 6 base +1 concept +1 execution = 8
- very interesting
- Good for TOS decks, even better for Khan decks. Interesting and fresh.
- Mostly just a way to pass In The Pale Moonlight?
- Love the special skill
- The special skill looks to be really good. And being a dual affiliation card she would probably see a lot of play.
- not bad, but, not much more than 'meh.'
- A high-mythology character. Nice to make her work in a Khan deck. For the special skill, I might have used Honor that converts to Treachery, like Thomas Paris.

Captain Kang

Public	Allen	Dan
6.24	7	8

Allen - It's a very different version of Kang than the existing one. I don't recall the episode this version is from, but he does seem like a solid commander.

Dan - Not much to argue about here. A "main" for the Klingon TOS faction - perhaps he could have used another skill? Still, he's pretty beefy already with great stats. Icons look good, and calls out the matching ship in lore.

Public –

- Solid, but his skills seems similar to other main OS klingons. We certainly need more Os klingons in general.
- TOS has needed a Captain Kang for a long time. But this feels like a letdown. His skills are pretty duplicative of skills already available to Klingons. He only has four skills period, with no special skills or even a download, despite being an iconic personnel for his affiliation. He's matching commander of a ship that doesn't exist. Any one of those defects could be justifiable on solid gameplay grounds (I mean, Klingons really should have 2 Diplomacy of their own, and he provides it). But all of them adds up to subtractions in my ledger. Honestly? I don't think I'd use him in a Klingon deck (NA can better provide the needed Diplomacy)... and, given how small that affiliation is, given how important this character is in it, that's a serious disappointment. 6 base - 2 concept -1 execution = 3
- hmmm
- Bland for such a great character.
- Nothing interesting, but rated lower because it doesn't even help address OS Klingon skill holes except Leadership. Plus we don't even get his ship?
- Quite boring actually. Or maybe it's disappointment? Anyway, this matching commander seems just a little bit to bland for his importants.
- Great to see him. Card name is right, working with the existing [CF] persona. Helpful skills, though I think SECURITY would have worked better than ENGINEER. I was going to say that the last line of lore doesn't really fit him, then recognized it as a reference to his B5 role.

Governor Kor

Public	Allen	Dan
7.41	8	8

Allen - The skills here feel like they'd be a better match to Kang, game-wise (they map reasonably well to the BoG Kang, anyway). And I'm not entirely fond of the any Equipment download, but it is part of the TOS flavor.

Dan - Another big-shot in the faction. Even beefier stats, and a monster special download. Free report in multiple places. I think this is another strong personnel.

Public –

- Solid High Council member, regular KHC skills but probably needed for OS-only.
- We also needed a Governor Kor. This is better than Kang thar. Leadership x2 and the dl make him feel like a real leader, and High Council makes him a Great Hall report. That's pretty neat. I'd like to have seen something more specific than "any [OS] Equipment," but it's hard to hold that against the team since they're trying to import First Officer Spock's dl over to Klingons and Organian Treaty decks. 6 base +1 concept +1 execution = 8
- I'd rather see a new direction for TOS Klg/Rom, rather than endless downloads of TOS equipment.
- Perfectly fills OS Klingon skill holes, plus offers a good equipment download, which is one of the strengths of OS. This is the sort of card OS Klingons need to become a viable option.
- Today we already have a lot of officers that play for free at the Klingon headquarter so this one will probably not make a dent in that. His special download is probably the thing to watch out for on him.
- Good to see him. Honor doesn't really seem right for his TOS appearance, though.

Kina

Public	Allen	Dan
6.81	7	7

Allen - Not sure how comfortable I am with the universal range boost, and the OFFICER is probably overkill.

Dan - Aaaaand.. here are the chumps. TOS Klingons only have two previous universals, and most of red TOS cards are hurting for skills. Not a fan of attribute bumps on universal personnel - it leads to questions about cumulativity. I think the answer is no, only one helps, but I'm never sure. And if I'm not, I can't imaging a less experienced player knowing without a glossary dive.

Public –

- Lotta skills for universal.
- This special skill is just Ch'dak and K'Vit rehashed for TOS. It's flavor, which is what I've been asking for throughout, so no points off, but it's the dullest possible special -- especially for

Klingons, who are already awash in attribute bonuses -- no points on, either. Good personnel otherwise, although I'm not really sure that Navigation is as useful in the Precision Piloting era if it's not either x2 or accompanied by CUNNING >8. 6 base score +1 execution = 7.

- Nothing interesting, just filling OS Klingon skill holes, which isn't hard to do.
- A female Klingon with a good skill selection. But the special skill without a cap on a universal personnel is probably a thing that will be abused one way or the other.
- Small cumulativity problem with the special skill.

Lurna

Public	Allen	Dan
6.47	8	7

Allen - Always glad to see more Klingon MEDICAL.

Dan - Looks like a Klingon version of Nurse Chapel. Little stronger, little dumber, little more universal. Safe.

Public –

- Good addition, very useful for MED-type dilemmas.
- I'm running out of things to say. Pretty clearly just a straight skill-gap personnel. Fulfills that role effectively. Is a nurse, further weakening Medical Crisis. I'm not actually a fan of that; I LIKE that Medical Crisis is really tough to pass and wish we had more strong dilemmas, not fewer. But one nurse doesn't ruin it, and these Klingons will have a tough time passing enough dilemmas as it is. 6 base +1 execution = 7
- Nothing interesting, just filling OS Klingon skill holes, which isn't hard to do.
- Again, a personnel with just good things on it. All the medical related stuff on one universal female personnel. And a nurse too!
- no Klingon nurse! their culture regarded the medical profession as pointless, circumventing the 'die in glorious battle' thing. which would not be represented. bad bad card, throwing established trek sense a thousand yards out the window.

Mara

Public	Allen	Dan
6.59	8	7.5

Allen - Another nice Klingon skill fill.

Dan - Solid splatter of skills. Good icons and classification. Another "main". The attributes may be inflated.

Public –

- Good.
- There is a ridiculous amount of Physics in this set. All told, Mara feels underpowered -- or, perhaps more precisely, she is being used to replace cards from Fed TOS (Lt. D'Amato et. al.) rather than helping create a unique identity for Kli TOS. And I think that'll come back to be

mentioned in my final notes: this set doesn't give me a good reason to play TOS Klingons as a standalone, because what they have as a standalone is the same as what Feds have in standalone, only in red. These cards give me a lot of good reasons to play Organian Treaty, though! 6 base -1 concept -1 execution = 4

- Nothing interesting, just filling OS Klingon skill holes, which isn't hard to do.
- Probably balanced but hard to tell before playtest have had a go at her. 5 skills of a Science is nothing to sneeze at.

Kryton

Public	Allen	Dan
6.94	6	8

Allen - Same issues with the dual/NA - especially with the special download, which means everyone else will want to splash this just to grab an extra equipment.

Dan - Another dual affiliation with Non-Aligned; it is a trick to "sneak" in another personnel for another deckbuild if the character warrants it. No objection here. The download matches the TOS era theme. Bodyguard is a nice keyword wedged on there.

Public –

- Great idea for another Klingon card.
- Even more physics! And the desperately needed Universal ENGINEER. Comes with a standard TOS-style download of Communicator. 6 base +1 = 7
- Solid card, but would be used by OS Fed more than Klingon I'd expect.
- this one looks interesting! Not sure about the balancing but at least he is interesting all the way. A dual affiliation makes him a little bit to versatile perhaps but maybe that's what's needed for everyone to get their hands on a bodyguard.

Thann

Public	Allen	Dan
6.47	9	7

Allen - Something about "typical of advanced alien beings" just makes me chuckle. Skills are an interesting mix.

Dan - And one more universal to get a few more skills into the mix for TOS builds. Four skills and two high attributes may push this one overboard. At least he has no staffing.

Public –

- Lore states he's an advanced alien being but nothing about the card feels advanced
- Empathy good.
- This is actually my favorite personnel in the set. MEDICAL / Empathy, Empathy / Transporters, and MEDICAL / Transporters are all rare combinations, and nobody's ever put all three on a card before, especially not on a Universal -- who, remarkably, still manages to be balanced. Yet this bizarre combination ties in very well with the story. 6 +1 concept +1 execution = 8
- maybe too strong for a universal?

- 2 of 4 skills are easily obtained with OS equipment, I'd probably rather use the equipment.
- Maybe a little bit much in the skill box for a universal but most of the is just tertiary skills anyway. Hard to use due to its low integrity. Most decks that need medical needs medical that will survive stuff.
- very much like. nice job/inclusion. good for many a TOS deck, of any color. cool beans.

Team Enterprise

Adam Hegarty (Chewie), Paddy Tye (KazonPADD), Sean O'Reilly (Jono)

Provide new and enhanced strategies for infiltrators and treacherous personnel to disrupt and attack their opponent, including enhanced mechanics for Kazon, non-👉 Ferengi and other underutilized factions. Give players new tools to defend against an attacking or disruptive opponent.

Allen - There's a weakness in your mission statement, and it's one Decipher was guilty of in the past. You're pushing a mechanic, and simultaneously nerfing it. Infiltration is a known thing, and it's weak. So you're sending conflicting messages. On the one hand, here's all these toys we want you to play with. On the other, here's Tom which will nerf the whole mechanic. (Odo isn't so bad, since he's taking care of Homefront which **does** have some issues).

Dan - *Provide new and enhanced strategies for infiltrators and treacherous personnel to disrupt and attack their opponent.* Yes, while I don't like all of them, there are certainly cards here that give infiltration something to do.

...including enhanced mechanics for Kazon: Certainly.

...non- [1E-TNG] Ferengi: Yes.

...and other underutilized factions. Er, I don't see this one. Maybe the TOS Romulans? I don't think that one would survive, so no.

Give players new tools to defend against an attacking or disruptive opponent. There are new tools: Odo, Tom, and Defy orders. I'd say 2/3 made the mark here.

Overall Scores

Public	Allen	Dan
102.39 (1 st)	115.00 (1 st)	107.00 (2 nd)

Overall Judge Comments

Allen - You've got a good set of cards here, but looking over them as a group I can't help but think you played it a bit safe. There's a lot of "once per games" in particular, and I'm pretty sure not all of them were needed. Playtesters are there for a reason, and you shouldn't sell your cards short just in case - it's real easy to add those limitations later on.

Dan - This set has a few ups and downs, but it does have a lot of flavor and the potential to bring infiltration into the modern game. I don't like that there are seven special downloads across six personnel, or that half of the personnel are made for first-turn Security jump starts. You did get a few stars in there for recognition, and enhanced a few "below average" deck types. Score: Above average

Overall Public Comments

- I would love to get my hands on that Michael Jonas card!
- Ambitious, I like the whole idea. Also looks really fun. There are no deck ideas here, just a few infiltration side mechanics that any deck could use.

- I want to give full points on the goal accomplishment, but can't because it -- perhaps overambitiously -- tried to fix non-TNG Ferengi. It did incredible work with infiltrators AND DS9 Cardassians AND Kazon, bringing all up to viability levels, and created all manner of new disruption tactics on both sides of the table. But the Ferengi was one bite more than they could chew.
- The beginning of an awesome expansion that could use a couple more rounds of refinement.
- An ambitious set, and definitely an attempt to impress the votes with creative ideas. A few cards that would need some work, but overall an exciting set!
- Awesome!
- As a set, this is outstanding. The creative work in the cards is very high, bunch of show off the lot of you! :P this feels like a boutique set, with something for everyone. well done and good luck guys
- Well, the team seems to be on point towards the goal but I feel that we stray from the path all the time. We get a bunch of new personnel with infiltration icons. The goal is really casting a wide net and still manages to miss. After looking at the cards I can't say I now have the tools and power to take on my opponent with infiltrators really. The set just looks unfinished and lacks the cohesion and focus to do what the goal set out to do. There where some card in it though that I would not be sad to see make it into production (after some heavy playtesting of course).
- a 67 out of a possible 150. could've been better, though the mishmash of themes/elements kind of felt all over the place.
- Fractured as a set, not many cards that i would add outside a complicated and slow deck
- Overall, this entry feels like a lot of little disconnected items. There's some infiltration, and some Kazon (and some overlap), and some intruders with Intelligence. It doesn't feel like it comes together with an overarching theme.
- Although I rate every thign here highly, and i think they trule did hit thier goals, non of it is making me go I wanna build a deck around these cards, BUT i know other people will adn they are great designed cards.

Card Specific Scores/Comments

Hidden Replicant

Public	Allen	Dan
7.47	6	8

Allen - I love infiltrators and more things to do with them, but this feels weak. At the least you should get to keep the infiltrator.

Dan - Interesting and, I had to check Strike Three and Dial Martok for Murder to verify if this was a redundant ability. Neither is quite the same, so I'll call this an interesting combo with Issue Secret Orders. Random stop is pretty weak, but better than nothing if this dilemma is hit with wrong crew at the wrong time.

Public –

- Amazing card
- Seems balanced, but I find those types of dilemmas hard to set up even if you have the right type of deck. Easier and more reliable to go with standard killer dilemmas.

- This is a great card. It integrates dilemmas into deck type in a more-or-less new but completely sensible way. It has a powerful effect if it hits... and a weak-but-not-pointless effect if it misses. It might almost be overpowered, but pulls back by exposing the infiltrator, which -- combined with the cost of getting an infiltrator there in the first place -- makes the card safe. It's a strong dilemma that will get people playing infiltrators without FORCING people to play infiltrators by being TOO good. (And it happens to feature one of my favorite episodes, but no points for that.)
6 base +2 concept +2 execution = 10
- oooo
- Love it. We need more dilemmas that fit together with the deck you are playing.
- A reason to put an infiltrator in your opponents away team. stronger dilemmas like this are needed in the game
- I like this. makes infiltrators do something but you have to interact with your opponent to gain the good part of this dilemma. Could be too hard to pull off for the effect to be worth it though.
- 'meh'

Liquidator's Audit

Public	Allen	Dan
6.41	8	6.5

Allen - Not sure what I think about the point loss, but I love the rest of this. My gut says just leaving the option of killing the guy to clear the effect is enough, though.

Dan - There's only one, with another appearing later in this set. Is that worthy of calling out a keyword? Aside from that, it nets a personnel for the opponent and eliminates any skill cheating. The mechanics of download "here" but must be "present" creates an odd game state in space where I can get a guy on my ship, but he doesn't do anything for the dilemma. Or put him onboard your ship as an intruder? Perhaps this dilemma should be Planet only? I frown at the lack of cultural enforcement, too.

Public –

- Would have liked to see this also include printed attributes, why 9 points?
- This seems more effective for combos, and not limited to even a Ferengi deck. Do you have chance to battle right away? Also, why create "liquidator" keyword when FCA skill exists? (probably there's a balance reason, but I'd just make the card less powerful instead)
- We did not need Liquidator as a new characteristic. I can't even imagine the reasoning behind making this depend on something other than FCA; it's not like TNG Ferengi have FCA. Points off there. Otherwise, very interesting card. Good, overall. I'm not sure why it's 9 points deducted instead of, say, 10, but alright, no big. So it's a non-nullifiable, non-AU version of Dial-Up with a longer countdown but somewhat weaker effects, and it's open mainly to Ferengi decks. That works for me. I like hurting skill-adding for a limited time; it would substantially enhance certain walls I can think of. And breaking the Enterprise TOS downloads will force them to be more strategic instead of smugly dialing skills when needed. And the game really needs exciting new dilemmas -- it always will, more than most card types. 6 base +2 concept -1 execution = 7.
- just a twitch too complicated
- Awesome flavor. Liquidator adds rules bloat. Added skills are fairly rare in 1e but the dilemma makes up for it in other ways.
- Very interesting, but has some wording issues (would be simpler if the dilemma were placed on the liquidator?). Keep bringing on interesting dilemmas rather than filler dilemmas!

- Some anti borg tech and anti dilemma escape going on here. The penalty for killing the liquidator is sweet
- do we really need another keyword in the game? Couldn't this have just been FCA? Who loses the 9 points if he's killed? If he leaves the location, does he still have the point loss effect? If he leaves the location, does he still cause the skill penalty? This seems like it would make more sense if it downloaded the guy, then got placed on him as an event.
- The text is not entirely clear and it looks like yor opponent will attack your awayteam (if stopped by the next dilemma here) on his next turn, giving you a hefty -9 points. The idea behind the card seems to be in the right place the it just feels unfinished.
- cool card, see potential use.
- Overly complicated

109th Rule of Acquisition

Public	Allen	Dan
5.88	6	6

Allen - Cool concept, but the combination of once per turn and the low point values makes this kinda unplayable. The Once per turn was probably unnecessary.

Dan - So let me see if I follow: You want me to use the dilemma, download Skron, use his special download to get this event, and then use the other dilemmas in the combo to stop you for a few turns... okay. And without extra skills, wall dilemmas may work better. What would happen under normal circumstances if presented with the choice? Well, 3 points is usually nothing in a game of 5-point increments. Possible that could change with Dabo and The Higher, the Fewer. And a 1-point loss could be brutal at the wrong time... but once it hits another four 1-point hits are probably going to be irrelevant. So by my calculus, this has to hit at least twice, and then another five times to be effective a second time. That sounds like long odds to play for. I like choices, but I think this would take a long time in testing to nail down.

Public –

- Too situational, you need to be 'here'
- Like this interactive type Rules.
- This card is problematic. From a story perspective, I had no idea what's going on with "stand" or "sit" until I saw the lore on Skron. Obviously, this needs to be a Rule, so its lore options are limited, but the card mechanic still has to follow intuitively from the lore, and it doesn't. Since it's on the four-line template, there was theoretically enough space to do something slightly more elaborate, but that opportunity was passed up. From a rules perspective, meanwhile... once "per" turn is treated as "each" and means once on YOUR turn. But an opponent's card will almost never be stopped on YOUR turn, because stops reset at start-of-turn. So it really should be once "every" turn in order to have the desired effect. The concept is cool and just what the set wanted for Ferengi, but the implementation is a flub. 6 base +2 concept -2 execution = 6.
- cool
- "Every," not "each." The ability to get another small trickle of bonus points is REALLY not what DS9 Ferengi need. Hard to get working.
- Interesting, but could get rather annoying to remember.
- very strange

- As written, the timing's unclear; probably "is" should be "gets". Without a change like that, could I go to where his guy is stopped under Hippocratic Oath and do this each of the three turns?
- I just don't know. When will I use this card? There are better Rules of acquisition cards out there. The balancing between giving your opponent -1 is probably good in a deck that gains exactly 100 points and not a single one more. Otherwise the +3 for you is always better.
- not bad. intriguing.
- Good in pointless deck, otherwise, ofcourse i take point loss 5 turns to lose 5 vs 2 turns to get your opponent plus five

Agents of the Obsidian Order

Public	Allen	Dan
7.00	10	6

Allen - I like this one a lot. Short, sweet, useful.

Dan - My first thought was, "how would this guy stay alive?" If the opponent is playing fed-only or Cardassian was the only answer I could come up with. Looking ahead I see another guy who downloads it first turn. Do we want it to matter who plays the Central Command in a mirror match, and therefore loses a cheap draw? It has the potential to be a stand-in for Processing Ore if you don't get your station, but perilous. I don't think it is quite there.

Public –

- Cool, although doesn't seem to balance compared to easier 1-per-turn draws. So guessing this is somebody's SD.
- This card is sneakily brilliant, and I hope other voters notice its cleverness. At the general, game-wide level, it solidly contributes to the theme of the set: get cool stuff from infiltration. But its **true** purpose is subtler: it's a patch for DS9 Cardassians. As we've discussed on the forums in recent weeks, the fundamental problem with DS9 Cardies is that they can't count on Ore Processing draws, and therefore can't keep up with any other DS9 opponents. This little fellow elegantly fixes that balance in DS9-vs-DS9 decks without upsetting the balance in all other decks: you seed Garak's Tailor Shop, do a Defend Homeworld download to get somebody there Turn 1, and play this card on her. Quite simply, this card would make DS9 Cardassians playable. And, brilliantly, it pulls it off in just three lines on an Event, rather than resorting to Incident-length text. Take that, Warp Pack Emissary! 6 base +3 concept +2 execution = 11, but I can only give 10.
- Nice, an actual benefit to infiltration!
- Cardies can draw cards on an opponents DS9 yay, helps them catch up with lack of process ore
- Naa, looks too hard to pull off and the takeaway is not good enough for what you could be getting from other cards.
- sort of interesting.

Plans of the Kazon-Nistrim

Public	Allen	Dan
6.88	8	5.5

Allen - I think this one might have overreached. The Cullah parts feel a bit tacked on, but I do like the infiltrator setup.

Dan - Love the title. The first line certainly solves a Kazon problem. Tierna blowing up folks in the DQ is fun, and the twice is misleading because he can only use his special download once. How often would the skill-gaining ever happen? Most of the Alpha Quadrant powers are susceptible to a Dominion infiltrator - would this then promote some weird Kazon build with a dial-a-Founder for recon? That's beyond weird, sorry. Fun jump start for Kazon, but the rest feels forced.

Public –

- Wording is confusing; you may have more than one infiltrator, does Tierna on an opponent's ship count as an infiltrator?
- Unexpected, but good addition.
- At first I saw this as a boost for infiltrators, and from that perspective it's pretty poor: there just isn't much out there for Kazon infiltrators. But then I remembered this set also wants to boost Kazon, and this card does a good job of that. I've maintained for months that the main thing Kazon need to get up to par in the New Arrivals era is a turn-1 maje download, and this gives them Culluh, the best maje. Putting Tierna directly aboard somebody's ship will definitely give Kazon the extra competitive edge they need to attract players, and -- more importantly -- it's FUN. I wouldn't want to play Kazon just because "now they're competitive" or "I need that achievement." I'd want a reason, and "once per game Kazon Bomb my opponent" is just the reason I need! If you're lucky enough to get a Kazon infiltrator infiltrating, that's great too, and the final sentence is interesting without pushing the card into crazy O.P. territory. 6 base +3 concept +1 execution = 10
- interesting
- The poor non-Nistrim Kazon get left even further in the dust. But Kazon overall get an appropriate boost and a great new strategy!
- Free Maje really helps the Kazon, but the rest of it seems tricky. Kazon infiltration doesn't really need to be a "thing", it's a lot of work to give Culluh skills. Culluh is key to the deck, why would I risk using him in missions? I'd rather fill in skill gaps with cards like Reflection Therapy.
- once per game kazon bomb. a great way to start with a mage and some skill stealing to help kazon be a decent solver
- The Culluh download is helpful, but we basically already have it with Voyager + DH Seska + Make It So. And boosting Kazon infiltrators? There weren't any, you have made two, but one shouldn't be Kazon.
- Ok, this card does 2 radically different things. This would probably be better off on two different cards.
- don't like the Tierna report, but, rest of it is cool.
- Putting teurna on ships way OP. too much killing
- rated 10 but more for the seed to DL a maje than the other stuff it does.

We're Everywhere

Public	Allen	Dan
7.76	8	8

Allen - This is pretty solid. Mostly guarantees an infiltrator, but with it once per game, kinda surprised it won't teleport to a ship. The point loss is a neat twist as well.

Dan - Wow. Well this solves the problem of picking the right infiltrators to match the opponent. Maybe a little too easy? It is weird to think of Arne Darvin suddenly infiltrating the Ferengi. The other side of the OR is rough, but at least it is only once per game. Still, point loss is a dangerous thing - there's enough out there now to force a fourth mission solve, would this push to a fifth? I applaud the chances this one takes, as nervous as it makes me. Definitely pushing boundaries.

Public –

- Basically, something like this is needed to make infiltrators worthwhile. This would probably need a lot of beta testing though.
- This is the card infiltrators have always needed: a way to recover if you face an opponent and you don't have a matching infiltration icon for them. (I mean, Hirogen are immune to infiltration, for instance.) The cost (getting your infiltrator to a facility) is not too small, but not too high, either. Interestingly, this will even allow Borg infiltration, but that's a tried-and-true practice throughout Trek history, from Riker's first visit to Janeway's assimilation. The alternate effect, of course, is there in case you DO manage to stock the right infiltrators to get your opponent, in which case good for you. Very interesting, powerful effect that definitely makes me want to play infiltrators, without being out-of-line than already-existing elements of point-loss decks like The Higher The Fewer. For fear of looking like a partisan voter, I have to consider this on par with the equally incisive Hidden Replicant: 6 +2 concept +2 execution = 10
- I like it
- I would have preferred non-seedable but no "once per game" limits. But the effects are exactly the kind of thing infiltrators should do!
- Very strong card to make infiltration worthwhile! The point loss gives you time to set up an infiltration strategy.
- wow, a great opportunity for infiltrators to get the opponent no matter the affiliation. the point loss effect encourages their use
- Wow that's a hard text to follow. Could be both to good and just not good enough at the same time. Just don't know if it would ever be used that much.
- quite good, actually.
- Solid card

Defy Orders

Public	Allen	Dan
6.59	7	6.5

Allen - Interesting trick, but I'm not sure if it works mechanically.

Dan - Interesting shot at limiting battle. Difficult thing to put in a deck though - not only is it worthless if no one attacks you, but if you do get attacked, you have to have it in your hand. With the (needed) once per game restriction, multiple copies would be mostly blank. The nullification of Issue Secret Orders may have merit, with the ease at which one could make happen. Screams niche. I think the implementation is good, but the usefulness is not.

Public –

- Eh, like the concept but implementation seems awkward.

- If you make infiltrators powerful, you have to provide some counters. This is a great example of a modern counter card, following the footsteps of What Does God Need With A Starship? and Cold Warriors by throwing a counter plus another interesting but related effect. I like the concept on the alternate effect: we can always use more anti-battle tech, and this has the virtue of being a fresh take on it (not just cancelling the battle but giving you an extra turn's head start on escaping). However, I don't think the rules are quite clear on what opponents are required to do. Suppose I start a battle at the left end of the spaceline with a 10 RANGE ship. You play this card. All missions on the spaceline are SPAN 2. Do I have to move 5 missions to the right (so I'm 10 RANGE away), or can I move left three times and right once (so I'm only 2 RANGE away)? It's not clear to me from the existing rules. Penalty assigned there. $6 +3 \text{ concept} -1 \text{ execution} = 8$
- I like the mechanic but think it would be abused
- Needs re-wording. Not a terrible counter card, but I'd still hesitate to use it.
- Should this be reworded to cover only ship battle? What happens if my Borg opponent starts an Away Team battle on my ship, and I move his Cube away? What if the ships don't have staffing? Seems too strong a counter to battle strategies, at most it should only affect 1 opposing ship out of their fleet.
- Anti battle tech is always good for solvers. doubles up to help against a SAM2000 deck :P
- Sound good. and the once per game is needed or it would be in every deck in duplicates.
- 'bleh.'
- Doesn't fit in set much

Power of the Caretaker

Public	Allen	Dan
6.29	8	9

Allen - The AU icon puzzles me, but it is a neat trick to reverse a Caretakers. I'm surprised it's not permanent, though.

Dan - A quick jump to the AQ, with the caveat being you may not like where you end up. At interrupt speed, and without movement needed (as with a wormhole) at least you could get on your way after moving. I think this is neat. Solves a problem of getting to the last mission in the AQ with a potentially harsh downside.

Public –

- Did the Hirogen need help coming to attack the AQ?
- Oh, good, a reliable transit model for DQ affiliations. I'm sure some of these affiliations WANT to interact in the AQ, but they can't because they just can't get there (Barzan Wormhole is deeply problematic nowadays). Here's a good little patch. The cost is clever, representative, and definitely would lead to some interesting games. I regret that the AU icon was added, though: it seems unnecessary (Caretaker existed and had power as of the series premiere), and Kaz/Hir/Vid players aren't going to want to seed an AU door just to use this thing. $6 \text{ base} +3 \text{ concept} -1 \text{ execution} = 8$.
- AU?
- Too many restrictions: opponent's choice of destination, AU icon which doesn't help the DQ factions, only one way travel, doesn't help DQ Fed. There are better existing ways for DQ affiliations to get to AQ.

- Not sure about the AU icon (unless the image is kazon blowing the bugger out of caretaker) but DQ can always need another way to get to AQ
- Jikes! A bit random but powerful. Watch out AQ, here comes the DQ-armada.
- nice card, in theory. but is it really needed? would've been awesome if it had 'Nullified if you have any [NA] card in play.'

Industrial Espionage

Public	Allen	Dan
7.00	9	8.5

Allen - This is cool. Pity it doesn't steal artifacts, though.

Dan - Up to 15 points, but depending on your opponent to be playing an equipment heavy deck to be effective. I think this is a good reward for going through all the trouble of playing infiltrators and getting them (and a ship) into position. A couple of cards, plus denying them to the opponent, and a handful of points for the trouble. A fun card that you can seed and reveal if the timing is right.

Public –

- Cool.
- I've complained elsewhere about motivating people with the easy out of "free points," but this mostly dodges that bullet by focusing much more intently on the far fresher mechanic of equipment theft. I like it. And I think Equipment could use a light punch in the face now that Equipment Replicator and the fiesta of equipment downloads is making it so easy to obtain. 6 base +2 concept +1 execution = 9
- doesn't let you use the stuff you stole?
- Stealing is another thing that SHOULD be a reward for infiltration.
- Very strong, nice counter to equipment.
- Nice. Gimme your IP Scanners!!!!!!
- Ok, you don't just steal the equipment cards, you gain points for the too. And you don't have to discard them to do it.
- ok, 'meh'
- Equipment not used enough for this to be solid

Yteppa

Public	Allen	Dan
6.94	8	7.5

Allen - Wow. That is a laser-focussed personnel.

Dan - Double-infiltration to make the odds better, Security for first-turn quickness, and double special downloads for options. There isn't much downside on this personnel, including three useful skills and above average cunning and strength. And, this would be another weapon in the non-hostile takeover of DS9 without firing a shot (and incurring a download). Odo, Ilon Tandro, and Yteppa could clear out ops in a hurry, and would just need a few Computer Skill personnel backup for a commander. The number

of things this single personnel could make easier is astounding. Maybe too good, but it definitely makes Cardassians a bigger threat.

Public –

- Good stuff but a lot going on, seems overpowered for a DH download.
- Yteppa is the other shoe in the Agents of the Obsidian Order pairing. She gives you the Defend Homeworld download, grabs the card, and is specifically empowered to infiltrate Here By Invitation decks. Brilliant. Also a good story grab. Fine skills. I like that she also downloads Captured, which makes her a triple threat on DS9 (a bit more needed juice for DS9 Cardies) and also helps make her useful even if your opponent ISN'T playing DS9. But my 10 is primarily tied to her synergy with Agents.
- Brilliant idea, taken a bit too far in the overpowered direction IMO.
- Download of Captured might be a bit strong combined with everything else, but set up for Agents of the Obsidian Order is solid.
- DLs directly to DS9 to start the draw engine for spoonheads
- She's an infiltrator? Based on what? Nowhere did she actually pretend to be of Bajor or the Federation. In fact, her being Obsidian Order or even [Car] are pretty tenuous. (Yeah, I know she recently got a 2E card that did all of these things -- but you're in 1E now, the game based on Trek Sense.)
- Looks good enough. A lot of special on her.

Odo

Public	Allen	Dan
7.39	8	8.5

Allen - Interesting version of Odo. I like that he's a bit weaker than the regulars to balance the dual affiliation.

Dan - Less Honor and Integrity, is that what it takes to don the Blue? Nullifying Homefront is a neat trick, he'd be a neat fit for any Office of the President deck. I think this is an interesting personnel and fits the theme of the set nicely.

Public –

- Like it, good addition to any Fed deck.
- FINALLY, a Fed Odo. Not sure that's so necessary now that HBI lets him work with Fed anyway, but it makes sense, it's nice to have him in blue, and the particular story you found to justify it is both very sensible and fits the theme very well. Caught Red-Handed is going to be good anti-infiltration tech, taking it off the binder fodder list, and Homefront's second function may start seeing play again for the first time in ages, so this is all around good stuff. 6 base +1 concept +1 execution = 8.
- Not sure how often he'll get played, but a home run for interesting counter-tech and story.
- Solid card, gives DS9 Feds some good options.
- nice fed version and good skills, along with the exposing thingy
- I find this card inspired, even the new affil.
- a nice card and the special skill seems very good. Unfortunately only two affiliations gets to use it.

- nice. cool. a FED Odo. fascinating.

Michael Jonas

Public	Allen	Dan
7.82	7	7

Allen - A solid infiltrator. Not sure if I'd ever play him in another deck, but fits the roll nicely.

Dan - Another personnel that could do a lot of things. Fits into the Standard Voyager deck, the Equinox deck, Maquis, DQ Maquis, Kazon, even a free report to Earth if you seed a Homefront on the table. This would be a second (third really) Federation personnel with a Federation Infiltration icon - starting to be enough to make that a viable play engine. Certainly if you pair with Dominion. (Hmm. I want to make that deck now.) Anyway, back to this double traitor. Nice that he has double treachery to match. Enables the Kazon Plans if the opponent is Fed, or can play as a Kazon if the opponent isn't. That's nice flexibility. USS Voyager should be in italics. Lots of decks to test him in.

Public –

- Cool. Fed AND Fed-infilt?
- Kazon gain an infiltrator for Plans of the Kazon-Nistrim, and Michael Jonas makes his second MiS appearance. As a member of that team, I hope he does better this time! I particularly like the attribute penalty, which is something I don't think has been done before. Not sure his on-screen abilities justify 8 CUNNING, but attributes are fungible. Making Counterintelligence useful is a great plan, and might just even work: Comp Skill is incredibly valuable nowadays, and CI really needs to play at download speed (rather than interrupt speed) to effectively disrupt an opponent. I love it, on the whole. 6 base +2 concept +1 execution = 9.
- I think it works
- Interesting effects, good Kazon boost, good story.
- I don't think Kazon infiltration needs to be a thing. Otherwise he's more useful for a standard DQ Fed solver.
- LOVE the -2 thing.
- Great!
- Love me some more Kazon. This personnel seems to be at a good level. Don't know about the skills but he is really close to the show.
- not bad.

Skron

Public	Allen	Dan
5.88	8	8

Allen - Pretty standard as far as Ferengi go, but another FCA is useful.

Dan - Seems to have two purposes in life: Another FCA, and a second liquidator after Brunt. Civilian is happy at the Tower, other skills look inline. Special download fits the character, and I won't knock that card again here. Strength of 6 looks high for a Ferengi, but he's probably going to end up in harm's way to try and get points, so that may be acceptable. No icons fits, too.

Public –

- I see the dilemma combo going on here. Very powerful, but no particular help or feel for Ferengi decks. His actual skills are completely unneeded for Ferengi ToC decks.
- Honestly? Meh. Just reinforces the earlier question: why do we need liquidator as a characteristic when we have FCA already? Doesn't fill ANY skill gaps, which I'd consider critical if you're really going to try to bring DS9 Ferengi up to par. 6 base -2 execution = 4.
- Boring skills and a lackluster download.
- Pretty much just an enabler for Liquidator's Audit / 109th Rule of Acquisition. Not particularly interesting outside that role.
- Sets up point loss and the above dilemma for some nonsense :D
- Since I'm against inventing a new keyword for the dilemma, I don't see the point.
- Feels to be made just for the dilemma and the new RoA card. Don't really see the need for this card.
- nicely ties in with other good card.
- Not worth it except SD

Tom

Public	Allen	Dan
6.29	7	7

Allen - Boo on the dual/NA - and here I don't see why it's necessary at all. Straight NA would have worked just as well. The once per game seems a bit soft, as well.

Dan - Another non-aligned Tom Paris. Thank you for not putting all the skills on him. I don't see any non-aligned infiltrators (that have been revealed), so that is breaking new ground. I don't think it is a problem...? Strange that he's Kazon and infiltrates Kazon. Was he really working with them, or just pretending to? I feel like that affiliation is forced on there to get another free play and another warm body into the Kazon Collective. Tom Paris in lore should be bold. USS Voyager should be italics.

Public –

- Awesome. When Tom was a cool character. Don't really think he should also have Kazon affiliation though.
- This feels like a more thoughtful card: Tom passes both Subspace Shockwave and Precision Piloting / The Three Vipers, and he opens up a new affiliation to infiltration. He has a need anti-infiltration skill of his own. However, he should not be Kazon affiliation: he was at no time actually trying working for them; he was always just trying to infiltrate them. If this were Ensign Seska, okay, sure, she really was on Voyager's side for a bit, but as it is... Kira Founder isn't dual-affiliation Bajoran, and that standard should have been followed here, despite the urge the designers must have felt to double-dip Tom as a Kazon so he could use Kazon Collective. (I believe that could have been accomplished anyway by naming him an "honorary Kazon" or equivalent in lore.) Also, his lore should name him as a human, since he's NA. Tom Paris should be bold, but maybe that's just Planitia acting up. 6 base +2 concept -1 execution = 7.
- weird but workable
- Might only be played by Kazon who are expecting to face other Kazon? And shouldn't be [Kaz] story-wise.

- Really shouldn't be Kazon affiliation. It's a card that is meant to be played in a Kazon deck, but to infiltrate an opposing Kazon... how often do we ever see Kazon vs Kazon matches?
- The Kazon affiliation is weird, but good nonetheless
- No story reason for him to be Kazon.
- Love me some Kazon! But his skill makes me wonder, could he expose himself (for whatever reason)?
- 'eh.'

Centurian Kirk

Public	Allen	Dan
6.76	7	5

Allen - I'm not sure I buy the Rom affiliation on Kirk. Fed <Rom>, sure, but I don't know if I'd say he was ever working for them. But he's pretty specialized, so it's not the worst thing.

Dan - Okay, so here I have a problem with the Romulan affiliation. He really didn't help them at all. He wasn't affiliated with anyone on that side. Was there just too much blue in your set and you wanted something for Romulans? Downloading any equipment is huge. Matches the affiliation theme, but can get rowdy. Nice to have star power, but too many miscues.

Public –

- Cool. Being a DH download makes him very powerful and useful for any type of deck.
- Same affiliation problem as Tom. I assume the same reasons were involved: we do need more TOS Romulans. Otherwise good. Bit of an equipment monkey. Can infiltrators possess their own equipment? Good remembering that he's human. Skills reasonable, and downloads are useful and themed but not particularly exciting. 6 base +1 concept -0 execution = 7.
- hehehe
- [Rom] affiliation doesn't work with story, but mechanically a brilliant card that single-handedly gives the TOS Romulans a new theme to build around.
- Really shouldn't be Romulan affiliation, the infiltration alone is enough. The download of any OS equipment is very strong. Also not sure he should have Security, that allows for Industrial Espionage to be set up potentially too easily.
- again, rom affiliation is weird (star power though) great persona
- Kirk shouldn't be [Rom] . Things like this have been said before, but at least in (most?) previous off-color instances, the person really was working for/with the interests of someone with the right color. Major Rakal was on the side of N'Vek and M'Ret. Data and Picard were aligned with [Rom] dissidents like Dr. Koramar. The interests of Jodmos were really those of the [Kli] who didn't realize they were being manipulated by [Dom] . But Kirk was working only for the [Fed], and was only the enemy of anyone there who was [Rom].
- A bad Kirk! finally! Nice to see that a Kirk don't have to be the skill demon we are used to. Just two special downloads. Will probably see more play in a Romulan deck than in a Federation one.
- I like him. yes, please. though I'd drop the {SD} Industrial Espionage for something else.
- Only worth Equip DL