

Playtesting Report – MiS #9

The following is feedback collected from several play testing sources, combined into one report for your convenience. This report does not include judge or public feedback.

Preventable Disaster

"Damned confusing".

If I destroy an event, is the entire dilemma overcome? Or just the first part? There was some debate. In test game #1, player A had no temporal events, player B had 1 pursuit event. Second time: A=0, B=3. In both cases, player A did not have 2 Astro and 2 Science (after personal duty / an issue of trust filter) so all were stopped anyway.

Dekyon Field Emitter

Used for 3 At What Costs on one turn (uniqueness was not a factor - another copy was played with the extra counters).

Other player used with Korath and Klingon events. Felt it was neat, but not crazy like above.

Delegation

Attempted to use with Lasting Peace but couldn't get it going or worth the investment.

Used three copies and destroyed them all for a 15-point bonus on first mission attempt.

Free Glin drop successful 1 of 9 times. Will rebuild with One Man Can Summon the Future/The Cost of Freedom.

Tortious Act

"Sick"

All testers threw three in every deck, used without other Crime cards (because it feeds itself).

There is a nasty loop with this card:

- 1) Raimus, Criminal Master - order: place a card on top of deck to download a crime card
- 2) Tortious Act - discard crime card from hand to draw 3 extra dilemmas and spend 3 extra on dilemmas
- 3) Kasidy Yates, Maquis Smuggler - order: discard card from hand to take smuggling run from discard into hand
- 4) Smuggling Run - crime card to fuel tortious act

Test Federation Resolve

Tricks attempted to add cards to opponent's hand:

Failed PNP (after GUYS)

Keras

Plasma Energy Weapon

Keevan

The opponent attempted to keep his hand size down, but with these tricks, the hand was typically 6 cards (once 12).

Mission scored 35, 45, and 55 points in three attempts.

"Failboat to Microteam Land"

(This mission is not affected by the ID mission)

Assessment Drone

Intelligence skill not used

Ability not used. Will re-tune deck and try again. Number of duals under was 0 or 2 each time.

Borg should not have Intelligence!

Man of Questionable Methods

Cardy player felt that at this cost, the risk/reward was too low. Personnel not stopped - better used for skill and attributes to solve mission.

Can be used with Tampering With Time to rig his own ability.

Ensign Ricky

Found it very easy to set up with Spock & Tampering with Time. Or just check with Helen Noel.

Rickey returned from the discard pile with Constellation, Nurse Chapel, TOS Bashir & Sulu, Feast on the Dying.

Played 2x per turn for 3 turns, creating auto-solve missions.

Intrepid

Shunned by players - it is too easy to get an 8-range SF ship now: see Future Enterprise. Space icon in the game text is weird.