

## BaronMorrath

a.k.a. Mark Morris

Edmonton, Alberta, Canada • 30 Years Old • Plays 1E, 2E, Tribbles • 4+ Year Player

Mark did not participate in *Make it So 2010*. His brother, Keith (Foreman) won *Make it So 2010* and is a current member of the Design Team.

### Affiliation Ratings

For each category, applicants were asked to rate each affiliation from weak (1) to strong (5).

Affiliation	Competitiveness	Complexity	Diversity
Bajoran	4	2	2
Borg	5	3	2
Cardassian	4	3	2
Dominion	1	3	4
Deep Space 9 <sup>+</sup> *	3	3	4
Fed – Earth DS9	4	3	3
Fed – TNG	3	2	1
Fed – TOS	4	4	5
Fed – Voyager <sup>^</sup>	3	3	1
Ferengi	3	5	5
Klingon	5	4	4
Maquis <sup>-</sup>	4	4	2
Non-Aligned	2	4	5
Romulan	4	5	4
Starfleet	3	4	4
Terok Nor	3	2	2

+: Most Favorite    -: Least Favorite    \*: Best Understood    ^: Least Understood

#### Which affiliations did you rate as a one (1) in Competitiveness? Why?

*Dominion was the only affiliation I rated as very weak. Though they have some cool toys, their competitive ability is lacking. They lack the speed to keep up with solvers, their event destruction ends up setting you back a Jem Hadar, and they have a hard time balancing out each of the 3 races. I know there may be potential for a great deck, but it is hard to figure out the balance of Vorta, Changeling and Jemmie.*

#### Which affiliations did you rate as a five (5) in Competitiveness? Why?

*I think the Borg and Klingon affiliations are very strong. Each has the ability to quickly download the cards they need, and each has the versatility to compete with other decks, including event destruction.*

#### Which affiliations did you rate as a one (1) in Complexity? Why?

*I did not rate any affiliations as very casual, i think each affiliation has a certain level of difficulty. I mean a lot of affiliations could easily make a deck that was just people, ships and missions. play person, play ship, attempt missions, rinse repeat. That being said, if you want to enjoy each affiliations flavor, the deck would need a little more complexity than that.*

**Which affiliations did you rate as a five (5) in Complexity? Why?**

*I rated the ferengi as very technical. I find it very difficult to see the big picture. Which cards go under ferenginar? which cards benefit from cards under ferenginar, how do you focus that energy? and do I use Dabo? or Tongo? they just have too many options, and still don't have great attributes or skill sets to solve missions and overcome dilemmas*

**Which affiliations did you rate as a one (1) in Diversity? Why?**

*I rated both TNG and Voyager as very limited. Voyager is a 1 trick pony in my mind. play people on your ship, prevent stops with chakotay and over come all other dilemmas with killer skill set.*

*TNG I have not played very much but it's my understanding they just play people, play ship solve mission (earning bonus points from ship). In my opinion, most people disregard their affiliation flavor cards that benefit both players.*

**Which affiliations did you rate as a five (5) in Diversity? Why?**

*Non Aligned and Ferengi were both rated very diverse.*

*Non Aligned - a lot of possibilities including android deck, thief deck, kreetassans, and then some other crazy decks and the ability to use any HQ (aside from borg) is a nice touch.*

*Ferengi - too many options, thieves, Past Icon, Rules, Dabo, Tongo, Zek Swap, Equipment shinanegans*

**Design Philosophy and Card Design Submissions**

*All answers are submitted as written by the applicants. Cards are as submitted except for minor formatting changes.*

**Why do you want to be an assistant game designer?**

*I want to be an assistant game designer to get the experience. I design board games and video games in my spare time. it would be cool if i could channel that creativity to a larger audience and towards a game that I already love.*

**What is the greatest strength of Second Edition's rules and game mechanics? Why?**

*The fact that second edition is a game first, and the star trek universe second is probably its greatest strength. Oh Sorry, rules and game mechanics... The greatest strength is the affiliation flavors, so that every deck is different. As far as design goes, you can add cards to enhance a previous flavor (as seen in tacking in the wind) or you can create a whole new flavor that affiliation. This simple thing keeps players coming back to try out different affiliations. which increases the replay value of the game.*

**What is the greatest weakness of Second Edition's rules and game mechanics? Why?**

*the greatest weakness is probably Non aligned, it makes it hard to design non aligned cards when you have to take into account that their skills may tip the scales for any affiliation (aside from borg). It creates a lot more testing for those personnel or ships.*

**Choose an affiliation. Create a personnel for that affiliation that replicates the effect of a bicycle card, but within that affiliation's flavor.**

[Fed] 2 •Federation Diplomat

[Stf] [DS9] Human

•Diplomacy •Biology •Honor

When you play a [Baj] [DS9] personnel at this mission, you may discard a [Fed] [DS9] card from hand to draw two cards or when you play a [Fed] [DS9] personnel at this mission, you may discard a [Baj] [DS9] card from hand to draw two cards. You may do this only once each turn.

[INTEGRITY 6] [CUNNING 5] [STRENGTH 5]

**Create a mission with an ability that does not include alternate requirements.**

[P] •Establish Photonic Colony

[DQ] [30]

**Engineering, Programming, Science and (Strength>32 or Cunning>32)**

Non-hologram, non-android personnel on this planet are killed.

***Ha'Dara:** Establish new home for photonic life forms.*

[NA]

[SPAN 2]

**Create a card that is able to be used in any deck, but not one that would be automatically included in any deck.**

[Int] Asteroid Belt

**Maneuver.** When an engagement involving your ship begins, discard a random card from hand to prevent that engagement and stop each personnel and ship installed.

**Choose any virtual card created by TCC that is a different card type than any of the previous three card types. Keep the existing story but create new game text for the card.**

[Fer] 6 •Quetsivoo (Unidentified Pirate Ship)

[Stf] [Stf]

[Pa] Guzah'far Class

When you play this ship, you may download a [Pa] [Fer] personnel. This ship is attributes +1 for each [Pa] [Fer] on board (limit +4).

*"With my ship and your talents we could build a vast fortune."*

[RANGE 4] [WEAPONS 4] [SHIELDS 4]

*(See the original card [here](#).) I wanted to remake this ship because i feel the ferengi pirates were close to working as a team, but the ship was too inconsistent with attributes and abilities. remaking the ship might provide a new option for the pirates. I removed the ability of making all your other ferengi become past, as it doesnt really make for good trek sense and increased the cost by 1 to balance the download.*

**Create a new card under the assumption that it will be the only one the judges will see. This card should show off your personality, your skill, and your creativity.**

[Evt] 3 Dominion War

Plays on Cardassia Prime. Cards an opponent owns cannot prevent or destroy this event. While you do not command a Dissident personnel, You may play non-unique [Dom] cards at this mission. When you win a battle or an engagement involving your [Dom] personnel, you may score 5 points.