

GooneyChewie

a.k.a. Nathan Miracle

Charlotte, North Carolina, USA • 27 Years Old • Plays 1E, 2E, Tribbles • 6+ Year Player

Conno was a semi-finalist in *Make it So 2010*, and earned an automatic place in this year's competition.

Affiliation Ratings

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

Affiliation	Competitiveness	Complexity	Diversity
Bajoran [*]	2	3	4
Borg	5	4	1
Cardassian [^]	4	2	3
Dominion	2	3	2
Deep Space 9	3	3	5
Fed – Earth DS9	2	2	2
Fed – TNG	4	1	1
Fed – TOS ⁺	4	1	2
Fed – Voyager	3	2	3
Ferengi	1	5	2
Klingon	5	3	5
Maquis	4	5	3
Non-Aligned	1	3	3
Romulan	4	4	2
Starfleet	4	4	4
Terok Nor	4	2	3
+: Most Favorite -: Least Favorite *: Best Understood ^: Least Understood			

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

I rated Ferengi and Non-Aligned as "Very Weak." Ferengi are complicated, and often have to take two or three steps to accomplish the same thing that other affiliations can do in one step. Non-aligned lacks the necessary focus to be competitive, as it should.

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

Borg and Klingon both have strong download mechanics, easy access to event destruction and the ability to assimilate or kill opposing personnel. These factors make them very strong affiliations.

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

The least complicated strategy in the game is straight mission solving. Both Next Gen and TOS are great at mission solving.

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

Ferengi have to deal with an extra game zone beneath Ferenginar. The Maquis have ways to slow down their opponent, but you have to know how and when to use them, or it all falls apart.

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

Alpha Quadrant Borg are very strong. In particular, Annexation Drone makes it so that nearly every Borg deck is based in the Alpha Quadrant. Next Gen can do mission solving, but not much else.

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

DS9 can be surprisingly diverse. They can realistically go for any attribute. You also have the options of Gamma Quadrant, Defiant commanders and Confessions, in addition to regular mission solving. Klingons can choose from Honor or Treachery, engagements or not, Diplomacy or not, Gamma Quadrant or not.

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 love to play this game. But I also love to see where this game could go. Being an assistant game designer would allow me to have a say in the direction of the game.

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

The greatest strength of 2E is that it is a race, not a fight. Not every card has to be about killing your opponent.

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

The greatest strength of 2E is that it is a race, not a fight. Not every card has to be about killing your opponent.

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

[Fed] 1 Non-unique Maquis

[Stf] [Maq] Human

•Leadership •Security •Treachery

When this personnel is about to be killed by a dilemma, in combat or in an engagement at your Region: Demilitarized Zone, you may discard a card from hand to draw two cards.

[INTEGRITY 4] [CUNNING 5] [STRENGTH 6]

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

[P] •Sub Rosa

[AQ] [35]

Anthropology, Exobiology, Medical and Cunning>33

Persistent dilemmas revealed while your personnel are attempting this mission are cost -1.

[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] Field Commission

When your Commander aboard his or her corresponding ship is about to be stopped by a dilemma, name one of your personnel present with that commander. The named personnel is the corresponding commander of the ship he or she is aboard until the end of the mission attempt.

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.

[D] 1 Repressed Message

Your opponent chooses a skill on a personnel in your discard pile. Choose a personnel with **that skill** to be stopped. If you cannot, randomly select a personnel to be killed instead.

(See the original card [here](#).) I believe the card as-is has too much potential to create rules problems when you face a dilemma of the opposite type at a mission (such as Shipboard Fire at a planet mission).

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.

[NA] 2 •William T. Riker (Traitor of Minos Korva)

[Cmd] Human

•Anthropology •Diplomacy •Navigation •Science •Security

Thief. As an additional cost to play this personnel, discard an artifact from hand.

“And what ‘Riker’ is that?”

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