

Gumbo

a.k.a. William Hoskin

London, England • 30 Years Old • Plays 1E, 2E • 6+ Year Player

William did not participate in *Make it So 2010*. His brother, James (RedDwarf) is the CC's Director of Organized play and a 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	3	3	3
Borg ⁻	5	3	2
Cardassian	3	2	3
Dominion	3	2	3
Deep Space 9	3	2	2
Fed – Earth DS9	4	2	2
Fed – TNG	4	2	4
Fed – TOS	4	3	3
Fed – Voyager	4	3	3
Ferengi [^]	1	5	2
Klingon	5	4	5
Maquis	4	4	1
Non-Aligned [*]	1	2	5
Romulan ⁺	4	3	3
Starfleet	4	2	3
Terok Nor	3	2	1

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

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

Non-Aligned, have good personnel and abilities but there are too many dilemmas that punish a pure Non-Aligned deck.

Ferengi, they have some good cards but most good Ferengi decks I have seen need a lot of Non-Aligned support.

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

Borg, seem to be able to counter everything, very simple and effective event destruction, discard pile manipulation and have a very strong mechanic in assimilation that I think is better than capture and killing.

Klingons, have easy event destruction and lots of downloads and Kruges ability to commander a ship is well above the curve.

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

I didn't rate any of the affiliations as very casual however I could easily have rate all of them as very casual. I believe you could pick up and play a basic game easily, it all depends on the level of complexity you want. I could

build a draw one play one weenie deck with most of the affiliations that would be very simple to build and play but if you're talking about building a deck using a lot of the mechanics of the cards then none of the affiliations are very casual.

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

Ferengi, in order to properly build and play a good Ferengi deck I think you need to have a very good understanding of all the cards and be able to use that knowledge throughout the game. I think this is one reason that I haven't seen a top tier Ferengi deck, most people would not be able to play it for 6/8/10 rounds and since the days of Reyga domination other affiliations have ways of getting past dilemmas just as easily.

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

Terok Nor, until ruling council they didn't have any sort of deck, now it has to be Ruling council to be competitive at all.

Maquis seem to use the same cards and almost the same deck whenever I see or hear about them.

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

Klingons, can get a number of top tier decks doing different things but still use a solid core number of cards.

Non-Aligned Has the greatest flexibility, androids, thieves, holograms and that is just mentioning some of the big decks, there are so many cards to choose from you can go lots of different ways.

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 would like to be able to give more back to the community and I feel that I have some new and exciting ideas to put forward.

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

The costing mechanic of each card, allows you to see how each play will affect your turn.

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

Dilemma resolution, I think if it was in place from the start of premier then we wouldn't have some of the issues that have occurred recently and needed errata.

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

2 •Kalenna Founder (Never Seen)

•Anthropology •Intelligence •Medical •Transporters •Treachery

Founder. Infiltrator. Shape-shifter. When you play a Changeling, if this personnel is present with an opponent's personnel, stop this personnel and place her on your Headquarters mission to draw two cards.

[INTEGRITY 3] [CUNNING 6] [STRENGTH 6]

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

[P] •Steal Artifact

[AQ] [35]

Archaeology, Geology, Treachery, a [Fut] personnel and Cunning>33

When you are about to fail an attempt at this mission, discard all equipment here. When you complete this mission you may download an artifact Equipment.

[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.

[Equ] 2 •Wesley's Plasma Physics Experiment

Order – If this equipment is aboard your ship, place that ship at your other mission. Remove the equipment from the game.

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.

[Int] Flaw in the Plan

When an opponent is about to place your personnel in their brig, discard three unique personnel from hand to kill that Personnel.

Order – Kill up to four captives in your opponents brig.

Order – Kill up to four personnel you own but do not command. (*See the original card [here.](#)*)

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] 4 Captain's Chair

Plays on your ship (limit one per ship).

Order – Stop this ship's commander aboard this ship to choose a dilemma costing 2 or more on this mission and remove it from the game.