

Triumph

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Fort Worth, Texas, USA • 25 Years Old • Plays 2E, Tribbles • 2+ Year Player

Russell did not participate in *Make it So 2010*.

Affiliation Ratings

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

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

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

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

I consider Bajoran, Dominion, and Ferengi as the weakest affiliations. Dominion and Ferengi suffer from a sort of identity crisis. Their resources are divided over a wide range of neat tricks, but they don't gel together (unlike, say, the Borg with their wide range of neat tricks). DOM and FER either have tricks are just too weak help them win, or that take so much effort in one area that they leave a deck weak in another important area. Both affiliations also suffer attribute weakness. Ferengi are weak in all attributes. Dominion has strength in Jemmies, and Cunning in Founders, and Vorta who tend to be weak across the board (there are too few Breen to count, though it'd be nice to increase their numbers). It's tough to build a DOM deck where all your people support the same attribute without excluding a huge part of your affiliation's personnel.

The Bajoran's are a little harder of a case to diagnose the cause of their weakness. I would tend to blame it external factors rather than on internal weakness. Pah-Wraith Dukat is, fittingly, very harmful to many Bajoran tricks that need a discard pile, and he's very commonly played. Transport Crash Survivor shut down Bajoran integrity mini-teams, which seemed to be a natural fit for the affiliation. I think external factors like those have undermined what were originally intended to be strengths for the Bajorans. When later cards have wiped out things your affiliation was once designed around, it's no surprise that's you're weak. Recent efforts to revive them (i.e. the new Resistance stuff) just haven't been fleshed out quite enough (yet). Bajor's weak ships are a problem, but I don't really think that's their biggest issue.

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

Ah, Borg and Klingon. See Regionals and Worlds results. They aren't invulnerable, but these affiliations just have everything - skills, attributes, missions, downloading tricks, dilemma busting tricks, good ships, good ways of interfering with an opponent... All other affiliations have SOME of these things, but I don't think anyone brings the whole package together in a such strong way, and with relatively few weaknesses.

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

I think TOS, NA, and Terok Nor could all be considered pretty casual. The TOS theme of abilities that work when you play card means that a lot of game decisions come right when you play the card, and then the rest of the time the cards are pretty straightforward skills and attributes. They don't have much in the way of verb-based tricks either. NA...NA isn't really meant to build whole decks out of, anyway, and it doesn't have the levels of synergy or depth of strategy that makes an affiliation complex. Terok Nor's cardpool is so small and straightforward that it's one of the simpler decks, I think - play dudes, attempt, use Ruling Council, then wash rinse repeat.

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

What the Romulans, Ferengi, Maquis, and Borg have in common? Not much, except that I see them as the most technical affiliations in the game. All four affiliations have a dizzying array of tricked-out verbs and personnel with highly involved abilities. None of them are meant to be played as personnel-and-ships decks with a handful of general use events/interrupts splashed in. They all tend to have boocoos many arcane tricks involving affiliation-specific events/interrupts that either help them out or hinder the enemy. This makes building decks for them more complicated, and requires a player to think at more complex level to make full use of those affiliations' strengths during a game.

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

Terok Nor is probably the single most constricted affiliation in the game. It's card pool is very small, and very few decks made using this HQ vary by more than a few cards. I think there's room to improve in this, but for now it's quite narrow. Maquis likewise has a very limited selection of personnel, and a stable of powerful must-play verbs. Athos IV decks have a little more variety than Terok Nor (they can at least do fun Defiant Captain's Log decks, for example) but in terms of MAQ affiliation, most of the decks I've seen rely on largely the same core of cards.

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

Dominion - will you play Vorta, Jemmies, or Founders? Infiltration, solver, battler? Alpha or Gamma quadrant? This affiliation has major diversity of options, but in this case it's not a strength. Ferengi have a huge range of tricks, and decks can vary depending on which set of tricks a player wants to try to exploit. The Romulans take the cake, though, for the variety of deck manipulation / dilemma busting / capturing tricks they can use. Building a Romulan deck is HARD because of trying to decide what not to include out their vast selection of trick-filled personnel and verbs.

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?

It sounds fun! I also enjoy doing things that are "creative" and Star Trek card design certainly fits the bill.

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

It's fun. Okay, but why? 2E's greatest strength can be seen in the fact that one can still play the game using 2E Premiere cards and a 2E starter rules book. To put it another way, the game design / rules have mostly avoided both power escalation and rules bloat. The game has adhered closely to the original standards; as result, there are relatively few important rules changes / additions since the game began, and there are many cards from 2E that were good then and are still good now. Keeping the rules as streamlined as possible makes for a much more fun game. Avoiding power creep keeps the pool of useful cards large, enabling more and more variety and options, making the game more fun.

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

Dilemmas. Easily dilemmas. I think about the Regionals dilemma data someone on the forums compiled (Edgeofhearing?) - a relatively narrow group of dilemmas dominate all winning dilemma piles, despite the total number of dilemmas in the game FAR FAR FAR dwarfing any affiliation's cardpool. Based on observation of such things, and my own meagre dreamcard experience, dilemmas are the hardest card type to design. It shows in the comparatively small number of truly "good" dilemmas in the game (I don't mean to suggest that dilemmas in winning regional decks are the only good dilemmas - there are probably always a few cards out that most players are underestimating). The way dilemmas work just seems to make it very hard to design good ones, and as result I see it as a somewhat stagnant area in deck designs.

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

[Dom] 2 Varat'idan

[Stf] [TN] Jem'Hadar

•Exobiology •Physics •Programming

When you play this personnel, if you command a unique Cardassian, you may discard a [TN] card from hand to draw two cards.

Typical Jem'Hadar soldier. Fifth. Assigned to Terok Nor while station was occupied by the Dominion. Drilled in station defense tactics.

[INTEGRITY 6] [CUNNING 5] [STRENGTH 8]

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

[P] •A Good Day to Live

[AQ] [35]

2 Honor, Leadership, Science and Strength>36

When you complete this mission, you may kill a personnel who used Honor to name a Treachery personnel; each copy of that personnel is killed.

Secarus IV: *"Look upon your executioners, killer of children!"*

[Kli]

[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] Bet it All

When the player on your right begins a mission attempt at a mission with less than four dilemmas under it, subtract three from the number of dilemmas you draw and three from the total cost you may spend on dilemmas to score 5 points. Remove this interrupt from the game.

"The foreign investors in the book are described as flamboyantly generous."

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.

[Equ] 1 •Trellium-D

When you play this equipment, you may discard a card from hand to draw a card. When an opponent's card is about to discard or remove from game a card in your hand or deck, you may destroy this equipment to prevent that.

"Do you have any idea what a spatial distortion can do to a ship that is not insulated with Trellium-D? What it can do to the people inside the ship?"

(See the original card [here](#).) 1. I believe 0-cost equipment are troublesome because they make it too easy to use/abuse cards that require one to command an equipment (e.g. Bat'leth and Kressari Rendezvous or Trellium-D and GPT / Breaking the Ice / The Launching / etc). 2. I think Trellium-D's original text lacked Trek sense, and the card can be repurposed into a general utility card that matches the protective function of Trellium better.

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] 3 •Tash (Stranded Explorer)

[Cmd] Alien

•Astrometrics •Engineer •Navigation •Physics

While this personnel is about to be killed or stopped by a dilemma at a [DQ] [S] mission, place your equipment present on an opponent's ship to prevent that. That opponent now commands that equipment.

"Catapult a vessel across space in the time it takes to say 'Catapult a vessel across space'."

[INTEGRITY 6] [CUNNING 7] [STRENGTH 5]