

bhosp

a.k.a. Ben Hosp

Vienna, Virginia, USA • 30 Years Old • Plays 1E, 2E, Tribbles • 6+ Year Player

Ben participated in *Make it So 2010*, but was eliminated after Challenge #2. However, he won the Return Challenge 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	3	3	5
Borg	5	5	3
Cardassian	3	4	4
Dominion	3	3	5
Deep Space 9	2	2	3
Fed – Earth DS9	4	n/a	1
Fed – TNG	4	1	3
Fed – TOS	3	1	4
Fed – Voyager	4	3	4
Ferengi	2	5	5
Klingon ⁺	5	4	4
Maquis ⁻	2	5	4
Non-Aligned	2	1	3
Romulan [^]	4	5	5
Starfleet	3	3	2
Terok Nor	3	3	1

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

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

Anything **can** win. I think Maquis may be the weakest affiliation according to your criteria, but they just almost won Worlds.

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

Klingons and Borg are great at downloading whatever they need. Downloading (especially when it's not restricted to a named card or a keyword) is an extremely strong ability.

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

TNG and TOS are excellent affiliations to use if all you want to do is play personnel and have them do missions, without having to worry about anyone's abilities or complicated gametext.

Non-aligned is not really a "whole" affiliation; in particular, it doesn't really have enough complicated mechanics to be anything but casual if you try to play a NA deck.

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

Borg, Ferengi, Maquis, and Romulans all share the feature of having lots and lots of complicated tricks, that get even more complicated when you do many of them together.

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

DS9-E and Terok Nor were very weak affiliations until they received some key cards relatively recently. These cards tend to let you build one specific deck for these affiliations that is competitive.

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

Bajorans, Dominion, Ferengi, and Romulans are not super good at any one thing, but have a lot of things they are kind of good at that might be good metagame choices.

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 have fun ideas and I want to help make the game more fun.

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

No answer provided.

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

No answer provided.

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

[Baj] 4 •Winn Adami (Seduced by the Pah-Wraiths)

Bajoran

•2 Archaeology •Anthropology •Diplomacy •Law •Leadership •2 Treachery

Kai.

Order – Stop this personnel and remove a card in your discard pile from the game to draw two cards.

“Koszt Amojan, I am yours, now and forever!”

[INTEGRITY 1] [CUNNING 5] [STRENGTH 3]

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

[S] •The Discover of Sha Ka Ree

[AQ] [40]

Anthropology, Diplomacy, Officer, Science, Transporters, and Cunning>42

Region: Great Barrier. When your personnel complete this mission, if your personnel of three different affiliations are on this mission, score 10 points.

Galactic Center: *"My brothers, we have been chosen to undertake the greatest adventure of all time..."*

[NA]

[SPAN 4]

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

[Int] He Tasks Me

When an opponent scores 5 or more points, if he or she has not completed a mission, lose 5 points to make each opponent lose 5 points.

"He tasks me, and I shall have him! I'll chase him round the Moons of Nibia, and round the Antares Maelstrom, and round perdition's flames before I give him up!"

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.

[P] 4 Greater Needs

Your opponent chooses a ship you command at this mission. Unless you have **the corresponding Commander of that ship** or **Anthropology and 2 Science**, your opponent may place that ship at a different mission. That ship's Range for this turn is used.

"The ship! I must have the ship!" (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.

[Int] Surprise Assault

Maneuver. Pursuit.

Order - Discard two random cards from hand to move any number of your staffed Cloaking Device ships to a non-headquarters mission where your opponent commands a ship; begin an engagement involving those ships. If you win, score 10 points.

"Commander, two ships decloaking fore and aft. Klingon birds of prey, B'rel class."