

COTD400

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REVISION HISTORY

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Chapter 1

COTD400

1.1 COTD400.guide

COTD

Main

1.2 STCCG.guide/ST:CCG Card of the Day/Q's Tent

ST:CCG Card of the day

Wesley's STCCG card of the day #301

Hi, folks,

now that the #300 hype is over (did ya like it?) I can take my time to get at those cards that pose a little more difficulty evaluating. Namely the two QC doorways. (For those of you yelling "It's Classic time" - I am in a serious shortage of ratings and most raters obviously didn't even see the request at the bottom of #300 part 2, so I'll present these two without ratings and resume the Classics with #303...)

Here's the first:

Q'S TENT

Doorway, common QC.

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q'S Tent is now open and in play. OR Stock in deck and use as follows: Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck). Must show card to opponent. Draw no cards this turn.

Probably the greatest new idea since STCCG's basic set, side decks add an

entirely new level of complexity to this game. Remember that I already talked about quite a number of cards with the general direction being "Yeah, it is great, but unfortunately your opponent has to play a [variable part] and you just can't rely on that" ? And this class of cards are prime candidates for a Q's Tent. Add an assortment of all 3 Incoming Messages and you'll always have the right one in your hand. But this is only half the use of a Q's Tent. There is another class of cards: Those you'd rather like to have early in the game (Red Alert, The Traveler) or prefer to see after some building up has taken place (Anti-Time Anomaly, Supernova, Distortion of Space-Time Continuum). For the discussion, let's assume you want to play a deck with all five of these cards. Without the Tent, you draw seven cards (including the Supernova, and the ATA) and start waiting for your Red Alert. Which comes up second last card in your draw deck.

Now let's put the five cards into the tent instead. You now draw two Q's Tent instead of the Nova and the ATA. Two Doorways you can as well exchange for a Traveler and a Red Alert (discarding them). Bingo. And when you later draw more tents, you get your Nova or whatever. Almost as good as stocking your deck.

But nothing comes without a price: Each Q's tent card costs you two card draws, one to draw the Doorway and one more as you lose that turn's draw.

And if you have the Traveler out, you even lose three cards for the one you retrieved (you draw *no cards*, not *one less* card). So don't exaggerate the Tentmania. If you put 13 important cards from your main deck into the Tent and replace them with 13 Tents, you'll never get to draw normally. Unless of course, you have an unbeatable strategy that relies on only 13 cards drawn in a certain order. In this case play a draw deck of nothing but Q'S Tent and you'll always get your combos. But the regular play style will be about 4-5 tents in your draw deck with a similar number of vital cards in the tent. The rest will then be specific cards like Incoming Messages or the Devil. If you have room, you can also stock a Dilemma or two and retrieve them for free when a Q's planet is played.

And just so you get an impression, I made a tent for The Wrath of Wesley (deck listing available on the Decipher site under Cool Stuff - Decks).

Number of tents in draw deck: 5.

Cards taken out of the deck: Red Alert, The Traveler, Destroy Garbage Scow, Goddess of Empathy, Distortion of S/T continuum. These five go into the tent (2 early-game cards, 3 late-game cards!)

Add the following:

Incoming Message - Fed

Incoming Message - Kli

Incoming Message - Rom (3 cards to annoy opponent)

Full Planet Scan (in case I'm short on crew)

Soong-Type Android (also just in that case...)

Yellow Alert (In case my hand runs low on cards)

Gibson (for my hidden mission)

Mordock (in case I draw 3 doorways early - extra points)

13 cards and you'll most probably agree that depending on the way the game runs you'd only want to see a few of them at any certain time.

A last tip: Always retrieve by choice unless you make a crew tent (place your entire crew in the tent and start drawing them one by one, regardless of the order. Add a few tents and lots of nasty events and interrupts to your draw deck. Might work in a stall deck, too slow for everything else. And when you reread older COTDs and stumble upon the word "sideboard", this should read "Q's tent" now...

Favorite combo(s):

- Q's tent + 13 good cards ;-)

Please direct all email concerning card of the day to:
crusher@kiss.de

Visit the Web Page!

<http://www.worldonline.nl/~ldp/COTD.html>
(for best indexing - all cards crosslinked)

With all back issues from #1 up to today !

LLAP,

Wesley Crusher, the new STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.3 STCCG.guide/ST:CCG Card of the Day/Q-Flash

ST:CCG Card of the day

Wesley's STCCG card of the day #302

Hi, folks,

I don't really know why I'm still around after Tebok has discovered the unbeatable deck (I had a similar idea, though mine was not as focused), and I discovered the deck to beat it (and it's just as boring :- (). After all, we might as well now ditch most of our cards...

But not this one which plays a role in both of them:

Q-FLASH

Doorway, common QC.

Place one atop Q-Continuum side deck during the seed phase. Q-Continuum is now open and in play. OR seed under any mission like a dilemma. Any crew or Away Team encountering this Q-Flash must experience X cards from opponent's Q-Continuum, where X= the number of personnel present. OR Stock in deck and play to nullify one [Q] icon card.

Not just a card, but a concept. Until now we had Dilemmas. They had one thing in common (except for The Higher... which was just a penalty): The more personnel you had present the less they did to you. Now this is the exact opposite: The more personnel you have present, the bigger

the OUCH you're gonna take. So the old strategy of "I take what I have and throw it at the problems" has just experienced a nasty counter. The card in itself has little use. It marks something. Great. Only the third use (nullify one [Q] card) is something it can do by itself. And this function is usually much better performed by a Kevin, an Amanda or a Q2, cards that are more versatile than a nullifier for Q-cards only. But there's a little extra power I'll touch later which might make it sensible to use the flash for this purpose anyway... So the true power is not in the card itself (yeah, we had this before: AU doorway) but in the options it presents. And thus there should be a little review about Q-Continuum cards in general before I pick out some of them for closer examination.

Most Q-cards don't do much just by themselves. They have a minor nuisance effect, can be overcome or fizzle entirely because some required condition just cannot be met (e.g. Dr. Q or Wesley gets the Point). But they don't count as a card. They count as 1 Xth of a card. After all, for the price of one seed card, your opponent is going to hit X Q-cards which count nowhere, not for your 60-card limit, not for seed card percentage, not for anything else. Except for the size of your binder ;-)

So think BIG when seeding a Q-Continuum. 8 to 12 cards for each Flash you want to seed is a good start. And remember duplicates are discarded, so seed enough different cards. Maybe these figures will help you:

# of flashes	#Q-cards: Total	Different	# copies of each card
1	8-12	6-12	1 - 2
2	16-24	9-18	1 - 3
3	24-36	12-21	1 - 3
4	32-48	15-24	1 - 4
5	32-60	15-26	2 - 4
6	32-72	15-28	2 - 5

Note that the minima do not increase after 4 flashes, as even with a Q's planet somewhere your opponent will rarely have to attempt more than 4 missions.

Some Q-cards also have a weakness: "Until any Q-Flash". This means you will have to be judicious about the use of this card when you want to keep them in play or get rid of them. If the former, make sure you have several of them in your continuum so that every new flash will also trigger a new copy of the card (even to the point of exceeding the maxima above). If you'd rather get rid of the cards, you have several possibilities:

- Redshirt a mission under which you suspect a Q-Flash
 - Nullify them
 - Nullify any Q-card that has *no* "until any Q-Flash" on it. The ones with that designation will follow and you get several cards for one.
- Last thing: A cute bluff. Build a huge Q-Continuum. About 60 cards. Then, seed no Q-Flashes. But hefty Dilemmas instead. Your opponent will go in with minimum crew fearing your Q-Flashes. Which means he'll go out with no crew at all ;-)

Favorite combo(s):

- Didn't experiment with this enough to put anything really great here.

No ratinx today (again), I have received a few but I'll stick to what

I said; it might have discouraged a few raters from sending something and I don't want to be unfair here. But anything I received was really high.

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1.4 STCCG.guide/ST:CCG Card of the Day/Kevin Uxbridge

ST:CCG Card of the day

Wesley's STCCG card of the day #303

Hi, folks,

we had so much QC hype that we almost forgot there remain a few cards to be done on this sector:

CLASSIC COTD #20

KEVIN UXBRIDGE

Event, uncommon.

Destroys any one Event card in play (except for Treaty cards) OR any one artifact in play as an Event card.

"Immortal omnipotent being called a Douwd. Lived secretly as a human. Took a human wife who was killed by the Husnocks at Delta Rana IV."

Some rater called it "The God Card". And yes, it is one of those cards that no deck seems to be without. (Well, at least no decks that don't exclusively rely on Parallax Arguers ;-)

There are so many powerful events in STCCG that countering some of them has become a necessity to most players. And as with many counter-cards,

estimating their power means taking a look at what it can counter (this time in order of priority, most urgent ones first)

- * 1: Red Alert! This is the instant Kevin-sucker. However before you nullify this one, ask yourself a question? Did your opponent already use the potential or is there something to come?
If you can get rid of it before any personnel cards have been played you have half won. If you are less lucky, only kill it when your opponent does have some extra card drawing power. Otherwise she won't play those cards because she can't draw them... Also hold back if you have already used your Red Alert and hold a Yellow Alert card - kill both Red Alerts and have fun!
- * 2: The Traveler: Transcendence. An extra card each turn is great. Too great to let your opponent have it. And besides, don't you want to play your Static Warp Bubble? (Don't forget you can kill your own Traveler if you need that one extra turn before exhausting your deck)
- * 3: Kivas Fajo - Collector. Another of these extra card draw possibilities. Three for one is a good trade... And preventing three for one is nearly as good.
- * 4: Supernova. Just too powerful to go through. But never try to counter the Tox Uthat. Why let her waste one card play if you can make her waste two?
- * 5: Genetronic Replicator. Hey, what do you think those Killer Dilemmas are for? Mission decoration?
- * 6: Klim Dokachim. Unless you have a Red Alert out in which case you can most probably stand the loss of your draw every 3 or 4 turns.
- * 7: Anti-Time Anomaly. Your opponent will have had a reason to play it, so you most probably have a reason to stop it. But don't forget there are several other evasion possibilities that don't waste your Kevin.
- * 8: Yellow Alert. Only if you hold a Red Alert and several crew though...
- * 9: Captain's Log and other Shield / Weapon enhancers. Best combined with Manheim's Dimensional Door to gain a surprise advantage in battle...
- * 10: Revolving Door. After all, you probably need your Doorways...
- * 11: Immortal again. After all, your opponent probably needs that Q-Continuum...
- * 12: Espionage cards. Right after they pass that last Dilemma and before checking mission requirements. Incredibly easy points for you...

Some less great ideas for nullifying:

- * 99: Static Warp Bubble. Come on, you have a Traveler. And you have an extra one in your Q's tent. You do, don't you?
- * 98: Q-Nets. What deck goes without 2 Diplomacy?
- * 97: Plasma Fire and Warp Core Breach: You should be able to get rid of these without wasting a card...
- * 96: Tox Uthat. Already said why.
- * 95: Barber Pole
- * 94: Mot's Advice

Now how about the number of Kevins in a deck? I usually have two or three, sometimes even only one. But I make liberal use of Palor Toffs to get them back just in case I need more. (And those Palors can mimic something else if I need that more urgently). So don't overload your deck with Kevins. I've seen early counterdecks relying on 6 Kevins and 4 Amandas. They were incredibly effective at that time, when most people really relied on events.

But in modern STCCG, a good deck is one that can win if it never draws its Red Alert, its Traveler or Genetronic Replicator. So you don't need that many Event killers anymore. (And if you really do, see above Palor comment...)

 Favorite combo(s):

* a few Kevin Uxbridges + several Palor Toffs. Get them back if you need them. And if not, get something better.

 Card Rating (1=worst 10=best) KEVIN UXBRIDGE

Wesley's rating:	10.0
Cole's rating:	8.0
Drew's rating:	9.7
Gregory's rating:	8.5
Hal's rating:	10.0
Jack's rating:	9.0
Locutus' rating:	9.5
Mot's rating:	9.75
Nanite's rating:	9.0
Nouwa's rating:	9.975
Picarde's rating:	9.5
Q's rating:	8.5
Ranger's rating:	8.5
Rothspar's rating:	8.9
Tebok's rating:	9.5
Tony's rating:	10.0

 AVERAGE RATING: 9.3

The new raters are here on a somewhat probational basis... They're waitlist occupants who got a guest stint because of some older ones not having replied yet - maybe they're here to stay, maybe not yet...

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1.5 STCCG.guide/ST:CCG Card of the Day/Gift of the Tormentor

ST:CCG Card of the day

Wesley's STCCG card of the day #304

Hi, folks,

today I am finally taking all my courage together and start those cards with the black text boxes. Right, the ones with the cute little Q icons in the top left corner. And which one would be a better starting place than the one that caused the biggest controversy ?

GIFT OF THE TORMENTOR

Q-Interrupt, common QC.

If your current score is zero, score bonus points. Otherwise, place this card in your discard pile. (May be nullified only by Countermanda).

"We have offered you a gift beyond all other gifts."

The one card nobody understood. After all, why should I be giving my opponent the win? And yet, you can use it for yourself. But, it is not easy and you'll have to take some preparations (but then, 100 points without any means for your opponent to defend against them are not that crappy). So first, you'll have to prevent your opponent from scoring. Several of the easy 5 point Dilemmas have been suggested, but I'd rather propose a much safer and also more lucrative solution: The higher... the fewer. Your opponent is definitely not going to have 0 points after that card. He might have less, but that's life ;-)

Now you have a Gift of the Tormentor sitting in your opponent's discard pile. And you'll have to get it from there. The clue is another common Q-Interrupt - Are these truly your friends, brother? Feed your opponent's discard pile to a certain point (draw out some interrupts) and then use other cards to decimate his away teams so you get the effect of the card while still having a good chance at drawing the right card. So much for theory. And practically? You still need other ways to win or you won't win many games but this combination will give you a shot at a really spectacular win now and then. With good timing, you might pull it off once every three to four games. So why not add these two to your Q-Continuum?

Side Note: Every now and then, you'll meet an opponent with good playing skills. He'll seed an innocent Sarjenka somewhere and attempt the mission afterwards with exactly five people in the away team, so The Higher... will reduce his score to 0 and he now threatens to score big. So keep a Countermanda in your deck if you plan on using this card combo to increase your winning percentage. Or cure the risk by seeding Royale Casino: Craps

"A couple of lightyears can't keep good friends apart"

1.6 STCCG.guide/ST:CCG Card of the Day/Terraforming Station

ST:CCG Card of the day

Wesley's STCCG card of the day #305

Hi, folks,

let's today check a card that can cause lots of fun, but also a high amount of confusion. No, not P*r*ll*x *rg**rs (5 points because that was cool?), but I'd strongly recommend putting a few of those in your deck the game after you used a...

TERRAFORMING STATION

Station, neutral, rare QC.

Shields 16

Seed on any planet mission. If still in play at the end of game, redefine that mission's requirements for next game with same opponent.

"Planets such as Velara III can be transformed to support life. This process takes many decades."

Okay, this is not a tournament card. But it's cool. You get to redo any or all of a mission's requirements, which will allow you to create really awkward combinations.

Let's try a few fun variations on old cards:

- * Hunt for Tribbles: Barbering x3 + Exobiology + Biology + Youth + CUNNING >40.
- * Investigate Love Continuum: Lwaxana Troi OR Kareen Brianon OR Horga'hn
- * Radical Reprieve: Treachery + Guaramba + SECURITY
- * Selling Plunder: Greed x2 + CUNNING >40
- * Exaction: Leadership + Greed + SECURITY
- * Veterinary Conference: One MEDICAL from each affiliation + one non-aligned ANIMAL

and the unavoidable:

- * Eradicate Terraforming: SCIENCE + Geology + Computer Skill OR Locutus + ENGINEER x2.

So much for the fun ones. You can of course also use it strategically, making each of your missions doable by a skill combination you have present on two or even more cards in your deck. Try playing a deck with five Terraforming stations. Redefine all your missions to allow your favorite character to do them all alone. Next game, adjust your deck accordingly. Just don't do it with Wesley Crusher - he might get the point ;-)

you're really smart and know a few persons who will be playing against you in the next tourney, just draw them into a "practice game" a few days before the tournament and slap down a Terraforming station or two. Just hope you meet them in the finals.

Next one: Bluff. Know that player who always traces your very moves? Sure. Use a few Terraforming stations to add lots of Empathy and Diplomacy to your missions. He'll surely come up with a Diplomacy deck next game. You don't even bother playing the missions you Terraformed - just add some Zaldans and lotsa ENGINEERING and six space missions. He'll be stuck with all his planet Dilemmas and his Diplomats won't be of much use against your missions either.

Last try: Use it for whatever redefinition. Doesn't matter what. Next game, play several Parallax Arguers:

WHAT REQUIREMENTS? Slap. Arguers + Red Alert.
 HEY! THAT'S UNFAIR! Slap. Arguers + Traveler
 YOU CAN'T DO THAT TWICE! Slap. Arguers + Kivas (they never learn)

Oh damn, which card was I reviewing? Is this a terraformed COTD? Help!

 Favorite combo(s):

- * Terraforming Station + a cool redefinition + Parallax Arguers: 5 points.
- * Terraforming Station + a redefinition nobody can remember + Parallax Arguers: Ultra-fast event play.

 Card Rating (1=worst 10=best) TERRAFORMING STATION

Wesley's rating:	6.004 (Anybody figure out this rating ?)
Cole's rating:	1.0
Drew's rating:	8.5
Gowron's rating:	3.0
Hal's rating:	9.7
Jack's rating:	4.2
Mot's rating:	6.0
Nanite's rating:	6.8
Nog's rating:	6.0
Nouwa's rating:	6.0
Picarde's rating:	5.5
Q's rating:	Abstain :)
Ranger's rating:	8.8
Rothspar's rating:	7.0
Tebok's rating:	7.0
Tony's rating:	1.0

 AVERAGE RATING: 5.6

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<http://www.worldonline.nl/~ldp/COTD.html>
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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.7 STCCG.guide/ST:CCG Card of the Day/The Sheliak

ST:CCG Card of the day

Wesley's STCCG card of the day #306

Hi, folks,

have you seen the copyright debate on the BBS? Good. Because that leads directly to today's card (Sorry, Decipher, couldn't resist the temptation):

THE SHELIAK

Dilemma, rare QC.

Place at far end of spaceline. End of every turn, moves toward this mission (RANGE =6). Upon arrival, destroys any outposts, stations and Away teams present. Mission then = zero points.

"A reclusive race of strict legalists that considers humanoids inferior. Life-form classification R-3. The 2255 Treaty of Armens ceded several planets to the Sheliak."

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;-)

According to paragraph 1, section 1, this card comes into play in a position

granting a mercy time of several turns to the defendant, in which the latter is free to pursue any further action towards the goal the prosecution aims to stop him from attending: The transfer of points from a planet mission card to the score of the defendant.

As this cannot be the desirable outcome for the prosecution, flanking measures towards reaching the prosecution's goals are strongly recommended when using the object of discussion to reach the goal.

Subsection Q, Paragraph 10 indicates that a call for a robed judge named Q will be fully appropriate in this very situation, as the judgement can instantly place the defendant into a position where the object of discussion can instantly take effect, causing the defendant to suffer a significant loss in outpost and personnel possession which is not eligigable for damages or compensation.

Alternatively, should the defendant not be found guilty by Q, the prosecution can increase their chances by placing a temporary cease edict on the defendant using a Dilemma that stops which would permit the prosecution to make use of a Tkon Blade, an action definitely legal under these circumstances.

Effective application of the object of discussion will, though, not require any infractions against paragraph 187 targetting innocent away team members as a sensible placement of the object will allow the removal of the criminal supply line of the defendant (also called outpost). This measure alone will often suffice to prevent the illegal acquisition of a score of 100 or more points before the prosecution can achieve this goal.

Verdict:

The object of discussion shall be considered a legal card for use in good decks.

 Favorite combo(s):

* The Sheliak + Q

 Card Rating (1=worst 10=best) THE SHELIAK

Wesley's rating:	8.0
Cole's rating:	8.0
Drew's rating:	8.1
Gowron's rating:	7.9
Hal's rating:	8.2
Jack's rating:	7.5
Mot's rating:	7.0
Nanite's rating:	9.5 (*)
Nog's rating:	8.0
Nouwa's rating:	8.0
Picarde's rating:	5.0 (*)
Q's rating:	8.5
Ranger's rating:	8.7

Rothspar's rating: 6.5 (*)
Tebok's rating: 8.0
Tony's rating: 9.0

AVERAGE RATING: 7.9

(*) Straying this far from the norm is a criminal behavior that cannot be tolerated. See Paragraph 7, article 9.

(I hope nobody took this review seriously, I just had darn too much fun writing it ;-)) Please direct all email concerning card of the day to: crusher@kiss.de

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.8 STCCG.guide/ST:CCG Card of the Day/Anti-Time Anomaly

ST:CCG Card of the day

Wesley's STCCG card of the day #307

Hi, folks,

so much email volume to reply to... I'd need more time all the way, but somehow it still works out. Except when my mailer screws and I can't get through with my COTD. Hopefully my little time-slowing experiments don't one day result in an

(Classic COTD #21)

ANTI-TIME ANOMALY

Event, rare

Plays on table. Kills literally ALL personnel on table (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first.

"Q-created phenomena. Rift caused by anti-time particles in the future. Anomaly grows backward in time endangering all life in the past."

 ,gnortS .elbarenluv ylbidercni dna gnorts ylbidercni htob si tneve sihT
 ... esuaceb

[.niaga drawrof og emit ekam ot evah ll'I !tiaw ,huH]

[nottuB hsuP]

Ahhh, that's better. Now redo from start.

This event is both incredibly strong and incredibly vulnerable. Strong, because it can take out a larger number of cards on the table than any other STCCG card. Vulnerable because it needs to spend several turns on table before it takes effect and can be nullified quite easily during that time. Your opponent will often have enough time to even solve another mission in order to get a Betazoid Gift Box or similarly potent stuff.

And more than most other cards, this card interacts directly with quite a number of other cards:

- * Kevin Uxbridge. Of course, he nullifies the anomaly. But I mentioned him because he'll be responsible for most of the fuss with the Anomaly.
- * Time Travel Pod and/or Temporal Rift. Saves a crew. Only problem is your opponent can do it too.
- * Horga'hn. Gets your opponent down from three turns to react to one lousy turn if used correctly (i.e. you play the Anomaly on the first turn of a double turn).
- * Samuel Clemens' Pocketwatch. Not as good as the Horga'hn, but at least gets you from 3 down to 2 and can also compensate the eventual need for suboptimum play timing in the Horga'hn / Anomaly combo.
- * Rishon Uxbridge. One of the few sensible applications of the Event protector. That guy over there might have one Kevin, but does he have two?

Plus indirectly, a number of other cards gets involved.

- * Q's tent. Always good for a Kevin.
- * Amanda Rogers. Who said Temporal Rift?
- * End Transmission. Get your opponent on the wrong foot if he played his Temporal Rift too early.
- * Betazoid Gift Box. Another Kevin or Rift source when you need them.
- * Goddess of Empathy. Did he learn from the End Transmission disaster? Good. Play the Goddess next time around. Grin.

Ya see, enough possibilities. And as you have to consider the fact that this card affects both sides, you will have to make sure that you don't accidentally lose more than your opponent. In most cases, a single Anomaly will lead to a major interrupt war unless one player has no counterspell ready.

And you can of course put this to a good use: Drive out all those Kevins and Amandas and finally let the anomaly go. Then play the stuff you really

wanted to get out.

 Favorite combo(s):

- * Anti-Time Anomaly + End Transmission + Goddess of Empathy. Regardless when they try to Rift away, they'll be screwed.
- * Opponent's ATA + Amanda + Temporal Rift. He's gonna blow up his own crew.
- * ATA + Horga'hn. Just plain nasty. Add a Q2 or two for extra protection.

 Card Rating (1=worst 10=best) ANTI-TIME ANOMALY

Wesley's rating:	8.0
Cole's rating:	7.5
Drew's rating:	6.7
Gowron's rating:	7.1
Hal's rating:	5.3
Jack's rating:	7.0
Mot's rating:	8.5
Nanite's rating:	9.0
Nog's rating:	7.0
Nouwa's rating:	7.0
Picarde's rating:	8.0
Q's rating:	6.0
Ranger's rating:	8.8
Rothspar's rating:	7.99
Tania's rating:	6.5
Tebok's rating:	5.0
Tony's rating:	9.5

 AVERAGE RATING: 7.3

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 Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.9 STCCG.guide/ST:CCG Card of the Day/Yuta

ST:CCG Card of the day

Wesley's STCCG card of the day #308

Hi, folks,

you'll get two COTDs today, the one I wrote yesterday somehow didn't get through to you, so enjoy the double. (Should you experience headspin or dizziness, you probably consumed a dangerous overdose; in this case immediately consult your playing partner. The only known therapy for COTD overdoses is a play session of at least three hours)

And in order to add a few lines to your mailfile, let's try this card (with support by Locutus):

YUTA

Dilemma, Either, rare QC.

Opponent chooses a number X. Randomly examine crew or Away Team one by one. If $(\text{Integrity} + \text{Cunning} - \text{Strength}) = X$, discard that personnel and dilemma.

"An Acamarian of the clan Talesta. Carrier of a microvirus engineered to instantly kill anyone with a particular genetic makeup."

A super-Armus. That is, if you have a good memory. Because you'll need the "Yuta numbers" in order to get the right person. And as I am lazy, I am just using the list Locutus was so friendly to compile:

FEDERATION

- * 18:
 - o Albert Einstein
- * 16:
 - o Sarek
 - o Exocomp
 - o Richard Galen
- * 15:
 - o Sir Isaac Newton
- * 14:
 - o Dr. Leah Brahms
 - o Leah Brahms
 - o Sirna Kolrami
- * 13:
 - o T'Pan
 - o Norah Satie
- * 12:
 - o Lwaxana Troi
 - o Hannah Bates

- o Beverly Picard
 - o Kareel Odan
 - o Alynna Nechayev
 - o Montgomery Scott
 - * 11:
 - o Jean-Luc Picard
 - o Beverly Crusher
 - o Riva
 - o Neela Daren
 - o Ben Maxwell
 - o Fleet Admiral Shanthi
 - o Deanna Troi
 - o Keiko O'Brien (13 with Miles O'Brien)
 - o Rachel Garrett
 - o T'Shanik
 - * 10:
 - o Sonya Gomez
 - o Katherine Pulaski
 - o Ian Andrew Troi
 - o Mendon
 - o Mordock
 - o Satelk
 - o Geordi La Forge
 - o Dr. La Forge
 - * 9:
 - o Robin Lefler
 - o Wesley Crusher (13 with Lakanta, 11 with Robin Lefler, 15 with both)
 - o Tam Elbrun
 - o Jack Crusher
 - o Mirasta Yale
 - o Sakkath
 - o Toby Russell
 - o Reginald Barclay
 - o Thomas Riker
 - o Soren
 - o Shelby
 - o Alyssa Ogawa
 - o Taitt
 - o Calloway
 - o Giusti
 - o Juliana Tainer
 - * 8:
 - o Data
 - o William T. Riker
 - o Paul Rice
 - o K'Ehleyr
 - o Alexander Rozhenko
 - o Linda Larson
 - o Sito Jaxa
 - o Richard Castillo
 - o Dr. Selar
 - o Lt. (j.g.) Picard
 - o Jenna D'Sora
 - o McKnight
 - * 7:
 - o Christopher Hobson
-

- o Vash
- o Rager
- o Gibson
- o Tasha Yar
- o Tasha Yar-Alternate
- o Morgan Bateson
- * 6:
 - o Ro Laren
 - o Taurik
 - o Darian Wallace
 - o Eric Pressman
 - o Simon Tarses
- * 5:
 - o Mot the Barber
- * 4:
 - o Worf
- * 3:
 - o Mr. Homn

KLINGONS

- * 10:
 - o K'mpec
 - * 9:
 - o Kahlest
 - * 8:
 - o K'mtar (13 with Alexander Rozhenko)
 - o Kahless
 - o Ba'el
 - o Korothe
 - * 7:
 - o Governor Worf
 - o Torin
 - o Kurak
 - o Kitrik
 - * 6:
 - o Korris
 - o Kurn
 - o K'Nera
 - o K'Vada
 - o Gowron
 - o Vagh
 - o L'Kor
 - * 5:
 - o Nu'Daq
 - o Konmel
 - o Toral
 - o Toq
 - o Vekma
 - * 4:
 - o Divok
 - o Dukath
 - o B'iJik
 - o K'Tesh
 - o Klag
 - * 3:
 - o B'Etor
-

- o Kle'eg
- o Gorath
- o K'ChiQ
- o Kell
- o Morag
- o Kargan
- o Batrell
- o Kromm
- * 2:
 - o Lursa
 - o Duras
 - o Torak
 - o J'Ddan
- * 0:
 - o Targ
- * -3:
 - o Korat
- * -8:
 - o Fek'lhr

ROMULANS

- * 10:
 - o D'Tan
 - * 8:
 - o Sirol
 - o Bochra
 - o Major Rakal (11 as Federation)
 - o Stefan DeSeve (7 as Federation)
 - * 7:
 - o Taris
 - o Neral
 - o Tokath
 - o Selok
 - o Sela
 - * 6:
 - o Toreth
 - o Varel
 - o Pardek
 - o N'Vek
 - * 5:
 - o Movar
 - o Commander Tomalak
 - o Tarus
 - o Jera
 - o Tomek
 - * 4:
 - o Takket
 - o Mirok
 - o Tomalak
 - * 3:
 - o Parem
 - o Taul
 - o Tallus
 - o Tebok
 - * 2:
 - o Alidar Jarok
-

- o Telak
- o Taibak
- o Thei
- * 1:
 - o Galathon

NON-ALIGNED

- * 17:
 - o Lakanta
 - * 14:
 - o Paul Manheim
 - * 13:
 - o Ira Graves
 - * 12:
 - o Kova Tholl
 - o Marouk
 - o Amarie
 - * 11:
 - o Madam Guinan
 - o Kareen Brianon
 - o Dathon
 - o Timicin
 - o Maques
 - * 10:
 - o Jenice Manheim
 - o John Doe
 - o Dr. Reyga
 - * 9:
 - o Devinoni Ral
 - o Tarmin
 - o Samuel Clemens
 - * 8:
 - o Nick Locarno
 - o Ocett
 - o Data's Body (when attached to Data's Head)
 - * 7:
 - o Galen
 - o Soong-Type Android
 - o Dr. Farek
 - * 6:
 - o Ajur
 - o Gorta
 - * 5:
 - o Zon
 - o Evek
 - o Baran
 - * 4:
 - o Berlinghoff Rasmussen
 - o Ves Alkar
 - o Jo'Bril
 - * 3:
 - o Madred
 - o Vekor
 - o Narik
 - * 2:
 - o Roga Danar
-

- o Ishara Yar
- * Q:
 - o Mortal Q
- * -1:
 - o Boratus
- * -2:
 - o Mickey D.

So much for this. Keep it handy when playing Yuta (although it won't be permissible in tournaments - you'll just have to memorize the important numbers. Don't choose a number that is not present...)

Ah, review? Right. Armus was a good card. This one's better. First advantage: It's Space and Planet. This alone makes Yuta a much better card than Armus, you just can't get stuck with it against a pure space deck.

Second: Armus is random, Yuta is not. You almost get to choose the personnel who is going to die. Tired of that Roga Danar? Say 2. Need to nail Bev Crusher to disable the Genetronic Replicator? Choose 11. Just make sure you don't overlook any attribute enhancers. Phasers get the numbers down by 2, PADDs increase by 2 and Lower decks is a +2 on all universals. That unpronounceable fish cancels itself out; Interphasic Plasma creatures give +2 and the Varon-T disruptor causes really weird changes as does Rascals. Easiest to calculate: Frame of Mind. Sets any result to an exact 3.

Now what if you desperately want to kill a specific personnel but your opponent was so nasty to play a useless card with the same magic number? Hehehe, how about Brain Drain? Double nasty on a good MEDICAL destined to operate the Genetronic Replicator. Drain Beverly Crusher down to a Yuta 3 and hit her with the Dilemma. There isn't much competition for a 3 in a Fed deck. A Barclay's or similar stuff can then take care of the rest of the crew. (Add in a Tarellian Plague ship for extra fun). Why the Yuta here? Two things: First, Beverly could still go to the plague ship or function as MEDICAL even if Brain Drained (classification is not removed) and second, you don't need to rely on that Brain Drain being in your hand do much.

Actually, for my taste, this Dilemma is already a little too strong especially if you know your numbers well. Six of these in a deck can spoil a lot of strategies and opportunities for nasty combos abound if you have a killer that (nearly) unpreventably gets rid of a person of your choosing if you have any kind of luck.

Cure: Marouk. Serious crews can't afford to be without her.

 Favorite combo(s):

- * Yuta + any Dilemma that kills entire crew unless [...]. You'll nearly always find a way to get rid of the [...] part.

 Card Rating (1=worst 10=best) YUTA

Wesley's rating: 9.9
 Cole's rating: 8.0

Drew's rating:	9.9
Gowron's rating:	8.0
Hal's rating:	6.8
Jack's rating:	6.9
Mot's rating:	9.75
Nanite's rating:	8.0
Nog's rating:	8.5
Nouwa's rating:	9.5
Picarde's rating:	7.5
Q's rating:	9.9
Ranger's rating:	9.5
Rothspar's rating:	---
Tebok's rating:	9.8
Tony's rating:	8.0

AVERAGE RATING:	8.6

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.10 STCCG.guide/ST:CCG Card of the Day/Penalty Box

ST:CCG Card of the day

Wesley's STCCG card of the day #309

Hi, folks,

here's a card whose title we had before... And actually, the game effect was not that much different, only it was no Q-Event (not surprising, at the time of Internet Expansion II QC was not much more than a rumor). Anyway, here's the official version of

PENALTY BOX

Q-Event, uncommon.

If any Penalty Box already in play, put its occupant out-of-play and replace with new victim (random selection). Discard Event. Otherwise, place on table and put one personnel present (random selection) here. (If nullified, return occupant to owner's hand).

"Unfortunately there's only one penalty box. If any of you should be sent there, dear Tasha must give the box up to you... and go into nothingness."

A neat card. Overpowered Armus to be exact. In terms of removing one personnel from play, this Q-Event has exactly the same power as the black soul. Only that it also works in space, does not take up a seed card and Genetric Replicators and similar stuff are ineffective. Getting the personnel back is of course possible, but it usually costs a valuable Kevin (instead of the Res-Q) and you'll be in no better position than the one gained from Res-Q: You have the crewmember in your hand and have to replay it.

But no power comes without a price and this price is the risk you take when playing this card against an opponent who himself uses the Penalty Box, because in that case, you'll look at losing your last chance to rescue one of your crew cards should he attempt a mission. And here's where the real fun starts. While your opponent desperately waits for a Kevin to regain his Data from the Penalty Box, you assemble a quick and dirty away team in the hopes of triggering a Penalty Box yourself and moving his Data into the void. In the rare case a good personnel of yours has to be put on the stake for this venture, just have your own Kevin or Q-Flash ready to relieve that poor guy from his fate you just sent him into.

Probably the best Q-card in the entire set as it rivals (and in some ways exceeds) the powers of an often-used rare Dilemma. Definitely worth to have in multiples, even though this means you might have to discard one now and then because of a duplicate under one mission.

Favorite combo(s):

* Penalty Box(es) + Armus + Yuta + MLI + FLI + Parallel Romance + Thine Own Self (throw in Alien Abduction or just a plain old killer like Barclay's Disease if you want to be able to nuke Away Teams of more than 8)

Card Rating (1=worst 10=best) PENALTY BOX

Wesley's rating:	9.25
Cole's rating:	8.0
Drew's rating:	8.6
Gowron's rating:	7.5
Hal's rating:	8.1
Jack's rating:	6.5
Mot's rating:	8.5
Nanite's rating:	7.0

Nog's rating:	8.0
Nouwa's rating:	9.0
Picarde's rating:	6.5
Q's rating:	9.0
Ranger's rating:	6.5
Rothspar's rating:	6.0
Tebok's rating:	9.5
Tony's rating:	9.5

AVERAGE RATING:	8.0

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Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.11 STCCG.guide/ST:CCG Card of the Day/Beverly Crusher

ST:CCG Card of the day

Wesley's STCCG card of the day #310

Hi, folks,

welcome to the MEGABYTE edition of COTD! Right, those of you who have collected all of my COTD articles from #26 to this one now have one Megabyte of strategy on their hard disks. Now if I only had one dollar for each of those bytes ;-) ...

For a little less than a million dollars, however, you can get this

Classic COTD #22

BEVERLY CRUSHER

Personnel, Federation, rare.

Integrity 8

Cunning 8
Strength 5

MEDICAL, MEDICAL, Biology, Exobiology, Command Star (*).

"Dr. Beverly Crusher is the chief medical officer of the U.S.S. Enterprise. Dancer and thespian. Widow of Jack Crusher. Mother of Ensign Wesley Crusher."

Yep, my mom. And I wouldn't dare to write badly about her. Not that I'd love her that much, but just because I can't find anything bad. First and best, she's one of the core cards of any Fed speed deck. Her ability to solve Evaluate Terraforming, the best Federation mission, all by herself, is invaluable, especially if your opponent also plays that card (very probable thing if she also plays Federation).

A cool bluff (Betazoid Gift Box, Q-Flash and two intentional mis-seeds) will keep your opponent from placing her outpost there and then you just drop down yours. Just place Bev in your Q's tent and hope for at least one tent in your opening hand. Bang! Instant 35 points and a Gift Box, meaning you'll not run out of good cards for the next few turns. That'll teach your opponent to play the same affiliation as you do.

(I once scored a great victory this way. My opponent played mainly space Dilemmas and somehow overlooked to place anything under Evaluate Terraforming. My opening hand included Bev, Data, a Runabout and a Devidian Door. I had a Horga'hn under ET and Investigate Time Continuum next to it with a BGB seeded there. I went first, play Beverly, solve ET (35), play Data with the Door, attempt ITC (after Full Planet Scan), hit Impassable Door (yeah, it was the last game of a looong round-robin tournament), score 35, grab Damar, a second D. Door and Distortion of Space-Time Continuum with the Gift Box, first turn ends. Second turn, play Runabout, Door in Damar, move to ITC, pick up Data, move 3 more span, play Distortion, move to Restore Errant Moon, attempt it, hit Female's Love Interest, score, show two doors. The entire thing lasted less than 90 seconds and my opponent never got to play a card ;-)

Okay, so much for first-turn victories (rather hard to pull off). But Beverly's qualities don't just end after the first turn (unlike those of a certain \$250 Magic card). A dual MEDICAL is a good thing to have for Genetronic Replicators (two dual MEDICAL are even better, but who's nitpicking?) and there is no classification with so many x2 and x3 demands on Dilemmas than MEDICAL.

And the two other dual MEDICALs? There's Bev Picard, but she lacks Exobiology (vital against Zaldans and good for several missions) and if hit by a Tsiolkovsky Infection, both of her MEDICAL are gone instead of just one. And then, Kate Pulaski. Two MEDICAL plus SCIENCE but the beaming limitation disqualifies her for really fast decks. You also don't get any vital skills besides the three classifications. I'd prefer a Vekor in most situations... In the end, there's nothing to replace the original. And don't forget the cool (5 points) Parallel Romances Beverly can have with her son ;-)

Favorite combo(s):

* Beverly Crusher + Data + Roga Danar + Vekor: Four-person all-purpose mission solver crew.

 Card Rating (1=worst 10=best) BEVERLY CRUSHER

Wesley's rating:	8.9
Cole's rating:	8.5
Data's rating:	9.7
Drew's rating:	9.4
Gowron's rating:	8.9
Hal's rating:	8.9
Jack's rating:	8.9
Mot's rating:	9.25
Nanite's rating:	10.0
Nog's rating:	8.0
Nouwa's rating:	9.5
Picarde's rating:	9.0
Q's rating:	7.5
Ranger's rating:	8.2
Rothspar's rating:	9.85555559
Tebok's rating:	9.5
Tony's rating:	9.6

 AVERAGE RATING: 9.0

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With all back issues from #1 up to today !

 LLAP,

Wesley Crusher
 Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.12 STCCG.guide/ST:CCG Card of the Day/Trust Me

ST:CCG Card of the day

Wesley's STCCG card of the day #311

Hi, folks,

does this card "Ring" a notion with the CCG (here: Magic) veterans among you?

TRUST ME

Q-Event, common QC.

Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a Q icon card), opponent may place two non-artifact cards from outside the game into opponent's own discard pile.

"You can do it, Amanda... close your eyes... remember them."

This is more than good against a counter-deck. Remember: Each Amanda your opponent plays gets two cards of your choosing into your discard pile from where they only wait to be Res-Qed or Palored. So basically your discard pile is turned into a Q's tent. That is, if you have several of these in your Q-continuum and your opponent is nice enough to attempt at least one mission. And, you'll need to play enough cool Interrupts to make your opponent actually use those Amandas. Somehow seems to me like an awful lot of restrictions. But then, what power can you await from these 1/5ths of a card (assuming your opponent hits the Q-Flash with an average of 5 people and you have enough Flashes seeded)?

Okay, so much for using Trust Me as a real strategy. Yep, it might work and if it does, you have a Q's tent that does not stop you from drawing cards and contains far more options than the real one (your entire collection is fair game, and just think 'bout Dream cards), but the probabilities of everything working in your favor are depressingly small.

But even if it works only once, you can exchange a Palor for a card you desperately need. And as that card can come from your entire collection, you'll find something that can save your sorry butt unless the situation is really hopeless to start with.

Yeah, and then there are the certain possibilities gained by combining different games. Unfortunately using Magic cards is out of the question as Land cards cannot legally be played in STCCG and Artifacts (Moxes and the Lotus) are prohibited by Trust Me, so you'll be in real mana trouble. And the Alliances pitch spells do not have any sensible effect in STCCG. But there already was a combo on the 'net involving SWCCG (The key is Juri Juice that lets you activate some Force with which to play other SWCCG cards) and maybe other games will also be linkable (though I don't know another good example from the top of my head...)

Your best bets (apart from playing a fair match) will still be the various Dream Cards floating around on the net.

Okay, final result? The card gives your opponent a choice. Let your Interrupts pass (often not the worst idea, many of them are not that gamebreaking) or give you some extra options. I'd say that's enough for 0.2 cards...

Favorite combo(s):

- * Trust Me + Palor + any Dream Card that just fits the Situation.
 - * From the 'net (who was that?): Trust Me + Palor x 2 + Juri Juice + Revolution + Warped Space.
 - * (c) Tebok: Trust Me + Stargazer. Ouch ! ;-)
-

Card Rating (1=worst 10=best) TRUST ME

Wesley's rating:	7.5
Cole's rating:	6.5
Data's rating:	8.2
Drew's rating:	7.9
Gowron's rating:	6.5
Hal's rating:	7.5
Jack's rating:	6.5
Mot's rating:	6.0
Nanite's rating:	7.0
Nog's rating:	4.0
Nouwa's rating:	6.0
Picarde's rating:	6.0
Q's rating:	6.0
Ranger's rating:	7.0
Rothspar's rating:	6.0
Tebok's rating:	7.0
Tony's rating:	10.0

AVERAGE RATING:

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.13 STCCG.guide/ST:CCG Card of the Day/The Announcement

ST:CCG Card of the day

Wesley's STCCG card of the day #312

Hi, folks,

no review today. Just *the* card of the DAY !

THE ANNOUNCEMENT

(Epic) Event, luckily not so rare that we never saw it. Each player opens any number of STCCG expansion packs at will and adds them to his or her deck. Game goes on until no player wants to continue. Everybody wins. May not be nullified.

"On November 27, 1996, the formerly dark future of STCCG has been replaced with an incredibly bright one. Producers, supporters and players alike have for once forged what will last forever, true to the spirit of Star Trek."

Picture: A Q-Flash with lots of STCCG cards all over the place.

Favorite combo(s):

- THE ANNOUNCEMENT + Warren Holland + Paramount + Jason Winter + Wesley Crusher + Major Rakal + David "Tomek" Bowling + Matt Mariani + Nick "Tomek" Beer + Captain Stasis + Future Geordi + Evan "Mot" Lorentz + Habib + Lennard voor den Dag + Paul Rice + Conner + Jack Dracula + about 100,000 other people I can't all mention here.

Card Rating (1=worst 10=best)	THE ANNOUNCEMENT
Wesley's rating:	99.9
Cole's rating:	99.9
Drew's rating:	99.9
Gowron's rating:	99.9
Hal's rating:	99.9
Jack's rating:	99.9
Mot's rating:	99.9
Nanite's rating:	99.9
Nog's rating:	99.9
Nouwa's rating:	99.9
Picarde's rating:	99.9
Q's rating:	99.8 <- Did you have to spoil the fun?;-)
Ranger's rating:	99.9
Rothspar's rating:	99.9
Tebok's rating:	99.9
Tony's rating:	99.9

AVERAGE RATING:	INFINITE!

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"A couple of lightyears can't keep good friends apart"

1.14 STCCG.guide/ST:CCG Card of the Day/Timicin

ST:CCG Card of the day

Wesley's STCCG card of the day #313

Hi, folks,

those of you who thought I might override that #312 with a "real" COTD, rest assured this will **never** happen. That one day in history shall forever be remembered in the COTD archives. And I hope it will also be remembered in your minds. In 2001, you can tell your new STCCG apprentices that you have been there on the day when our game was reborn. Then show them a **real** QC card and they'll place you somewhere between Warren Holland and Gene Roddenberry on their list of legends. Ah, did I say QC card and did I also mention old age ?

TIMICIN

Personnel, non-aligned, uncommon QC.

Integrity 6
Cunning 8
Strength 3

CIVILIAN, ENGINEER, Astrophysics, Physics, Scores 10 points if helps solve Test Mission, Discarded when you reach 60 or more points. Staff Star (+).

"Kaelonian. Romantically involved with Lwaxana Troi. Must submit to The Resolution at age 60."

Well, well. Nearly a Geordi, just lacks the Computer Skill and the second ENGINEER. Instead he has the CIVILIAN classification and the extra bonus for Test Mission. Not that Test mission were **that** great, but increased to a 35-pointer with only one skill requirement this could provide a substantial early game advantage. Unless you're playing Romulan. Now what more ? That dual classification is still somewhere in my mind. And I always preach dual classifications are **good**. don't I ? Just this one does not seem to hit very well. While ENGINEER is always great, it's

the CIVILIAN that starts me thinking. The latter has two good uses. First, Colony. CIVILIANS get you extra points there, don't they ? That is if they stay alive. Just poor old Timicin will leave the stage once you start scoring some real points. And that means he'll not be there for too long. R*ts.

Second use: Kurlan Naiskos. That little Artifact that makes your ships better than the average Borg Ship. Just too bad it's an Artifact. Once you have it, you also have around 35 points. Which means that you are not going to get too much out of Timicin unless you exclusively go hunting for ships and outposts before trying any other mission. D*rn.

So forget that CIVILIAN classification. If you need that combo, go for Kareen Brianon instead. Same price tag, same expansion.

So as a result, you have a card quite similar to Magic's Black Lotus. Strong in the early game, but useless if drawn late. Just not as good. If you don't go for an incredibly fast deck and make heavy use of Q's Tent, you can put him there. Though I'd usually rather get a Red Alert or a Traveler from there if I get a tent in my starting hand.

But if you just got *too* many tents at a time, you might as well retrieve Timicin.

Favorite combo(s):

- Errr, what shall I say ? Timicin + Test Mission, maybe ?

Card Rating (1=worst 10=best) TIMICIN

Wesley's rating:	5.4
Cole's rating:	6.0
Data's rating:	8.0
Drew's rating:	5.2
Gowron's rating:	5.0
Hal's rating:	6.0
Jack's rating:	5.9
Mot's rating:	6.0
Nanite's rating:	7.0
Nog's rating:	7.0
Nouwa's rating:	7.0
Picarde's rating:	7.0
Q's rating:	6.0
Ranger's rating:	6.8
Rothspar's rating:	5.6
Tebok's rating:	7.0
Tony's rating:	8.0

AVERAGE RATING: 6.3

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"A couple of lightyears can't keep good friends apart"

1.15 STCCG.guide/ST:CCG Card of the Day/Sela

ST:CCG Card of the day

Wesley's STCCG card of the day #314

Hi, folks,

this one will be the second last classic. Yes, I know, it's only #23, but #24 is Mot and before I redo him, I'll wait for the resolution of the Barbering gag, so here's the penultimate classic:

Classic COTD #23

SELA

Personnel, Romulan, rare.

Integrity 6
Cunning 9
Strength 8

V.I.P., Diplomacy, Leadership, Treachery, Youth, Command Star (*).

"1/2 Romulan, 1/2 Human female. Daughter of alternate timeline Lieutenant Natasha Yar. Powerful operative and key figure in the Romulan hegemony."

(Now of course, I'm stealing our good Major Rakal a card to review, but I have a schedule to follow...)

Our good Sela is the only pre-QC Romulan with four skills, and she's also the most famous of them all. But when I look at those skills, they're not that great. Diplomacy is a must in any deck for Shaka and Q-Net, but non-aligned figures like Dathon, Devinoni Ral, Maques and Marouk can take care of that just as well, with the added bonus of two of them having Empathy, too, and the other two capable of nullifying some Dilemmas as well.

Youth, well, err, not very useful. Especially as there are exactly two Romulan-doable missions that require Youth and both are triple affiliation and they, well, s*ck for Romulan use. (Study Plasma Streamer is okay for Feds because of Wesley, but for Romulans ? No single card Astro / Youth combination).

Leadership ? Well okay, but don't you have a Roga Danar somewhere ? (If not, trade your Sela for him, you'll easily get that trade...) That guy is really useful, unlike what we saw of Sela until now. Then, Treachery. A cute skill and many Romulan missions need multiples of it, but then so many Rommies have it. Skill combinations: 3 useful ones for Pegasus Search, but that thing needs INTEGRITY > 40, so you'll need a big Romulan crew if you want to do it without the Artifact. Maybe the Leadership + Treachery on Covert Installation, but you can do that with Roga Danar and any other Treachery. That's about it. High Attributes are okay, but did they have to make Cunning a 9 ? One Hunter gangs, and so long, Sela! Yuta number 7... Maybe that makes Sela worth something - as an uncertain protection for Taris (only one other Rommie has that 7: Tokath, but who plays *him* ?). At least she's Firestorm-proof. Well, so much for a card that could have been far better. Give her an OFFICER skill to make her attractive for Naiskos decks, or a built-in Espionage: Rom on Fed would also have been nice. This way: Binder stuffing. Oh, BTW: At least one rater noticed that Sela's a Sirol minus ENGINEER and Navigation. Just blonde. (Thanx, Tebok ;-)

Favorite combo(s):

- (I decline to say anything without my attorney)

Card Rating (1=worst 10=best) SELA

Wesley's rating:	5.0
Cole's rating:	7.2
Data's rating:	8.2
Drew's rating:	8.1
Gowron's rating:	8.7
Hal's rating:	7.7
Jack's rating:	7.1
Mot's rating:	9.6
Nanite's rating:	9.8
Nog's rating:	8.0
Nouwa's rating:	8.0
Picarde's rating:	7.5
Q's rating:	7.5
Ranger's rating:	7.8
Rothspar's rating:	8.0
Tebok's rating:	8.0
Tony's rating:	9.5

AVERAGE RATING: 8.0

1.16 STCCG.guide/ST:CCG Card of the Day/Immortal Again

ST:CCG Card of the day

Wesley's STCCG card of the day #315

Hi, folks,

how about one more of those highly specialized cards of which the uses are hidden away so well most people won't find them ?

IMMORTAL AGAIN

Event, uncommon QC.

Nullifies Mortal Q (plus any Calamarain). Your Q-Continuum is active again. Discard Event. (Immune to Kevin Uxbridge) OR Exchange for one Amanda Rogers or Q2 card from your discard pile.

"Following Q's 'selfless act', Q2 reluctantly restored his powers. He warned Q to try to stay out of trouble - just in time to save the Calamarain from further torment."

Before I start reviewing the strategic options, I'll submit this card to the unofficial one man rules committee and hope that this will be able to dissect the card text.

1) Nullify one Mortal Q. You will need a Mortal Q on the table to execute this option, regardless on which side he is. But he has to be there. When you use this function, two more effects are triggered, if applicable:

1a) Your Q-Continuum, if closed, is reactivated. But this will not help you against Revolving Door or Door-Net. Though both of these close the continuum and the continuum will be reactivated for a moment, they will stay in place and reseal the continuum. (Note that is not a problem with Door-Net as that one will be dispelled by the next Q-Flash seen anywhere and thus not do anything anyway.

1b) Any Calamarain on table, regardless of the number of these cards present, will be nullified. The effects of already successfully resolved Calamarain are not undone.

If you use this function of Immortal Again, the card is immune to Kevin Uxbridge.

2) Play Immortal Again to your Discard Pile if you have at least one Amanda Rogers or Q2 there (again, the play is illegal if it does not have a target) and retrieve one Amanda or Q2 to your hand.

In this function, Immortal Again is not immune to being Uxbridged.

(Disclaimer: I do not say these answers are all correct, but I strongly suspect most of them are.)

So this dashes the hopes of players who want to use Immortal Again as a Calamarain Counter card (use an Uxbridge, guys!). But two uses remain and they are, while applicable only to rare situations, quite vital. First, if you play a Q-Flash heavy deck, you'll need to be able to rely on those flashes, so an unplanned The Naked Truth can really screw with your plans. Better have an Immortal Again somewhere and restore your continuum as quickly as possible.

Sneaky variation: If your opponent hit The Naked Truth and you managed to send him a Mortal Q, use Immortal Again to nullify *his* Mortal Q and (well, this is void, but I'll mention it) reopen *your*

(already open) Q-Continuum. Of course, he's now in the trouble that he'll have to Res-Q his Mortal Q to be able to do something about his situation. Throw in a Countermanda and start solving some missions

without fearing any Q-Flashes.

Second use: If you think you might urgently need an Amanda or Q2 soon, get it from your discard pile without running the risk of being Countermanda'ed. Not very sensible wasting an Event for something an Interrupt could do nearly as well, but if you really fear a misplaced Countermanda, this might be an option.

But somehow, all this stuff depends on your opponent heavily using certain cards. So while vital, these functions are not what you need in every game. Thus, taking the card into your deck is not a very sensible option. Leaving it out isn't, either. So there's only one place to put the card: In your Q's tent. And be told, one of these beauties should go into every tent side deck belonging to an even half-decent deck, especially as retrieving the Event from the tent does not cost you an extra turn. Just do it at the start of your turn.

Favorite combo(s):

- Immortal Again + Mortal Q + The Naked Truth + Countermanda
(to really screw your opponent's Continuum)

Card Rating (1=worst 10=best) IMMORTAL AGAIN

Wesley's rating:	7.5
Cole's rating:	6.5
Data's rating:	8.0
Drew's rating:	8.6
Gowron's rating:	---
Hal's rating:	5.4
Jack's rating:	4.1
Mot's rating:	7.0
Nanite's rating:	4.0
Nog's rating:	7.0
Nouwa's rating:	7.1
Picarde's rating:	4.5
Q's rating:	5.0
Ranger's rating:	6.7
Rothspar's rating:	7.0
Tebok's rating:	7.0
Tony's rating:	8.5

AVERAGE RATING: 6.6

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1.17 STCCG.guide/ST:CCG Card of the Day/Palor Toff - Alien Trader

ST:CCG Card of the day

Wesley's STCCG card of the day #316

Hi, folks,

let me finish off that last piece of the Classic business. Some of you might get to miss this longest-running subset in COTD, but this won't be the last ever subset... Oh, speaking of subsets - how about Internet Expansion III ? With all these Dream cards floating around, we could as well do that.

Rules ?

Easy. Send me up to four card ideas, complete with game effect, lore, title, and whatever else is needed. Listings in COTD format greatly appreciated. I'll sort out the best 15, add 3 ideas of mine and send everything to my raters for voting on the top 8. They will then be COTD #333 to #340.

Everything from the scope of the new contract (TNG, DS9, VOY and First Contact) is fair game except for basic versions of main characters. Please don't bore me with the 37th Miles O'Brien variation or the 24th Janeway. AU versions of those characters are however fine, just please be a little creative. Oh, and not another version of the DS9 station or the Voyager either, okay ?

The results of your creative efforts should arrive here until the release date of COTD #325.

But back to issue #316...

Classic COTD #25 (the last one)

PALOR TOFF - ALIEN TRADER

Interrupt, common.

Exchange this card for any non-Personnel card in your discard pile.

"Rich merchant and trader from an unknown race. Friend of Kivas Fajo. Snappy dresser."

One of the "must have" cards. The secret of Palor is that he is not just one card, but several cards in one. Think of a deck in which you have 2 Kivas, 2 Kevins, 2 Amandas and 2 Q2s. Plus 5 Palors. How many cards is this ? 13 ? Almost. This bunch takes up space for 13 cards in your deck, but you really have 28. Drawing a Palor is nearly as good as drawing a Joker in Rummy if you have a deck design like the one I just outlined, with lots of countering power and highly reactive. However, unlike Q's tent, Palor Toff has a severe limitation. He cannot duplicate cards that have not yet been played. So it won't help you having seven Palors in your hand if your only Kevin Uxbridge is buried at the bottom of your deck and you urgently need that card.

So Palor is for non-personnel cards what Lal and Vulcan Mindmeld are for Personnel - a means to duplicate the aspects of a card you have played before.

So much for what you can plan to do with good old Palor. But he's also great in those situations you cannot exactly plan for. So, for example, why include an extra outpost just for the case you might lose your original one when Palor can do the same job, just better? Or what if your best ship is sent to the trash by a Supernova? Same answer, and you can do it all with a card that still has a good use if neither of these unplanned nasties come your way. Just keep an Amanda handy if you really want to rely on Palor, otherwise you might find yourself on the wrong end of a Countermanda card.

And Palor vs. Res-Q? Palor cannot get back personnel. But if you have once used Res-Q, he can. Just get the Res-Q and then the personnel. So if the question is which one you want to duplicate in your deck, the answer should be easy.

One last point: Palor is an Interrupt so he costs you no card play and thus no turn. Just don't forget that there's one thing that's however not possible: Using Palor to get an Amanda you need to counter that nasty Interrupt your opponent just played.

Favorite combo(s):

- Palor Toff x 4 + Kevin Uxbridge x2. Six Uxbridges, plus four of them are much better than the normal ones.
- Palor Toff x 4 + Res-Q. So who says you can't get personnel back with Palor?

And here's a little quiz (Palor-related):

I once made a card of myself. The first version read

CMDR. CRUSHER

Personnel, Federation, rare.

OFFICER, ENGINEER, Computer Skill x2, Gain 2 points for each card you play. Command Star (*), AU Icon. 6/9/5.

Why is this card *horribly* broken? (Solutions by email, and those of you who have seen this question back around #150, don't spoil it for the others, please)

Solution
Card Rating (1=worst 10=best) PALOR TOFF - ALIEN TRADER

Wesley's rating:	9.8
Cole's rating:	6.6
Data's rating:	8.8
Drew's rating:	9.6
Gowron's rating:	8.6
Hal's rating:	9.8
Jack's rating:	8.9
Mot's rating:	8.0
Nanite's rating:	6.0
Nog's rating:	8.0

Nouwa's rating:	8.0
Picarde's rating:	9.0
Q's rating:	8.0
Ranger's rating:	7.5
Rothspar's rating:	8.5
Tebok's rating:	8.0
Tony's rating:	7.8

AVERAGE RATING:	8.3

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.18 solution316

Hi guys,

you're getting much better... First time I asked that question I got a measly two answers, this time my mailbox is overflowing (and in spite of me never publishing the answer the first time around) ;-)

Anyway, I'll solve it for those who didn't get it:

Your opening hand: Cmdr Crusher, Full Planet Scan, Scan, Palor Toff x2, rest does not matter.

Play Cmdr Crusher. Drop Scan or Full Planet Scan on one location (doesn't matter which, I just need that card in my discard pile), score two points.

Use Palor to get the just-used card back (2 points), use Palor to get Palor back (2 points), repeat last move until satisfied.

So here's the corrected Cmdr Crusher card:

CMDR. CRUSHER
Personnel, Federation, rare.
OFFICER, ENGINEER, Computer Skill x2, Gain 2 points for each *non-interrupt* card you play. Command Star (*), AU Icon. 6/9/5.

Still strong, but not that broken...

1.19 STCCG.guide/ST:CCG Card of the Day/Door-Net

ST:CCG Card of the day

Wesley's STCCG card of the day #317

Hi, folks,

just for fun, a Q-card again...

DOOR-NET

Q-Event, common QC.

Plays on one of your Doorway cards in play (your choice) until any Q-Flash. Doorway is now closed. May be nullified by Alternate Universe Door OR by showing 2 Diplomacy from your hand during your turn.

"Stay where thou art."

Yet another variation on the Q-Net. This time quite a powerful one, though. In modern STCCG, players do play with doorways or they stand a good chance of losing the game (like 99% or so). Obviously this card has a lot in common with the Revolving Door. It closes one doorway, and that's a good thing for the opponent of the so affected player. However, this card is much cheaper to play (it does not cost a card play or a slot in the deck), so it does also have some disadvantages to balance it all out. First of all, it's a Q card, so your opponent won't be hit unless he attempts a mission. But as most players are going to do this sooner or later in a game (unless they have a cool (5 points) name like Tebok ;-)) this is not the worst of limitations. Though you will not be able to count on the effect of this card in the first few turns. More severe is the limited effect duration (until the next Q-Flash) and, from the same department, the multitude of possibilities to get rid of the Door-Net. Not only do you have the AU door and Kevin Uxbridge as for Revolving Door, you also have the "show 2 Diplomacy" option and the Q-Flash. Of course, you should never use a Q-Flash just to nullify this card, rather use it to nix the next card that would affect you and the Door-Net goes right with it. Third and worst: The affected player gets to choose which Doorway is going to be closed. And if you run up against players like a certain Wesley Crusher, that player might laugh about Door-Net. Why? In many decks, I only use the AU Door to allow myself to play some of the nasty AU Dilemmas. I don't have a single AU card in my draw deck (or just one or two minor cards), so I can easily live without my AU door for a turn or two. Of course, other players think themselves terribly smart by throwing the Door-Net on their Q-Continuum thinking "it re-

opens with the next Q-Flash, so I'm not losing anything". Wrong! The Q-Flash will pass without effect and then the Continuum will reopen. However, there's nothing against putting the Door-Net on a Q-Continuum already closed by a misplaced Mortal Q. And what if you as the affected player really can't find a place for the Door-Net where it doesn't hurt ? Redshirt a mission where you suspect (or seeded) a Q-Flash. Cures the Door-Net very fast. In the end, a good effect, but too easy to redirect or nullify.

Favorite combo(s):

- Door-Net + Revolving Door. Now that you know what Doorway he doesn't need, close the one he does need !

Card Rating (1=worst 10=best) DOOR-NET

Wesley's rating:	5.0
Cole's rating:	4.0
Data's rating:	8.8
Drew's rating:	9.7
Gowron's rating:	7.1
Hal's rating:	4.4
Jack's rating:	5.8
Mot's rating:	7.0
Nanite's rating:	6.0
Nog's rating:	8.0
Nouwa's rating:	7.0
Picarde's rating:	4.0
Q's rating:	7.0
Ranger's rating:	4.5
Rothspar's rating:	6.5
Tebok's rating:	8.5
Tony's rating:	8.5

AVERAGE RATING:	6.7

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.20 STCCG.guide/ST:CCG Card of the Day/Wrong Door

ST:CCG Card of the day

Wesley's STCCG card of the day #318

Hi, folks,

those among you who have recently frequented Jonathan's chat room might know I love to name this card when a certain Lt. Hawk is there... (see, it's so easy to achieve COTD fame ;-)) ... a certain Hawk who always uses Iconian Gateways! And just for him, here's the cure:

WRONG DOOR

Interrupt, rare QC.

If opponent just used Iconian Gateway, redirect the exit to another planet OR Nullifies one Q's Tent played from hand OR Move Revolving Door to a different doorway.

"Jean-Luc Picard had intended to step through an Iconian Gateway to the U.S.S. Enterprise, but lack of time forced him to settle for a nearby Romulan Warbird instead."

Somehow I would have liked a different title for this card... like "Oops!". But Wrong Door just fits the effect. And once again we have one of those OR-laden interrupts with several highly specialized functions. Unfortunately all three depend on your opponent doing something, so there's not much you can do when your opponent is not cooperative enough to do any of the things named on the card (Unless you want to move your own Revolving Door just in case you slapped it on the wrong doorway, but in this case, you should maybe reconsider your strategy for the next game anyway).

Use 1: Cause a lot of trouble for an opponent who thinks Iconian Gateway is a great idea. There are not many better feelings in STCCG than sending an entire bridge crew to Qualor II, especially if that Bridge Crew is your opponent's ;-). Just too bad there aren't that many people playing the Iconian Gateway, otherwise it might be real fun. Still, any time you get to send your opponent's core crew to a distant planet beyond rescue is a good time.

BTW: Works great in a Romulan deck with a high percentage of non-aligned crew as you can not only seed but even solve Qualor II.

Counter-strategy: Who says you have to move your entire crew at once? Just announce one transport after the other. Gives your opponent a little

more choice for a Barclay's Transporter Phobia, but you'll at worst lose one to the Wrong Door. (And if you fear both Gateway counters, move two cards at a time - a good one and a crappier one. Only a 50% chance for your opponent to hit something good and still you're pretty safe from a

massive Wrong Door strike.

Use 2: Nullify a Q's Tent played from hand. About the same effect as a Subspace Schisms, only more predictable. Deny your opponent a great card draw. As most serious decks will have a tent, this is almost always a fallback strategy if you can't use the anti-Gateway function of the Door.

But even on its own, this use is pretty good, especially as doorways played

from your hand cannot be countered that easily.

Use 3: The ultimate Revolving Door counter. Not just that you get rid of the Revolving Door on your Doorway, you can also place it on your opponent's.

And that's something that hurts. Too bad so few opponents use Revolving Door

(har, har).

Net result: As one of the conditions (#2) is pretty common, this card might

even be useful in a main deck. But even if not, a good tent card for sure.

Favorite combo(s):

- Wrong Door (use #1) + Qualor II. Gets rid of a lot of good crew (if used against a bad [read: not COTD-reading] opponent).

Card Rating (1=worst 10=best) WRONG DOOR

Wesley's rating:	7.5
Cole's rating:	6.5
Data's rating:	7.9
Drew's rating:	8.7
Gowron's rating:	8.3
Hal's rating:	6.7
Jack's rating:	4.9
Mot's rating:	7.0
Nanite's rating:	---
Nog's rating:	8.5
Nouwa's rating:	6.5
Picarde's rating:	8.0
Q's rating:	7.0
Ranger's rating:	8.7
Rothspar's rating:	6.0
Tebok's rating:	8.0
Tony's rating:	7.5

AVERAGE RATING: 7.3

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.21 STCCG.guide/ST:CCG Card of the Day/Kitrik

ST:CCG Card of the day

Wesley's STCCG card of the day #319

Hi, folks,

now that I'm finished showing the Red Card to a few netiquette breakers on the BBS, I could as well show you the Red Card. Ah, meant to say show you *THE* red card.

KITRIK

Personnel, Klingon, uncommon QC.

Integrity 6
Cunning 7
Strength 6

MEDICAL, Exobiology, SCIENCE, Cybernetics, Music, Staff Star (+).

"A Klingon physician. Has a research laboratory and clinic at the Klingon outpost on Maranga IV. Plays the part of 'Molor' in the annual Kat'baval Festival."

So the circle is now complete. The Federation has a great rare dual classification card (Data), the Romulans have a great rare dual (Taris), the non-aligneds have a great rare dual (Roga Danar), the Klingons have a great ra- waitasecond! This is not rare! What did they think here ? An uncommon Klingon with a dual classification and three useful skills on top of that ? What universe is this ? (The STCCG universe, dork). Ah, well, let's stick with it for the moment and accept this card at face value.

From classifications, we have a male Vekor. SCIENCE plus MEDICAL. Not too shabby, especially since the Klingons didn't have too much great support in either area (except for Kurak). But even not counting skills, there's one thing that makes Kitrik superior to Vekor: his Integrity of 6, which means he's invulnerable to Firestorm and (due to his 7 Cunning) also to Thought Fire. If it weren't for that odd Cunning number that makes him vulnerable to Hunter Gangs...

But there are still these skills. Now what is a SCI/MED guy good for ? Right, getting rid of Dilemmas. And just for fun, when we have a Dilemma solver, we get Exobiology as a bonus, protecting our Diphole(TM) characters from a misplaced Zaldan and untimely Coalescent Organisms. And while we're at it, even being male is an important asset for Kitrik. Just as a defence against those nasty [COTD or Rakal-review reading] players who prefer to prefix a Barclay's disease with a Female's Love interest to get rid of a MEDICAL.

Now that's the Dilemmas. But there's more to this game than solving Dilemmas. Scoring points for example. Like with a Ressian Flute (Um, how many Klingon musicians are there ?). Or getting cards into play so you can actually start doing missions (like Soong-type Androids). How does it sound to you to just play 5 personnel cards on your first turn because of good old Kitrik ?

So Kitrik is of help when preparing to solve missions, just before doing so and even after doing it. And for actual mission requirements ? Pretty much zip. But that's what the rest of your deck is for.

Favorite combo(s) :

- Kitrik + 4 Soong-Type Androids + Sensitive Search. Who said you can't solve a heavily Dilemma'ed mission on your first turn ?

Card Rating (1=worst 10=best)	KITRIK
Wesley's rating:	8.7
Cole's rating:	8.4
Data's rating:	8.8
Drew's rating:	9.7
Gowron's rating:	8.3
Hal's rating:	9.0
Jack's rating:	6.7
Mot's rating:	9.25
Nanite's rating:	9.5
Nog's rating:	8.0
Nouwa's rating:	7.0
Picarde's rating:	8.0
Q's rating:	7.5
Ranger's rating:	7.5
Rothspar's rating:	4.5 ??!!??!!??!!?
Tebok's rating:	9.5
Tony's rating:	9.0

AVERAGE RATING:	8.2

PS: Diphole = Diplomacy + Honor + Leadership. Annoyingly common skill combination ; -)

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"A couple of lightyears can't keep good friends apart"

1.22 STCCG.guide/ST:CCG Card of the Day/The Issue is Patriotism

ST:CCG Card of the day

Wesley's STCCG card of the day #320

Hi, folks,

as the last delay in COTD writing was caused by a one-day army reserve exercise I had to do, I guess I'll stick with the theme and do an issue on patriotism - err sorry wanted to say

THE ISSUE IS PATRIOTISM

Q-Interrupt, uncommon QC.

You must immediately initiate a battle at one location that has opposing ships or Away Teams (if any). "Stopped" cards are "unstopped" long enough to battle. No leaders are required and no affiliation restrictions apply. (Immune to Q-Flash)

"You slaughtered millions in silly arguments about how to divide the resources of your little world."

Um, well. A card that forces a battle. Well, we had that kinda stuff before, but this one has the advantage to be absolute. No requirements, no affiliation restrictions and nothing else except for an unplanned Amanda.

But let's remove one idea from your head. Using this card to force your opponent to start a losing battle is at best highly unreliable. The person encountering this card can choose at which location to start a battle, so you will have to keep moving a lot in order to always keep a superior force available and making sure that every force you have at an opponent's location is superior. But if you are able to do this, you don't need this card - you just attack. Unless, of course, you are a civilized, cultural, educated, peaceful and overall nice-mannered person using blue cards. In this case you will need a little help. And this card could just be the help you need. Slap down a Wartime Conditions once the dust has settled to

ensure you have the ability to stir up more of it.
 Oh, did I say Wartime Conditions ? Well, maybe you don't even need to create a winning situation to take advantage of your patriotic opponent. Just send Mot on a strafing tour, lonely on his runabout. He won't cause much damage, but the death of a Bolian isn't something the admirality will take lightly. Point taken and war started. ("Hey, it wasn't us! Those Klingon terrorists have attacked a harmless spyeieech traveling Civilian.")
 So far, so good. Smells like a Fed battle deck. Just one problem here. You use Q-cards to increase your effective deck size beyond 60 as they are essentially free. This function isn't too well fulfilled if you need to dedicate three cards (a ship, a crewmember and Wartime Conditions) to make any use of it. And if you make use of enhancer cards to ensure that your ship is not in danger (Metaphasic Shields would work well here), you have barely managed to substitute two cards with one new, still requiring two cards and at least the temporary dedication of a ship plus crew to your patriotic issue. Which, as a net effect, means this Q-card misses the real purpose of a Q-card. Forget it, next candidate please.

Favorite combo(s):

- Yeah, I told you. The issue... + Wartime Conditions. But that's about it.

Card Rating (1=worst 10=best) THE ISSUE IS PATRIOTISM

Wesley's rating:	3.0
Cole's rating:	6.5
Data's rating:	8.5
Drew's rating:	---
Gowron's rating:	6.0
Hal's rating:	6.0
Jack's rating:	6.7
Mot's rating:	5.0
Nanite's rating:	9.0
Nog's rating:	8.0
Nouwa's rating:	6.5
Picarde's rating:	5.5
Q's rating:	6.0
Ranger's rating:	6.0
Rothspar's rating:	6.0
Tebok's rating:	6.0
Tony's rating:	8.0

 AVERAGE RATING: 6.5

Don't forget to send your entries for Internet Expansion III !
 Again, the Rules in brief: Up to 4 original Dream card ideas
 Decipher could legally make (i.e. TNG/DS9/VOY/FC). No main characters unless they are AU versions. Complete card descriptions, including lore and full game abilities (won't want to see missions without point values or such stuff ;-)

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"A couple of lightyears can't keep good friends apart"

1.23 STCCG.guide/ST:CCG Card of the Day/Blade of Tkon

ST:CCG Card of the day

Wesley's STCCG card of the day #321

Hi, folks,

almost forgot one card category in QC. But they're there albeit quite scarce (they probably saved a lot of them for Fajo): Artifacts !

BLADE OF TKON

Artifact, rare QC.

Immediately relocate any one planet location, and all cards there, to a different place on the spaceline. Discard artifact.

"The Tkon Empire was so advanced that it possessed the ability to move planets at will. The empire became extinct some 600,000 years ago during the Age of Makto."

This artifact functions as a mini-Q. (Now don't tell me it's a "q"! ;-)) Instead of rearranging the entire spaceline, you get to move one planet to a different position. But as with several STCCG cards, this one has a hidden limitation that severely hurts its usability. But that later. Let's first take a naive look at the card and what you can use it for. If your opponent's crew is just sitting at a planet location, you can send them packing to the wrong end of the spaceline and thus cost your opponent quite a few turns to get them back into a somewhat more interesting area of space. Works even better if that opponent was a clever guy like a certain Wesley who protected himself against an

untimely Alien Parasites by moving his ship one space away from the mission location before declaring the attempt.

Of course the same thing works in the other direction, too. Been Cytherian'ed, Love Interested or Bladed by a nasty opponent ? Just move the planet and your crew back to a more civilized area of space. (With Cytherians, you actually have more than just the "move back" option. If you have a ship at a planet, you can get it to its target in just one move and if the planet was your opponent's mission, even better. If it only weren't for that secret limitation...)

The next use is very simple: Get back your outpost from the far reaches after a Q hit your crew.

More ? Sure. There are a few things on the spaceline that move very predictably. Borg Ships and Sheliak for example. How unpleasant for your opponent should his key ship or crew suddenly pop out of a major dimensional shift just to be blasted into nothingness by a space nasty... Only that here, that d*rn limitation strikes again.

[WHAT LIMITATION ? GET TO THE POINT! OR I'LL MAKE YOU GET THE POINT!]

(I hate these people...)

Okay, the limitation. One word in the card text. "Immediately". You can't leisurely solve a mission, put the blade in your hand and play it later. Nope, you will have to use the effect at the very point of time you complete the mission. Which means that timing will be very difficult for the better uses like sending an unprepared Colony exploitation team into the vicinity of the Sheliak or getting your just-Cytherianed ship to the target in one microsecond.

And rescue missions using the blade will also be hampered by the fact that you can't stock the blade until you need it. In most cases when you'd be willing to use an Artifact to rescue a crew it's a pretty good crew. Which means you need the lost people for mission-solving. So how the heck are you to get the blade when you really need it.

Only really sensible variant: In Q's Tent together with a Q's Planet. Just get them early, solve the Planet (if your opponent has not put any planet Dilemmas into his tent) and your opponent will find his outpost in the worst possible position. If you're lucky, this combo can be done on 2nd turn (You need a Q's Tent, a unique personnel and a small ship in the first 8 cards).

Favorite combo(s):

- Q's Planet + Blade of Tkon in Q's Tent.

Card Rating (1=worst 10=best) BLADE OF TKON

Wesley's rating:	5.6
Cole's rating:	5.5
Data's rating:	9.7
Drew's rating:	7.9
Gowron's rating:	---
Hal's rating:	6.7
Jack's rating:	6.9
Mot's rating:	5.75
Nanite's rating:	8.5
Nog's rating:	7.0
Nouwa's rating:	5.0
Picarde's rating:	7.0

Q's rating:	8.5
Ranger's rating:	9.0
Rothspar's rating:	7.0
Tebok's rating:	3.0
Tony's rating:	7.0

AVERAGE RATING:	6.9

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Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.24 STCCG.guide/ST:CCG Card of the Day/Mr. Homn

ST:CCG Card of the day

Wesley's STCCG card of the day #322

Hi, folks,

how about a ho(m)norable servant to all empaths?

MR. HOMN

Personnel, Federation, rare QC.

Integrity 9
Cunning 3
Strength 9

CIVILIAN. Empaths may report for duty where present,
May nullify Empathic Echo where present.

"Silent, imbibing, lurching, uttaberry-eating, faithful servant of Lwaxana Troi. The only words he was known to speak were 'Thank you for the drinks.'"

Ha! Lurch-ing, eh? Sure...

Anyway, something rather new in STCCG. Something like a living outpost. Only that you can't use him to get all those ships, equipments and non-Empaths to the place you need them at. But at least those Empaths get there.

So let's make use of the situation. First, what is it worth? You can play a card to your crew after they left the outpost. Ideal for situations in which

- * you draw a card just the turn after you decided to go for it
- * or you don't have a Red Alert and some distance to pass. Saves you a turn or two.

The first situation usually isn't worth it. Empaths are mission-solvers not Dilemma insurances. Which means you wouldn't start hadn't you already drawn one, unless you go for a different mission and want to take the Empathy mission on your way back home.

But the second situation could be quite interesting. Somehow your Red Alert is buried at the bottom of your draw deck (or worse - in your binder) and you urgently want to start scoring. Well, get these Empaths to the team while you're already underway. Also helps against misplaced Kevins (i.e. those used against you ;-)).

Or, of course, play a deck that makes several cards in your opponent's deck totally useless. Like one that has no Events or Interrupts except for a Kevin Uxbridge (just submitted one of these for Tebok's DOTW). As you can use Soong-Type Androids with Cybernetics to speed up your card play you have a good way to get classifications out quickly and then your Empaths can solve the missions. There are enough missions in Fed and F/R to do just this. The fun here is to go out with just one Empath and a mission he/she can solve and bring the remaining ones to your ship with Homn without ever returning home. Plus, additional STA's can become CIVILIANS and score big in a Colony. Nasty against those guys who think 6 Kevins and 5 Amandas make a great deck.

Oh, nullify Empathic Echo? C'mon, you have SECURITY and MEDICAL, don't you?

A specialized but interesting card.

 Favorite combo(s):

- * Mr. Homn + Juliana Tainer + Empaths + Androids. Blue Alert ;-)
-

Card Rating (1=worst 10=best) MR. HOMN

Wesley's rating:	5.5
Cole's rating:	7.0
Data's rating:	8.0
Drew's rating:	7.7
Gowron's rating:	6.0
Hal's rating:	8.1

Jack's rating:	6.3
Mot's rating:	6.5
Nanite's rating:	8.0
Nog's rating:	5.0
Nouwa's rating:	6.5
Picarde's rating:	7.0
Q's rating:	5.5
Ranger's rating:	6.1
Rothspar's rating:	6.0
Tebok's rating:	5.0
Tony's rating:	7.5

AVERAGE RATING:	6.7

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LLAP,

Wesley Crusher
Primary member of the STCCG Players' committee

"A couple of lightyears can't keep good friends apart"

1.25 STCCG.guide/ST:CCG Card of the Day/Wesley Gets The Point

ST:CCG Card of the day

Wesley's STCCG card of the day #323

Hi, folks,

there's that one card whose designer I would really like to meet in a dark, dirty alley. In which I'd keep him until he recalled each and every copy of this:

WESLEY GETS THE POINT

Q-Interrupt, uncommon QC.

If you have Wesley Crusher present or on any planet, he scores 1 bonus point

and dies.

"You have only one chance to save them now. Send them back to the ship."

I can't get rid of the impression that this particular card has been influenced by my little Wrath of Wesley deck that was published in InQuest some months back. I'm pretty sure some people lost against that one and they were all too glad to have a very suitable counter-card. (But who am I to complain, I was guilty of the same thing by proving Tebok's arguer deck to be beatable. The joys of CCGs...)

And then of course, there had to be something done about little Wesley being a top ten personnel card. Like creating a risk when using the kid. But how big is this risk? If your opponent knows you are going to play a fast Fed deck, 100%. Just as high a probability as you putting Wes into a blue speed deck. If your opponent does not know what you are playing, much lower, as you can't just use Q's tent or a similar card to bring in a specialized Q-card when you have seen your opponent's deck, putting this hoser into your Q-continuum means losing one card if your opponent is playing without Wes or didn't play him yet.

So what can you do? When designing a Q-continuum side deck, think about what your opponent will do. If you think he'll play Fed, throw in 2 copies of Wesley gets the Point. Otherwise none. If you're unsure, stick with none and add an extra Penalty Box and/or Mandarin Bailiff, both quite effective against Bridge Crew decks and more versatile.

On the receiving end, if you fear that your opponent might use the card, surprise him by playing a Romulan Pseudo-Bridge crew deck with Galen, Nick Locarno, Roga Danar, Taris, Sirol, Rakal and a Soong-type Android or two. Just don't forget to exchange your missions when changing from Fed to Romulan ;-)

At least the title of the card is good fun with the triple meaning of "getting the point"

[There usually is a certain section here which I deny to leave in for today's card out of personal reasons]

Card Rating (1=worst 10=best)	WESLEY GETS THE POINT
Wesley's rating:	[CENSORED]
Allen's rating:	4.000001
Cole's rating:	4.000001
Data's rating:	8.5 (change that emotion chip)
Hal's rating:	1.0
Jack's rating:	4.5
Mot's rating:	3.0
Nanite's rating:	0.000000000001 (err, that's illegal)
Nog's rating:	1.0 (yes, I got the point of that)
Nouwa's rating:	2.0

Picarde's rating: 10.0 (you're fired ! ;-)
 Q's rating: 4.01
 Ranger's rating: 7.0
 Rothspar's rating: 6.0
 Tebok's rating: 1.0
 Tony's rating: 0.1 (uh, again illegal)

 AVERAGE RATING: 3.9

(Those 4.0something ratings were caused by the fact that I added a line saying "dare to rate this higher than 4 :-)" in the rating request, and some of my remarks are directed at the raters - don't try to figure them out, that's impossible...)

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 LLAP,

Wesley Crusher
 Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.26 STCCG.guide/ST:CCG Card of the Day/Mandarin Bailiff

ST:CCG Card of the day

Wesley's STCCG card of the day #324

Hi, folks,

here's one in the spirit of giving christmas gifts (if you're nice) or getting what naughty children deserve. Just not from Santa, but from Q...

MANDARIN BAILIFF

Q-Dilemma, common QC.

Opponent takes one personnel present (random selection) into custody (as a captive) unless you "post bail" by transferring X points to opponent, where X= the number of [dot] icons in that personnel's skill box.

"Criminal! How plead you?"

Finally a card that adds a little risk to the bridge crew and other god personnel cards. Even though the amounts involved might at first seem ridiculously low (one to six points), don't forget that the swing is actually twice as large as the points are actually transferred.

So, let's assume your opponent is playing at least remotely decent personnel cards. This means, most of them will at least have three dots, except for a few with a special ability. So this does mean that the Mandarin will usually net you a swing of around 6 points, more than a Lemon-Aid or most Dilemmas. However, your opponent might choose not to pay the points but let you capture the personnel. But you planned for this case and put an Interrogation or Brainwash in your Q's tent, didn't you? And even if not, you just denied your opponent a valuable card. Combined with Penalty Box and Love Interests this card can start gnawing at your opponent's resources which means he's more apt to listen to your friendly release offers (Gimme those points!) at the next opportunity (read: The next mission he's gonna do)

I should maybe note that Mandarin Bailiff does not count skills, but only dots. Tainer, Rakal and Data's Body all only have two dots although they do have more skills. These personnel cards almost have a limited immunity to Bailiff.

What else? Not much more. A decent addition to any Q-Continuum because it will always hit, one way or another. For a card that doesn't cost you a card, not too shabby.

Favorite combo(s):

- * Mandarin Bailiff + Interrogation (in Q's Tent): Either you get points or you get points and a captive.
-

Card Rating (1=worst 10=best)	MANDARIN BAILIFF
Wesley's rating:	8.0
Allen's rating:	6.8
Cole's rating:	8.5
Data's rating:	7.8
Drew's rating:	7.2
Gowron's rating:	7.9
Hal's rating:	8.3
Jack's rating:	7.8
Mot's rating:	9.0
Nanite's rating:	8.0
Nog's rating:	7.0
Nouwa's rating:	9.0
Picarde's rating:	4.5
Q's rating:	7.5

Ranger's rating: 7.0
Rothspar's rating: ---
Tebok's rating: 9.0
Tony's rating: 5.0

AVERAGE RATING: 7.5

PS: I also have a special christmas edition for you guys... Look for #325 !

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.27 STCCG.guide/ST:CCG Card of the Day/Christmas Edition

ST:CCG Card of the day

Wesley's STCCG card of the day #325

Hi, folks,

isn't it Christmas today? And a special number, too? Well, I should then maybe give you a few fitting cards...

Like

SANTA Q-LAUS

Personnel, non-aligned, rare.

Integrity 9
Cunning 9
Strength 9

CIVILIAN, All skills. Each opposing personnel may select one extra skill. Xmas icon.

"In December, even Q shows that he has a friendly side by making an appearance as Santa."

HEAVEN'S GATE

Doorway, uncommon.

Seed one during seed phase if your game takes place between Dec 1 and Jan 6. Doorway is now open allowing your Xmas icon cards to enter play OR stock in draw deck and play to search any of your card stacks for a Res-Q card to put in your hand.

RUDOLPH THE RED-NOSED

Personnel, non-aligned, rare.

Integrity 8
Cunning 4
Strength 13

ANIMAL. If on Santa's sled, adds 4 to RANGE. Xmas icon.

"Lead reindeer of Santa's sled. Has a red nose because he always gets to absorb all that air friction..."

BLITZ

Personnel, non-aligned, uncommon, universal.

Integrity 8
Cunning 3
Strength 11

ANIMAL. If on Santa's sled, adds 2 to RANGE. Adds 1 to attributes of Santa Q-laas if present. Xmas icon.

"Representative of Santa's reindeers"

SANTA'S SLED

Artifact, rare.

Put in your hand until played as a ship with RANGE 6, WEAPONS 0 and SHIELDS 99. Cannot move if Treachery aboard. Xmas icon.

"The mythical transport vehicle of Santa Claus travels at warp speed, even when just going from one house to its neighbor."

NAUGHTY OR NICE?

Event, uncommon.

Play on a personnel card. If that personnel has Honor, it gains two extra skills (owner's choice), if it has Treachery, it loses two skills of your choice. Xmas icon.

"He's making a list, checking it twice. Gonna find out who's..."

SILENT NIGHT

Interrupt, uncommon.

For the next two full turns, every player wishing to initiate battle must pay 5 points. Xmas icon.

"On the night of christmas, no being should harm another. Unfortunately some do, but they lose their friends really fast."

Favorite combo(s):

* All of these used together ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.28 STCCG.guide/ST:CCG Card of the Day/T'Pau

ST:CCG Card of the day

Wesley's STCCG card of the day #326

Hi, folks,

me thinks there was another card type in STCCG, one I don't visit very often. Not because it would not be too hard to find cards of that type, just because they are often not very interesting. Anyway, for the fans among you, here's one. A ship, of course.

T'PAU

Ship, Romulan, uncommon QC.

Range 8

Weapons 7

Shields 6

Requires 0 Command (*), 1 Staff (+). Tractor Beam, may report for duty at Qualor II.

"Vulcan merchant vessel named for the only person to ever turn down a seat on the Federation Council. Stolen from Surplus Depot Zed-15 at Qualor II."

A good ship for any Armada deck. With the one staff as only requirement, you can man quite a few of these. Add a Nutational shields and a Narik and you have an Armada of 8/7/8's capable of blowing about everything out of space with an investment of only 2 cards for each 7 firepower. A Bynar weapon enhancement makes this 8/9/8. (8/6/8 or 8/8/8 for each ship beyond the 3rd, as you run out of non-univ...

OOPS! HEY! THAT'S NOT THE T'PAU!!! (Actually it was a cool little quote from a very old COTD - #70, to be exact)

Just somehow the old quote looks very much like our Romulan Beauty here. 8/7/6 for one staff star and equipped with a tractor beam. Yes, the named K'Vorts are just the same thing. Well, almost. Except that they have a cloaking device and this ship has a different special ability. And, what shall I say, the K'Vorts have a different border color ;-). Okay, leaves us with the differences.

The lack of a cloaking device is not too hard to swallow, these don't see much use anyway. Instead we have a cool special ability, namely to report for duty at a non-outpost location. Just too bad that ability isn't too useful either as you will either already need a ship there to transfer crew or use a Devidian Door to get your crew aboard the T'Pau. Remember, you can't even leave a Romulan Redshirt on Qualor II - aligned personnel are in stasis down there.

However, the most important limitation of the T'Pau is not printed on the card. Rather, it is the absence of something that limits this otherwise cool ship. Got it? The primary use of K'Vorts is to form a fast Armada. But for an Armada, you'll need several ships. And that's what is missing. Other ships of the same type. Too bad. But then, Romulans aren't Klingons or did I miss something here?

 Favorite combo(s):

* T'Pau + any non-aligned crew + Qualor II.

 Card Rating (1=worst 10=best) T'PAU

Wesley's rating:	6.0
Allen's rating:	7.0
Cole's rating:	8.75
Data's rating:	7.8
Drew's rating:	6.9
Gowron's rating:	7.3
Hal's rating:	8.8
Jack's rating:	5.1
Mot's rating:	6.0
Nanite's rating:	6.5893
Nog's rating:	4.0
Nouwa's rating:	6.0
Picarde's rating:	6.5
Q's rating:	7.0
Ranger's rating:	6.6
Rothspar's rating:	6.0
Tebok's rating:	7.5
Tony's rating:	6.5

 AVERAGE RATING: 6.7

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1.29 STCCG.guide/ST:CCG Card of the Day/I'm not a Merry Man

ST:CCG Card of the day

Wesley's STCCG card of the day #327

Hi, folks,

yesterday I did a card that could have been for the Klingons, so let's today discuss one that is actually made for them:

I AM NOT A MERRY MAN

Event, rare QC.

Plays on any one Klingon. While in play, once per turn that Klingon may nullify one [Q] icon interrupt, event or dilemma where present. (Not duplicatable)

"'I will not play the fool for Q's amusement'"

Yes, that's it. I still see one reason for using a Q-Flash in your draw deck: You are playing Romulan. With all those decent blue Klingons, there should not be too many Fed or Klingon decks without this card being at least in your Q's tent (which is where you'd want it in a Fed deck - you don't want it in your hand before you have drawn a Klingon) But otherwise, why use a Q-Flash to nullify one Q-Icon card if you can as well nullify one per mission attempt? All of that Q-Continuum stuff was about what I preach nearly since COTD #26: Card advantage. If you can get rid of two cards of your opponent with just one of yours, you have gained a 1.7% advantage (1 in 60). And the Q-Flash was the ultimate in card advantage with (realistically) up to 8 nasty effects hitting your opponent for the price of one measly card. But the weakness of the Flash is that those cards are weaker than a standard card. But to nullify them, you'd still need a full card in your draw deck - a bad ratio, considering that, on the average, you are only nullifying about 1/4 of a card.

Now this event gets us back in line. With just one card, you can probably select two to four Q-cards to nullify and they will always be the ones that hurt you as you can have a look at them (however, you can't wait until the resolution of the random selection), but anyway, getting out of the way of the best card out of each Q-Flash is not the worst thing. That will at least save you from those Penalty Boxes. So in the net effect, you will on the average nullify a full card (if I assume 1 out of the average 4 Q-Flash cards will be ineffective and thus the other 3 will count for about 1/3 of a card) by attempting three missions, you have just taken away the best third of your opponent's Q-Flash advantage without incurring a further card disadvantage. Seems to work for me.

Just make sure you get it out early as it's not duplicatable. Also, I'd usually stick this card into the tent even if playing Klingon to make sure I won't have an ineffective card in my draw deck if my opponent does not use the Q-Continuum side deck.

 Favorite combo(s):

* I am not a merry man + any Worf.

 Card Rating (1=worst 10=best) I AM NOT A MERRY MAN

Wesley's rating:	7.5
Allen's rating:	7.0
Cole's rating:	5.5
Data's rating:	7.5
Drew's rating:	8.7
Gowron's rating:	6.2
Hal's rating:	7.1
Jack's rating:	6.8
Mot's rating:	6.5
Nanite's rating:	8.0
Nog's rating:	9.0
Nouwa's rating:	8.0
Picarde's rating:	6.5
Q's rating:	7.5
Ranger's rating:	7.6
Rothspar's rating:	9.0
Tebok's rating:	8.5
Tony's rating:	9.2

 AVERAGE RATING: 7.6

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"A couple of lightyears can't keep good friends apart"

1.30 STCCG.guide/ST:CCG Card of the Day/Robin Lefler

ST:CCG Card of the day

Wesley's STCCG card of the day #328

Hi, folks,

here's a card for a Wesley fan. What? A Wesley fan? Who in this galaxy could be so stupid? ;-)

ROBIN LEFLER

Personnel, uncommon QC.

Integrity 6
Cunning 7
Strength 4

ENGINEER, Where present, nullifies Ktarian Game and Wesley Crusher is Cunning +2. Youth, Transporter Skill, Staff Star (+).

"Ensign transporter specialist. Romantically involved with Wesley Crusher. Lefler's Laws include 'You gotta go with what works' and 'Life isn't always fair'."

Yes, finally, the absolute superiority in Cunning for a certain bridge crew member. With a base of 8, 4 from Lakanta and 4 more for that Humumu.... mumu... kuamua... (damn!) Fish, that 16 rating wasn't too bad, but with Robin's bonus old Wes can now acquire a Cunning of 18! (Which, considering Einstein's IQ of 200 and Cunning of 11 would translate to an IQ of about 330. How's that for a little ego boost? ;-)

But that's about it for my beloved Robin. 6/7/4 is nothing to waste a subspace transmission on (especially with that odd Cunning - Hunter Gangs), the Ktarian Game isn't exactly the worst Dilemma I have ever seen and the rest is a Linda Larson with Transporter Skill.

Oh, did I say Transporter skill? Think I didn't say anything about that yet. Most probably because, besides the effect detailed in the QC rule sheet, the uses for Transporter skill currently quite easily fit into this one line:

"

"

Oh well. Nevermind. Maybe if your opponent uses the combination of two interlaced Distortion Fields, you can save a crewmember or two. But apart from that, not the most useful of skills right now. A theme deck card (and obviously not designed by the same person who committed that "Wesley gets

the Point" atrocity).

 Favorite combo(s):

(This one rated R - Kids, please skip this section ;-)

* Wesley + Robin + Parallel Romance. To boldly do what hasn't been done
 in the show ;-)

 Card Rating (1=worst 10=best) Robin Leffler

Wesley's rating:	5.0
Allen's rating:	6.5 ("She's cute!")
Cole's rating:	7.0
Data's rating:	7.0
Drew's rating:	7.5
Gowron's rating:	5.6
Hal's rating:	4.1 ("Boring but cute?")
Jack's rating:	6.1
Mot's rating:	4.0
Nanite's rating:	---
Nog's rating:	7.5 ("2 points for 'cute'")
Nouwa's rating:	5.0
Picarde's rating:	6.0
Q's rating:	6.0
Ranger's rating:	7.2
Rothspar's rating:	6.0
Tebok's rating:	5.0 ("Arrrrrh?")
Tony's rating:	6.0

AVERAGE RATING:	5.97

Okay, guys, what's all that "CUTE" stuff about? Are you trying to make me
 jealous?

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1.31 STCCG.guide/ST:CCG Card of the Day/Manheim's Dimensional Door

ST:CCG Card of the day

Wesley's STCCG card of the day #329

Hi, folks,

for those of you who say QC has slowed down our game too much, here's a turbo:

MANHEIM'S DIMENSIONAL DOOR

Doorway, rare QC.

Plays on any planet. Affects all players. While in play, whenever any player has a card in hand matching one just played by the opponent, the Manheim Effect (a temporal "hiccup") may occur. Opponent's card is suspended while player shows matching card, returns it to hand and plays any card from hand as if played normally. (Not duplicatable). Nullify with Anti-Matter Pod.

Okay, Decipher, what was that with my "environment" suggestion? A card that is not duplicatable and affects all players? This could have been one. Hrmp.

Anyway, what's the net effect. The game becomes fast. Terribly fast if you are in a matchup with similar decks. Or if you're playing against an opponent who plays a deck with just too many of a particular card like Tebok's arguer deck. One Manheim's Door and one Parallax Arguer against that deck, and you'll have a very hard time to get enough cards into your hand. But of course, your opponent can also benefit from your door and by design, the number of his different cards you could exploit is exactly the number of your different cards he could benefit from. But there's one keyword here: different. Many players use certain cards in multiples, often in substantial numbers. And if you are playing a well-tuned highlander (one of a kind) deck, you have a distinct advantage especially if you don't use up your key cards (Kevins, Amandas, etc) too early.

Other situations in which you can greatly benefit from the Manheim Door:

- * You lost your Red Alert to a Kevin and cannot get it back. In this case, you can at least make up a little for the disadvantage.
 - * You are playing a deck with a very high percentage of events.
 - * You play with a high amount of card drawing power (Kivas, BGB, Traveler) Of course this card presents the usual "this is a rare doorway so it must be complicated" rules discussions. A few items from that:
-

- * It is perfectly possible to have a hiccup inside a hiccup inside a [...]
- * You go ahead showing and announcing cards until nobody has any more matching unsuspected cards. Then all these card plays resolve last to first. Example:
 - o A plays Kevin on B's Traveler
 - + B shows Kevin, plays Red Alert
 - + A shows Red Alert, plays Res-Q on Picard
 - + B shows Res-Q, plays Rishon Uxbridge on his traveler
 - + A has no Rishon, thus
 - + B protects his Traveler
 - + A gets his Picard back
 - + B gets his Red Alert
 - o A resolves Kevin which no longer has a legal target.
 - * Thus A must retarget his Kevin to any other event on the table. (There was an early ruling that he must now target the Rishon, but I don't think that should hold in the light that in the case of a Goddess of Empathy hiccup'ed into a Temporal Rift play that Rift must be taken back as there is no longer any legal target. Q, can you second this?)

Favorite combo(s):

- * Manheim's Door + Red Alert. The big Turbo.
- * Manheim's Door + Paul Manheim. The really big Turbo.
- * Manheim's Door + Kivas. Instant card infusion.

| Card Rating (1=worst 10=best) | MANHEIM'S DIMENSIONAL DOOR |
|-------------------------------|------------------------------|
| Wesley's rating: | 9.5 (I love hectic games ;-) |
| Allen's rating: | 9.5 |
| Cole's rating: | 6.75 |
| Data's rating: | 7.0 |
| Drew's rating: | 8.8 |
| Gowron's rating: | 8.4 |
| Hal's rating: | 4.5 |
| Jack's rating: | 7.1 |
| Mot's rating: | 8.75 |
| Nanite's rating: | --- |
| Nog's rating: | 6.0 |
| Nouwa's rating: | 9.0 |
| Picarde's rating: | 7.5 |
| Q's rating: | 6.5 |
| Ranger's rating: | 6.5 |
| Rothspar's rating: | 6.0 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 8.5 |
| ----- | |
| AVERAGE RATING: | 7.5 |

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.32 STCCG.guide/ST:CCG Card of the Day/Mirasta Yale

ST:CCG Card of the day

Wesley's STCCG card of the day #330

Hi, folks,

I'm back from that little hiatus (somebody discovered me hiding under an STCCG card, oops ;-)

Eh, what was that? Hiding under an STCCG card?

As in...

MIRASTA YALE

Personnel, Federation, uncommon QC

Integrity 7
Cunning 5
Strength 3

SCIENCE, Physics, Astrophysics, worth [5] bonus points to you while in play. Staff Star (+), Must seed at Malcor III like a Dilemma.

"Malcorian scientist befriended by Jean-Luc Picard. Departed Malcor III aboard the U.S.S. Enterprise."

Okay. SCIENCE, Physics, Astrophysics. That just cries for a really good Space mission deck. Especially with that Astrophysics thing which is not that common. But the catch of this card is somewhere else, namely the ability / restriction of being seeded at Malcor III instead of being drawn

from your draw deck. Actually, this is a mixed blessing. On the up side, you can save yourself a card draw plus gain ten easy points if you seed Yale and Sarjenka at First Contact (Malcor III). On the other hand, you'll have to make sure that you're seeding these practically last and you might want to have a small ship early to fetch her (placing your outpost at First Contact in a deck that's otherwise space missions tends to attract Outpost Raids). Plus, you're placing a mission that's totally off the theme you are setting with Mirasta.

Or is it? How about doing it the other way round? The Federation is not too well equipped with good SCIENCE personnel. But in any Diplomacy/Empathy deck, I am not looking for scientific skills, but just for the classifications to pass the Dilemmas. Which means with an early Mirasta Yale I do not have to wait for a SCIENCE to come up in my draw deck which means two cards saved there. Optimum way to play this? Seed your outpost close to First Contact but not on it. Use Runabouts as fast ships and get Mirasta soon (using Sarjenka for 5 extra points and to avoid nasty Dilemmas that might lie in waiting). Beam back up and reunite your crew. Then start your regular mission solving spree a turn or two earlier than normal.

So what's the end result? Any deck with a Diplomacy component gets 10 free points and a free card if played right. Guess I like that card...

 Favorite combo(s):

* Mirasta Yale + Sarjenka. 10 points plus a new crewmember. Not exactly bad...

 Card Rating (1=worst 10=best) MIRASTA YALE

| | |
|--------------------|-----|
| Wesley's rating: | 8.5 |
| Allen's rating: | 6.8 |
| Cole's rating: | 6.5 |
| Data's rating: | 6.8 |
| Drew's rating: | 6.1 |
| Gowron's rating: | 3.9 |
| Hal's rating: | 5.7 |
| Jack's rating: | 7.2 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 6.0 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 5.5 |
| Picarde's rating: | 7.0 |
| Q's rating: | 8.5 |
| Ranger's rating: | 6.5 |
| Rothspar's rating: | 6.5 |
| Tania's rating: | 6.0 |
| Tebok's rating: | 5.0 |
| Tony's rating: | 7.0 |

 AVERAGE RATING: 6.4

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"A couple of lightyears can't keep good friends apart"

1.33 STCCG.guide/ST:CCG Card of the Day/Frigid

ST:CCG Card of the day

Wesley's STCCG card of the day #331

Hi, folks,

two issues to Internet Expansion III so get yourself ready... (I'll have a few notes about that at the bottom) But first, this cool card:

FRIGID

Q-Event, uncommon QC.

Plays on table. The next time you play an Interrupt card during opponent's turn, opponent may place this event on any one of your SECURITY personnel in play. Personnel is in stasis until any Q-Flash then discard event. May be nullified by Fire Sculptor.

"SILENCE!"

A nuisance, especially if it occurs in multiples and is played well. Remember that the "until any Q-Flash" only starts to count when the card is triggered by playing an Interrupt. So if your opponent has several of them ready, you'll not only lose one, but several SECURITY for some time (which could well mean all your SECURITY). Baaad thing if your opponent prefers to play the combo Barclay's Disease + Q-Flash under several missions, preceded by a wall Dilemma if she's really smart. Regardless how badly you'd like to get your SECURITY back, you'll be screwed unless you have at least three of

them in your deck...

...while she just sits there and exploits her flourishing Colony. Worst case scenario, of course. After all, there aren't that many Interrupts you'd desperately want to play on your opponent's turn. One notable exception is Q2, which your opponent can force you to use on her turn unless of course you'd rather lose your events to Kevins. Brain Drain is another one, it just doesn't help too much if played on your turn.

So what is Frigid really good for? It's a nasty threat that adds a "casting cost" to some of the better interrupts that can really screw with your ability to overcome dilemmas and/or do missions. One or three of them in an otherwise well-balanced Q-Continuum can give your opponent a few unusable cards - regardless whether she decides to trigger the effect or rather hold back with her interrupts. Maybe not the best Q-card, but a psych effect that can give your opponent a headache when confronted with the decisions.

 Favorite combo(s):

- * Frigid + Kevin Uxbridge on something really important. Great Q2 defence.
- * Almost forgot: Frigid + Dead in Bed. OUCH !!!

 Card Rating (1=worst 10=best) FRIGID

| | |
|--------------------|-----|
| Wesley's rating: | 6.5 |
| Allen's rating: | 5.5 |
| Cole's rating: | 6.8 |
| Data's rating: | 7.0 |
| Drew's rating: | 4.3 |
| Gowron's rating: | 6.1 |
| Hal's rating: | 5.9 |
| Jack's rating: | 6.4 |
| Mot's rating: | 5.0 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 6.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 5.5 |
| Q's rating: | --- |
| Ranger's rating: | 5.5 |
| Rothspar's rating: | 5.5 |
| Tania's rating: | 5.5 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 9.5 |

 AVERAGE RATING: 6.2

 And now for the promised IE3 preview:

There will be 8 reviews, from #333 to #340. But, as I have received many great suggestions, I will not publish only 8 but 24 cards! The top 8 will be the real COTDs (and members of the elusive Internet Expansion), but I'll put

two more ideas at the bottom of each issue, without comments and just because they almost made it, after all, ranking 24th in a 120+ entry contest is not that bad.

BTW, to wet your mouths a little more, the 8 that made it are 2 Interrupts, 1 Mission, 1 Event/Artifact pair, 1 Doorway, 1 Personnel, 1 Dilemma and 1 Outpost! Yeah, that means about everything except a ship. Okay, that's enough for now...

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"A couple of lightyears can't keep good friends apart"

1.34 STCCG.guide/ST:CCG Card of the Day/Heisenberg Compensators

ST:CCG Card of the day

Wesley's STCCG card of the day #332

Hi, folks,

here's another shamelessly STCCGified Magic card...

HEISENBERG COMPENSATORS

Event, uncommon QC.

Plays on table. While in play, nullifies Alien Probe and all draw decks are turned face up. OR Nullifies another Heisenberg Compensators card (discard both).

Yeah, Field of Dreams, true even to the point of getting rid of Revelation aka Alien Probe. Now there's one problem. In Magic these two cards are very similar but have an important difference: They are of opposing colors. Whereas STCCG does not know such stuff as green or blue Mana. So why do we

need this weaker version of Alien Probe? Actually there is a reason. Alien Probe was broken. Really broken. Combined with the Telepathic Alien Kidnappers that meant your opponent had to discard his best card every turn. And because this combo was so broken, it got banned for tournaments.

Now the Heisenbergs are just the (almost correctly executed - see below) card incarnation of a ruling I once suggested for that combo: Namely that for the TAK guess, you pick up your hand, shuffle, resolve the guess and put it back down. And Heisenberg does just that. Any attentive player will pretty soon know most of his opponent's cards. And to speed your information gathering, you can always use a Lifeform Scan, especially for those opponents who keep the worst card of their initial draw on their hand to avoid real certainty.

Basically we do now have an Alien Probe equivalent that exposes the contents of players' hands (with a little memory effort) without breaking TAK. Result: A tournament-playable Alien Probe without the blatant rules problem.

Or is it? There still is a certain other card called Subspace Schisms. While at first glance not as broken as Alien Probe / TAK (You have to sacrifice a card for each card of your opponent you want to get rid of), this is a badly abusable combo. Put a Heisenberg in your Q's tent and stock several Subspace Schisms (about 5-7) and a Lifeform Scan or two. On the first turn, play a Tent to get the Heisenbergs and put it on the table. And then...
...the rest of this shall be left to the reader. It is degenerate. If you execute it correctly, your opponent will never ever be able to do any mission unless he has a great initial draw. Solution tomorrow.

Dear Decipher guys, this card is broken. Awfully broken. Please do something about it - this is worse than TAK / Alien Probe.

Favorite combo(s):

* This can't be called a favorite - it's a game-killer.

Card Rating (1=worst 10=best) HEISENBERG COMPENSATORS

| | |
|--------------------|--|
| Wesley's rating: | I refuse to rate that ! |
| Allen's rating: | 4.0 |
| Cole's rating: | 3.0 |
| Data's rating: | 7.0 |
| Drew's rating: | 9.1 |
| Gowron's rating: | 6.1 |
| Hal's rating: | 2.1 |
| Jack's rating: | 6.5 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 9.0 (for the wrong reason ;-) |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 6.0 |
| Q's rating: | 8.0 (Huh? Didn't you *playtest* this?) |
| Ranger's rating: | 7.2 |
| Rothspar's rating: | 7.5 |

Tania's rating: 4.0
Tebok's rating: 7.0
Tony's rating: 6.5

AVERAGE RATING: 6.2

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1.35 STCCG.guide/ST:CCG Card of the Day/Parallel Universes & Ninth Place Trophy

ST:CCG Card of the day

Wesley's STCCG card of the day #333

Hi, folks,

with three threes in the number I can't do anything different than start round three of the Internet Expansion. (This doesn't mean you'll have to wait for COTD #4444 to get IE4 ;-)

Okay, to it. Today's "official" Internet expansion card or rather cards (these two belong together):

Author: Stephen Hopkins
8th place / 18 points

PARALLEL UNIVERSES

Event

You must have Ninth Place Trophy on table. Allows all players to play infinite numbers of duplicate personnel/ships. If destroyed, the original and

duplicate cards are removed from play. AU Icon.

"Rifts in the fabric of time/space can cause alternate universes to combine."

NINTH PLACE TROPHY

Artifact

Play immediately on table, all Klingons lose honor if present OR Place in hand until played on table as an event (parallel universe can be played later). AU Icon.

"Events in paralld universes don't follow the same path. In one, Worf didn't when the Bat'elth Championship, but came in ninth."

The ultimate rich kid cards. No more limits on unique stuff, just lots and even larger lots of personel. About as powerful as Supernova / Tox Uthat and thus well justified in the game balance aspect. However, I am a little sceptical about how you much you can actually gain from adding extra copies of unique personnel to your crews. A good amount of diversification is vital to any successful STCCG personnel strategy and you won't find too many places in your deck for extras. Maybe two or three, but an Artifact and two card plays for that ?

One might also have to consider the high risk involved when playing these, as a single Kevin can get you into bad trouble, as you won't have too much fun with your 3 Datas when they suddenly all wind up in your discard pile.

Two of the best cards to use with the combo are Lal and Mordock, the former nearly being a clone card (thus highly versatile) and the latter helping you to really quickly rack up points. But I am still sceptical. I like the concept (we all know there is a clone machine in the makings, so something will be done someday and this pair sets us thinking how much there actually is to be gained), but I can imagine few really great decks that would have to rely on having multiples of any unique crewmember in play.

Last thing: The secondary ability of that Artifact. It's a kewl and powerful Klingon hoser. As Klingons have so much Honor, most red decks will make heavy use of that skill. Cards like Honor Challenge become unusable and the Klingon player will have a hard time doing his missions. Placed in Q's Tent with a Q's Planet, this card makes for a powerful anti-Klingon measure, the Klingon player will definitely need the appropriate counter-card in his Q-Tent (I'll assume there would be one, otherwise Klingon decks would be rather unplayable...)

Favorite combo(s):

- * These two + Lals + Mordocks + Mission with multiple skill requirements. Lots of points and skills.
-

A word on the ratings: Several raters have voted but forgot the rating numbers. In this case, I'll translate a 0 point vote into a 3.0, a vote of 1 into a 5.5, a 2 becomes 7.5, a 3 becomes 9.0 and the rare 4 point votes translate into a 10.

Card Rating (1=worst 10=best) NINTH PLACE TROPHY & PARALLEL UNIVERSES

| | |
|----------------------|----------|
| Wesley's rating: | 9.0/ 7.0 |
| Allen's rating: | 3.0/ 3.0 |
| Cole's rating: | 8.5/ 8.5 |
| Cpt. Stasis' rating: | 5.5/ 5.5 |
| Dave's rating: | 8.7/ 8.7 |
| Drew's rating: | 7.1/ 7.1 |
| Greg's rating: | 7.5/ 7.5 |
| Hal's rating: | 9.0/ 9.0 |
| Jack's rating: | 6.0/ 6.0 |
| Jonathan's rating: | 9.1/ 9.1 |
| Locutus' rating: | 7.5/ 7.5 |
| Mot's rating: | 7.5/ 7.5 |
| Nouwa's rating: | 4.0/ 5.0 |
| Picarde's rating: | 6.5/ 6.5 |
| Ranger's rating: | 7.9/ 7.9 |
| Tebok's rating: | 6.0/ 6.0 |
| Tony's rating: | 7.0/ 8.5 |

 AVERAGE RATING: 7.0/ 7.1

Q excused himself, too much of an email backlog, in case you wonder about the other names... These are some of the waitlist occupants who have received the chance for a guest star performance here...

 And here the promised...

 Bonus cards

Author: Jim Babcock
 16 th place / 9 points

REPLICATOR

Doorway, common

Plays on replicator side deck (up to 10 equipment cards), doorway is now open allowing these cards to enter play OR Stack in deck and use as follows: Play as an event card to take one equipment card (your choice) from side deck and immediately play it (return doorway to hand)

Neat if you play with lots of equipment, but IMHO a little too limited...

and

Author: John Teti, Jr.
24th place / 3rd round card

PRIME DIRECTIVE II

Dilemma, Planet

All Federation crew members are stopped unless Jean-Luc Picard OR Greed x2
OR Integrity<5 present.

"Starfleet general order number one: Starfleet personnel and spacecraft are
prohibited from interfering with the normal development of any society."

The "II" says it, this is a revised version of a submission on IE2... Last
time it didn't even get to a honorable mention, this time at least that,
version 4 should make it if you improve like that ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord "A couple of lightyears can't keep good
friends apart"

1.36 STCCG.guide/ST:CCG Card of the Day/Commander Picard & Subcommander Data

ST:CCG Card of the day

Wesley's STCCG card of the day #334

Hi, folks,

before I get even more questions on that: No, I don't know either where to
get Internet Expansion packs because, bluntly put, they do not exist. These
cards are a collection of the best Dream Cards from the 'net and yes, I
think those Decipher guys read this stuff ;-)

Okay, with that being out of the way, let's continue our Internet Expansion III business with the second (and last) card pair submission:

Author: Matt Kerrigan
7th place / 18 points

COMMANDER PICARD

Personnel, Romulan/Federation, Rare.

Integrity 9
Cunning 8
Strength 6

Officer.

*Romulan: Diplomacy, Archaeology, Navigation.

*Federation: Music, Leadership, Honor.

All attributes +3 if Subcommander Data present. Command Star(*), AU icon.

"While JEAN-LUC PICARD was on Romulus he had to disguise as a Romulan. Assisted Spock to unite Romulus and Vulcan."

SUBCOMMANDER DATA

Personnel, Romulan/Federation, Rare.

Integrity 7
Cunning 12
Strength 12

Officer.

*Romulan, Computer Skill, Engineer, Exobiology.

Federation, Computer Skill, AstroPhysics, Music. Command Star(), AU icon.

"While DATA was on Romulus he had to disguise as a Romulan. Stood out in the crowd."

(Note: The CAPS in the lore mean boldfaced, i.e. persona rule)

A cute couple and well designed. Essentially, Matt has split Picard and Data in halves, one suited to be Romulan, one for Federation. Look at the skills, if you'd add the skills of both affiliations, you'd get the original complements. Thus, these cards are neither overpowered nor too weak. An interesting thing happens when you check the space / planet suitability of the skills. Our Captain is quite acceptable on planets when Fed and better in space when Romulan, with Data, this is exactly reversed so the couple will retain a similar overall power regardless of whether you play space or planet missions.

The best place for these two Rakal-like duals is of course a Romulan deck designed to also solve Federation missions by stealing them, although they

could also be well used as pure Romulans with still-decent skills and the additional ability to suddenly mutate into musicians for a Ressian Flute. Just make sure that, whatever way you choose, you have enough non-aligned support crew and non-aligned ships, too. (Actually, these two, with Rakal and DeSeve would make a nice two-color deck basis - that deck would not have a single pure Romulan or Federation character.)

The attribute burst on Subcmdr. Data ? I don't know, to be exact. Data has such good attributes that he does not need the 3 extra points, but the odd number 15 could prove to be rather painful in the context of Hunter Gangs.

Matt: You delivered a pair of well-thought and balanced cards. Good work!

 Favorite combo(s):

* Cmdr Picard + Subcmdr Data + Major Rakal: Green bridge crew

 Card Rating (1=worst 10=best) CMDR PICARD/SUBCMDR. DATA

| | |
|----------------------|----------|
| Wesley's rating: | 8.0/ 8.5 |
| Allen's rating: | 6.0/ 6.0 |
| Cole's rating: | 8.5/ 8.5 |
| Cpt. Stasis' rating: | 7.0/ 7.0 |
| Dave's rating: | 5.5/ 5.5 |
| Drew's rating: | 5.5/ 5.5 |
| Greg's rating: | 9.0/ 7.5 |
| Hal's rating: | 8.9/ 8.9 |
| Jack's rating: | 6.8/ 6.8 |
| Jonathan's rating: | 6.0/ 6.0 |
| Locutus' rating: | 7.5/ 7.5 |
| Mot's rating: | 7.6/ 7.6 |
| Nouwa's rating: | 8.0/ 8.0 |
| Picarde's rating: | 7.5/ 7.5 |
| Ranger's rating: | 7.0/ 7.0 |
| Tania's rating: | 8.5/ 8.5 |
| Tebok's rating: | 6.0/ 6.0 |
| Tony's rating: | 5.0/ 5.0 |

 AVERAGE RATING: 7.2/ 7.1

 And here's the bonus cards...

Author:DustMan
 15th place / 10 points

THE HEAD

Event

Play's on ship. One personnel(Random choice) disabled for one turn. On next

turn, another personnel(Random choice) is disabled for one turn, etc.

"Even in the 24th Century, Humans are required to take time out to fulfill a basic function of human life."

Just plain fun with one crewman visiting the bathroom every turn.

Author: Puff the Magic Dragon
23rd place / 3rd round

TO HELL WITH OUR ORDERS

Interrupt, rare

Plays on one Federation ship they may engage battle this turn and next but lose 5 points OR Play on one ship where it may move triple range towards any Borg Ship this turn. Ship may do nothing but chase after Borg Ship until either ship destroyed, ship may attack Borg Ship if otherwise unable.

"During patrol of the Romulan neutral zone in 2373, Data expressed the crews displeasure over their mission, while the rest of the federation engaged a Borg ship."

Maybe a little too powerful in conjunction with Borg ship to eliminate opponent's ships... Also, a few characters too long in the game text (I guess it would make an extra size card ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.37 STCCG.guide/ST:CCG Card of the Day/Temporal Investigations

ST:CCG Card of the day

Wesley's STCCG card of the day #335

Hi, folks,

some more dreaming now that we can officially and graphically dream again by sending our stuff to Decipher - yes, they made their Dream Card webpage a reality! (Check out the first STCCG card over there...)

And here's today's dream being IE3'd:

Author: Tiree
6th place / 20 points

TEMPORAL INVESTIGATIONS

Interrupt, uncommon, DS9

Play if opponent has played Horga'hn, Time Travel Pod, or Temporal Rift. They skip their next turn. OR Return any Alternate Universe card to owners hand.

"Starfleet's Temporal Investigations Bureau is called in to review possible damage to the timeline by lengthy investigations. Poor sense of humor. Always on time."

Dear Tiree, I had to change one word on your card to avoid a misunderstanding that is quite famous since the very first days of CCGs... the playtest version of Magic's Time Walk read "Opponent loses next turn." ;-)

Actually, the Temporal Investigations Bureau proved to be quite inspiring as I got three cards referring to that institution, two of them pretty similar (and weaker), plus this here. The first function is practically a Temporal Narcosis, but with two differences. You have different "side cards" next to the Horga'hn and the function is different in multiplayer games as it is not that you gain an extra turn but a target opponent fulfilling the condition has to skip one turn.

As with the narcosis, you don't need the card in your hand when the opponent uses the trigger card. Any time after the opponent uses one of the three cards mentioned, you can call a Temporal Investigation and exploit the fact that your opponent will now be somewhat paralyzed. If you could now get him to use a Temporal Rift... BTW: You can use multiples of this on just one Rift or Horga'hn.

But this is one of the cards that relies on your opponent doing something specific to work. And most of these have a side use so the card won't exactly be dead meat in your hand. So does this one, returning an AU card to opponent's hand. And that's a pretty good side use considering that few people actually play without AU stuff. One of the best targets is Lakanta, just before your opponent tries to wrap around the edge of the spaceline. Or, also not bad, Major Rakal when your opponent thinks he could use her to

snatch your Fed missions. And even better, if you have a good memory for what Dilemmas you seeded where you might be able to get rid of the one personnel your opponent would desperately have needed to pass a nasty Dilemma on the mission he just foolishly attempted. Barclay's Disease might do the job if you can just send his Beverly Picard back home... But that's not all! There's a verrrrrry nasty use if your opponent happens to play the wrong card. How do you think he will feel if you return his fully staffed Future Enterprise, loaded with 11 crew members, conveniently parked at a space location, to his hand? (His crew does not have space suits X-I) That'll teach them to use Ultra-rares! Fair primary use, great side use if you can pull it off. Cool card. (Captain, now you might understand why your Temporal Investigation variant did not make it...)

 Favorite combo(s):

* Temporal Investigations + Opponent's Future Enterprise.

 Card Rating (1=worst 10=best) TEMPORAL INVESTIGATIONS

| | |
|--------------------|-----|
| Wesley's rating: | 9.0 |
| Allen's rating: | 4.0 |
| Cole's rating: | 7.0 |
| Dave's rating: | 7.5 |
| Drew's rating: | 7.8 |
| Greg's rating: | 5.5 |
| Hal's rating: | 6.1 |
| Jack's rating: | 7.5 |
| Jonathan's rating: | 7.5 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 9.0 |
| Nouwa's rating: | 8.0 |
| Picarde's rating: | 7.0 |
| Ranger's rating: | 7.5 |
| Tania's rating: | 7.0 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 9.0 |

 AVERAGE RATING: 7.4

 The bonus cards...

Author: Locutus
 14th place / 11.68 points (*)

THE HOUSE OF DURAS

Event, Rare

Plays on table. All personnel who are members of the Duras family (as referenced in card lore) are now dual-affiliated Klingon/Romulan personnel.

"In 2367-68 The Duras Family was being aided by the Romulans during the Klingon Civil War."

A good addition to Romulan decks, makes three good personnel accessible to them, plus they can seed a second outpost and steal Klingon missions. Has more potential than it looks like at first glance.

Author: Nouwa
22nd place / 3rd round

BABEL VIRUS

Dilemma, Space, Rare DS9

Place on ship. Crew may no longer work together unless (Computer Skill OR Cybernetics) and (Biology OR Exobiology) present on one of those people.

"Deep Space Nine encountered a virus left by the Cardassians which caused the entire crew to speak in gibberish to each other."

This was a little too hard to overcome - the combination of an ENGINEER-typical skill with a MEDICAL or SCIENCE related skill on one card is too rare for this powerful effect.

(*) fractional points are caused by the person submitting the card being a rater. To avoid any influencing of one's own cards, the vote of a person on his or her own card was always set to the average of all other votes on this card.

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.38 STCCG.guide/ST:CCG Card of the Day/It's not that easy, Captain

ST:CCG Card of the day

Wesley's STCCG card of the day #336

Hi, folks,

sorry for the gap, but I had to take a trip to London for a few days (business), and my telekinetic powers are not accurate enough to work the keys of my computer over more than about 12 meters ;-)

Author: Luke H.

5th place / 21 points

IT'S NOT THAT EASY, CAPTAIN

Interrupt, Uncommon

Plays to add 20 points to total score needed to win OR stops any mission attempt OR If Q's Planet on spaceline, transport all ships and personnel of one affiliation of one player there. (May only be nullified by Q2)

"Often, Q wouldn't let his victims escape until he was fully entertained."

A funny and powerful stalling card. Regardless of which of the three functions you want to apply, the basic idea is to make the game slower for your opponent and thus this card is a great counter for speed decks that quickly run out of breath.

First function: Increase the target score to win for both players. This is much like a Q's planet, only a little weaker, but easier to play as you can just stick it into your deck. Especially if used in multiples, this is a good addition to decks that build momentum rather slowly, like Colony decks.

The second, very basic use is to stop any away team during a mission attempt. While basically fulfilling one of the purposes usually covered by using a lone Rogue Borg in space, this interrupt also provides this ability on a planet. But this is not the only use, as you can also use this card as a (desperately needed) OOPS card when you have just hit a love interest or killer dilemma that got rid of your key personnel and you now fear something like a Barclay's Disease. (ETA function).

Lastly, in the case you are already playing with Q's planet (thus rendering the first function less useful), you can use this beauty as a Mass Wormhole with a predefined exit. Again, you can use it on an opponent's ships for stalling or on your own to get yourself into a better position.

Nice teleporter and not too strong as it is usable for both sides.

Author: Tom Kressin
21st place / 3rd round card

ASSASSINATION ATTEMPT

Interrupt, Rare.

Plays on any away team at a planet mission. If away team has one or more VIP, randomly select 1 VIP to die. Immune to Amanda Rogers

"V.I.P.'s are likely targets for enemies. Capt. Janeway hosted a meeting with delegates from different Kazon factions when there was an assassination attempt on them."

If VIPs were used more often, this could easily have been a card in the real IE3, but although I loved the idea very much, the all too limited application field of this card prevented it from snatching a higher rank. (Tom, maybe you'll want to resubmit this for IE4 with a little more punch - but don't make it too strong either)

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.39 STCCG.guide/ST:CCG Card of the Day/Quantum Filament

ST:CCG Card of the day

Wesley's STCCG card of the day #337

Hi, folks,

one more before we get to distributing the medals... the only one from a rater that made it...

Author: Mot the Barber
4th place / 21.25 points

QUANTUM FILAMENT

Dilemma, Space, rare

Unless 3 Navigation present, ship is struck by a quantum filament. Mission continues, but the crew is divided into teams (your choice) equal to the number of seed cards remaining. The teams will encounter one seed card each.

"The USS Enterprise was struck by a quantum filament in 2368, damaging systems all over the ship. The crew faced numerous ordeals in isolated groups before repairs could be made."

This Dilemma can easily be a nasty one if you have the right things to combine it with. Everything that requires high attribute totals are prime choices. A Nagilum or Temporal Causality Loop are just two possibilities.

However, it is not too easy to use. If you look at it, you will at least three seed cards to be effective (The filament plus at least two more so there is something to split the team into.) Four is more like it, to prevent redshirting one of the two Dilemmas with a single ENGINEER (the only really dangerous thing here is Cosmic String Fragment which would kill the entire ship; nearly all other things can only kill the redshirt, damage the ship or may be cured later when the crew is reunited. But the real fun starts when you try combining Dilemmas. A Microbiotic Colony is not a big threat. Neither is Gravitic Mine. Or Nanites. However, if you force your opponent to split his crew in three, you stand a good chance that at least two of these three do hit. Which means BOOM! - Goodbye ship...

So we have a Dilemma with a hard to beat requirement and a potentially devastating effect. Seems too strong? No. You need three or four cards to execute a good combo, and at this number, you can get similarly nasty combinations out of the existing Dilemmas. Plus, it's space only and you can't afford to seed all six missions with a four-card combo, so the best you can achieve is to lock up one or two missions.

But, there's another IE3 card (not yet published, it's among the top 3) which is the purrrfect combination card for this. (And no, there was no cooperation effort I'd know of)...

Favorite combo(s):

* Heh, I won't tell yet... It's awesome.

| Card Rating (1=worst 10=best) | QUANTUM FILAMENT |
|-------------------------------|------------------|
| Wesley's rating: | 8.0 |
| Allen's rating: | 6.5 |
| Cpt. Stasis' rating: | 5.5 |
| Cole's rating: | 7.5 |
| Dave's rating: | 6.7 |
| Drew's rating: | 5.7 |
| Greg's rating: | 7.0 |
| Hal's rating: | 5.5 |
| Jack's rating: | 9.1 |
| Jonathan's rating: | 8.2 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 8.5 |
| Nouwa's rating: | 9.0 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 8.0 |
| Tania's rating: | 5.5 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 9.0 |
| ----- | |
| AVERAGE RATING: | 7.3 |

Author: Andy W.
12th place / 14 points

YOU WILL SERVICE US

Interrupt

Play on two personnel who were killed this game by Rogue Borg Mercenaries. They immediately enter play as Rogue Borg Mercenaries at any site where Mercenaries are already present.

"The crew of the USS Enterprise were forced to kill many of their assimilated comrades during the second Borg invasion."

The best of the numerous cards with an assimilation theme...

Author: Sean Coate
20th place / 3rd round card

NEURAL CONDUIT

Artifact

Place in hand until played as an event on any one of your unique personnel in play. If this personnel is ever "killed" they may add all their skills and classification to; and replace INTEGRITY and CUNNING of another unique personnel (host) at their location (Your choice of your own personnel,

Random choice if opponents). If the "host" is not under your control take control now. If your total attributes are not greater than that of the host, return host to original controller in three turns in original state + 1 skill (opponent's choice).

"Neural implant used to transfer ones conciseness from a dying body to a new one."

Might have been a top card hadn't it been for the fact that you'd need 4 cards to fit the text...

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.40 STCCG.guide/ST:CCG Card of the Day/Mirror Universe Door

ST:CCG Card of the day

Wesley's STCCG card of the day #338

Hi, folks,

now here's the bronze medalist. Another card that, if it were ever made, would force Decipher to find a very small font...

Author:RockoLuvr
3rd place/22 points

MIRROR UNIVERSE DOOR

Doorway, Ultra-Rare

Plays on table any time during your turn. When played, select one ship or away team in play. They are immune to all changes. Call out a number < 7.

That number is the number of your full turns that all changes will remain in effect. All personnel and ships are changed as follows: All personnel's integrity numbers become their cunning, their cunning becomes their strength, and their strength becomes their integrity. All personnel with AU icons lose them, and those without gain them. All dual-affiliation personnel become the affiliation not listed on their card. They may choose either skill set to retain while Mirror Universe Door is in play. All ships' weapons and shields numbers are switched. All missions, dilemmas, and artifacts are changed as follows: Any reference to an affiliation (either by text or icons) are changed so that Federation becomes Non-Aligned, Non-Aligned becomes Klingon, Klingon becomes Romulan, and Romulan becomes Federation. Cannot be nullified or closed.

Uh-ouch! This card can heavily screw with everybody's ability to do any missions. First the simple effects. A global Mask of Korgano plus a so-so attribute modifier. Not that much gameplay effect except that Cryo payloads are suddenly misseeds (they no longer have an AU icon) and the Feds are the new prime targets for Firestorms.

Next, the dual affiliation personnel. These are obviously badly screwed as very few players play a three-affiliation deck and they no longer match any of their surrounding affiliations. And with the way the mission affiliations change, Major Rakal and her friends won't even be able to solve any now-Klingon missions (except for Qualor II which now also should be read as "all non-Klingon...") seeded by her player, after all, that player will probably be playing R/F.

But the heaviest problem is the fact that now all missions are off-color for their respective players. Romulans might have the easiest time with their ability to espionage the now-Federation missions, Feds might at least achieve something if they have solid non-aligned support (who hasn't?) but our Klingon friends are absolutely paralyzed (how are they to espionage against Romulans???)

Which leads us to the best application of this card: Drop it into a Romulan Fedspionage deck and play a healthy amount of non-aligned crew (at least 60% of your personnel cards). If your opponent plays Fed, you can solve his now N-A missions, if he's a Rommie too, you can espionage against any mission and if he's a Klingon you have a very easy time stealing his missions. And in any case, unless your opponent also has some Espionage capability, he'll be completely stalled. (Oh, there might be an even better application in the future: Play one of the new affiliations to come. They are unaffected and your opponent is the only one who gets screwed.)

So far so good. Now please somebody tell me how to fit the entire text on a card.

Favorite combo(s):

* Mirror Universe Door + Espionage: R on F

| Card Rating (1=worst 10=best) | MIRROR UNIVERSE DOOR |
|-------------------------------|--|
| Wesley's rating: | 9.0 |
| Allen's rating: | 5.5 |
| Cpt. Stasis' rating: | 3.0 |
| Cole's rating: | 8.0 |
| Dave's rating: | 9.9 |
| Drew's rating: | 9.8 |
| Greg's rating: | 9.0 |
| Hal's rating: | 10.0<-- We don't see too many of these |
| Jack's rating: | 7.5 |
| Jonathan's rating: | 6.3 |
| Locutus' rating: | 8.0 |
| Mot's rating: | 8.0 |
| Nouwa's rating: | 5.0 |
| Picarde's rating: | 7.0 |
| Ranger's rating: | 9.0 |
| Tania's rating: | 5.0 |
| Tebok's rating: | 4.0 |
| Tony's rating: | 9.0 |
| ----- | |
| AVERAGE RATING: | 7.4 |

 And some more bonus cards:

Author:Justin Kaufman
 11th place/15 points

DAMAGED BUT SALVAGEABLE

Interrupt

Play on any ship just damaged or about to be destroyed. That ship is placed in your hand instead of being put in the discard pile. To report that ship again, the outpost must have 2 ENGINEER present.

"After being beamed off the Defiant; Worf asked about the status of the Defiant. He was told it was damaged, but salvageable."

A Palor for ships with the additional ability to get a ship that was damaged at the wrong corner of the galaxy back to your outpost pretty quickly. Not that strong.

Author:The Chris
 19th place/3rd round card

MERCHANTS

Event, Common

Play on table. Each player must place a card from their draw deck OR Q's tent face up with MERCHANTS. At the end of every turn that player may buy a card from the MERCHANTS by replacing the chosen card with a card from their hand. Nullified by THE DEVIL (not duplicatable)

"In the 24th century there are still a large number of merchants who sometimes have just what you're looking for, if the right price is paid"

A great idea, but the card tracing involved is pretty heavy and as there are only two (usually soon pretty bad) cards to choose from, there won't be too much of a game effect.

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Rather lordly STCCG Ambassador

"A couple of lightyears can't keep good friends apart"

1.41 STCCG.guide/ST:CCG Card of the Day/Academy Simulation

ST:CCG Card of the day

Wesley's STCCG card of the day #339

Hi, folks,

like the first Internet Expansion, this one does again have the ultimate question... Did a certain Wesley make a card that the raters placed higher than all others? Or do the creative forces of the Internet win the struggle and make a card that's even better?

Last time I lost...

This time...

...too !

Author:Wes
2nd place/25.50 points

ACADEMY SIMULATION

Mission, All affiliations, space, uncommon.

Span 2, Points X.

Requirements: Youth. No artifacts allowed here.

X=15 * number of Dilemmas overcome.

"Fleet Academy Simulator Room: Pass the final Academy exam"

This card can easily change the course of an entire game, but it is complex and risky enough to be a lot of fun (and not overpowered, as we will soon see). Also, it provides us with a few opportunities to use some of the other IE cards to a good purpose, but that later...

Of course the person seeding this mission will want to score big here. So she'll use at least 3 Dilemmas, more probably 5 or 6, in the hope of scoring the big 100 in one swipe. Which leaves her opponent with a lot of breathing room under his missions, after all almost a third of the freely usable seed cards (30 minus missions, outpost, doorways) could end up here, thus reducing the average Dilemma number under the opponent's missions from 3 to 2.

And then there's the more than risky situation that the mission can be done by every affiliation. Which basically means if you seed it with too easy Dilemmas, you'll actually give your opponent an advantage. Of course, your opponent will add a Dilemma or two of his own, but he's informed of what he added, while the person using the Simulation obviously isn't. So basically your best bet is using medium power Dilemmas with a theme (like all requiring MEDICAL or ENGINEER) in the hope of keeping your opponent guessing.

Of course, your opponent hopefully doesn't sleep during the seed phase either and now has several cool counterspells...

- * Very effective: Q. Either it's overcome and all Dilemmas are nullified (thus reducing the score to a measly 15) or you get the benefit of the rearranged spaceline.
 - * Also cool: A powerful Wall Dilemma or one that stops and has hard requirements. Seed that early so that it's encountered last and your opponent has to watch his carefully prepared 90 points drain away - she'll have to make a new attempt next turn, so the Dilemmas are not overcome during the attempt where the mission was solved. 0 points...
 - * Same bottom line: A late-encountered Yuta hopefully getting rid of the last Youth.
 - * Kill the entire crew: Just throw a Quantum Filament (Mot's IE3 contribution) their way! With all these Dilemmas, they'll mostly have to face them one person per card.
 - * Yet better killer: A single Mirror Universe (COTD #100, from "Internet Expansion Zero".) Reverses all Dilemma conditions. So much for the carefully prepared crew...
 - * Oh, speaking of Mirror Universe: Why don't you seed one and attempt the
-

mission yourself with Kell + K'Chiq (choose Youth as skill)? There's no Dilemma these two could do normally, so there's none they can't do in the Mirror Universe situation... (But watch out for a second Mirror Universe in the stack, negative minus equals plus ;-)

- * Also a good guess: Outpost Raid. The user of Academy Simulation is going for the quick victory, so where's the most probable Outpost location? Right.

You see, lots of strategic options. A single card drawing lots of attention. And the wisest choice in play might be to leave it alone and go for the (consequently not very heavily seeded) other missions.

Favorite combo(s):

- * Academy Simulation + (any 5 hard Dilemmas) + Mirror Universe. Might make for a very fast win.
- * Opponent's Academy Simulation + Quantum Filament. Does not only void the Mirror Universe combo by splitting the crew but also turns them all into poor doomed redshirts...

Card Rating (1=worst 10=best) ACADEMY SIMULATION

| | |
|----------------------|---------------------------|
| Wesley's rating: | Ouch! ;-) |
| Allen's rating: | 7.9 |
| Cpt. Stasis' rating: | 9.0 |
| Cole's rating: | 7.0 |
| Dave's rating: | 8.0 |
| Drew's rating: | 7.6 |
| Greg's rating: | --- |
| Hal's rating: | 5.9 |
| Jack's rating: | 8.2 |
| Jonathan's rating: | 9.8 |
| Locutus' rating: | 8.0 |
| Mot's rating: | 10.0 <--- Cool rating ;-) |
| Nouwa's rating: | 9.0 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 8.2 |
| Tania's rating: | 8.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 7.5 |
| ----- | |
| AVERAGE RATING: | 7.9 |

Author: Marc Saltzberg
10th place/15 points

CH'POK

Personnel, Klingon, rare

Integrity: 5
Cunning: 8
Strength: 5

Diplomacy*2, Once per a turn has a 50/50 chance of capturing a Federation personnel at the same location. If he loses, return him to your hand.

"Klingon prosecutor during Worf's trial on DS9"

Lacks a classification, but otherwise a solid anti-Fed card.

Author:Cpt. Stasis
18th place/3rd round card

ASSIMILATION

Event

Plays on table. Personnel killed by Rogue Borg are assimilated and become Rogue Borg, and each ship destroyed by a Borg Ship raises Borg Ship's WEAPONS +1 and SHIELDS +1.

"The Borg expand and repopulate through assimilation: absorption of culture and conversion of people into their own."

Ah, well, our basic assimilation card. Like I didn't get a few more quite along these lines. At least this one's not horribly overpowered.

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LLAP,

Wesley Crusher
Rather lordly STCCG Ambassador

"A couple of lightyears can't keep good friends apart"

1.42 STCCG.guide/ST:CCG Card of the Day/Smuggler's Paradise

ST:CCG Card of the day

Wesley's STCCG card of the day #340

Hi, folks,

well, what more? After seeing pretty everything in the three Internet expansions, there has to be a twist to this round's winner... Well, we had Personnel, Ships and Artifacts. We also saw Equipment, Events and Interrupts. Heck, even a Mission or two! But we still lack one category... ..an Outpost!

[A WHAT?????]

Yeah, right! This round of IE design was won by somebody designing an outpost!!! (Almost as improbable as scoring 100 points with Mot the Barber)

[Okay, get to it. If it's really that great...]

Author: Ralf Schwate

WINNER/27 points

SMUGGLER'S PARADISE

Outpost, Neutral, common

Shields 14

No Federation Personnel allowed here. During seed phase may be seeded with up to three Personnel/Ship cards. May be seeded only at pure Non-Aligned Missions.

"Meeting point of outlaws and dishonest traders. Favorite hangout of people like Kivas Fajo"

(Sorry Ralf, I somehow lost the mail with your lore, so I placed something similar. If you want, send me the correct one and I'll update it on the Archive Page)

Oh, well, so simple. And when I read it, I again had to think of a Magic card. But in this case not any cheapo card, but THE card. The Black Lotus. For a cost of nothing, you get three of the thing you need most to get a quick game start. However, unlike the Lotus, this one has serious limitations to balance its power.

First, you can't use it with Feds. Feds have the speed advantage and the freedom of having three near-identical personnel for every function, so you can build your decks around that. And Fed decks win a lot because of this. The Smuggler's Paradise compensates for this advantage by giving the other affiliations a few decent cards to start with (at the cost of three less "real" seed cards). Usually these would be a ship and two good crew. And the ship might be a K'Vort class or a Tama, these require only two icons to

move. Now let's have a look at the balance. The best Feds have an average of 4.5 skills per person. The others have about 3. Let's assume you seed two crew with 4 each (some of your best). Furthermore, both players draw around 4 crew in their opening hand. So the user of the Smuggler's Outpost has a potential 20 skills on table after playing the 4 crew, the Freddie has about 18. So still an advantage, but smaller than you might think.

Add to this the fact that this outpost is quite easily destroyed by a non-Fed player (C'mon, SHIELDS 14? Two K'Vorts and a Bynars'!) thus offsetting the 8 skill advantage when playing this against another red or green guy and you come pretty close to a good balance already.

And the last thing: You have to seed this at a non-aligned mission. Which means Qualor II. And that again means you won't have too much of a chance to attempt this from your outpost early unless you're playing a lot of non-aligned crew. So you will have to move somewhere else negating the Outpost Mission speed bonus (often 1 turn).

A refreshing, totally new idea, a non-broken but still powerful "Black Lotus"-type card that makes the early game more interesting, a card for non-Fed players only AND a lot of Trek Sense all in one card. Ralf, you deserve this one.

 Favorite combo(s):

* Smugglers' Paradise + Tama + Dathon + Roga Danar. Add an early Captain's Log and start wreaking havoc!

 Ratings for : SMUGGLERS' PARADISE

| | | |
|----------------------|------|-------------------------------|
| Wesley's rating: | 10.0 | <-- Look, that's really rare! |
| Allen's rating: | 8.7 | |
| Cpt. Stasis' rating: | 3.0 | "Very Weak"??? |
| Cole's rating: | 4.5 | |
| Dave's rating: | 8.7 | |
| Drew's rating: | 7.3 | |
| Greg's rating: | 3.0 | |
| Hal's rating: | 7.5 | |
| Jack's rating: | 9.1 | |
| Jonathan's rating: | 9.6 | |
| Locutus' rating: | 8.0 | |
| Mot's rating: | 9.5 | |
| Nouwa's rating: | 8.5 | |
| Picarde's rating: | 7.0 | |
| Ranger's rating: | 6.4 | |
| Tania's rating: | 4.5 | |
| Tebok's rating: | 8.0 | |
| Tony's rating: | 7.0 | |

 AVERAGE RATING: 7.3

It's funny to see a few very low ratings here... When Magic first came out, people saw the Lotus and said "Oh, come on, three mana and just once, what

good can it be?". And it was one of the cheapest cards in the set. Then, later, people realized how good a fast start is. And I always get this pattern when I review a card that adds speed unless for the few extreme ones (Red Alert and kin). The less obvious ones tend to get overlooked...

And the last two bonus cards...

Author:Harry Sheski
9th place/16 points

USS ENTERPRISE - ALTERNATE

Ship, Federation, rare.

Range:8
Weapons:10
Shields:8

Requires 1 Command (*), 1 Staff(+), 2 AU. AU Icon.

Tractor Beam. May Initiate battles against Klingons.
May not be staffed by Civilians.

"In an alternate time line the Enterprise was a battleship in a war between the Federation and the Klingons."

A fair balance between abilities and requirements. Nuff said.

Author:Wayne Oliphant
17th place/3rd round card

SPACE SUIT

Equipment, common

One personnel (your choice) may leave your ship and move to the next spaceline location (range 5)

"To stop the borg, Picard, Worf, and Lt. Hawk did a space walk on the Enterprise's hull."

A bit hazy in the game text, but basically a reusable Near-Warp Transport. However at Range 5 the proton torpedo case K'Ehleyr traveled in might have been the better representation for the ability.

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.43 STCCG.guide/ST:CCG Card of the Day/Dr. Q, Medicine Entity

ST:CCG Card of the day

Wesley's STCCG card of the day #341

Hi, folks,

now that we've seen a number of good ideas (from the players), let's look at a not-so-good idea (from Decipher) for a change.

DR. Q, MEDICINE ENTITY

Q-Interrupt, common QC.

Diagnosis: One of your Event cards on the spaceline (opponent's choice) is the problem.

Treatment: Opponent must move the "problem card" to a different appropriate spaceline location.

"Well, well, well. What seems to be the problem?"

Okay, at first glance this is really neat. You get to take a card played by your opponent and use it as if it were your own. But first let's look at what this card cannot do.

- * Steal a Kurlan Naikos. You betcha. Getting a Naikos from your opponent would have been a reason to actually use this. Unfortunately the new FAQ makes a clear distinction between Events and Artifacts played as Events :-)
- * Move a Supernova. Well, actually, you can do it. But it won't do anything. The effect of Supernova takes place at the time it goes off and after this there's nothing to change that (except for Temporal

Causality Loop, but you'd be hard pressed to ever see that in a game). So you move the card without effect. Great deal.

- * Steal the kewl stuff opponents tend to play on ships. Plasma Fire might qualify. Unfortunately this card states you must move the Event "to an appropriate spaceline location". A ship is not a spaceline location in game terms, so you'll be unable to move the Plasma Fire to any place.
- * Score five points by moving Mot's Advice and declaring it to be cool. Again, the card does not play on a location. Now what can you do ? There are a few Events you can move. Distortion Field. Tetryon Field. Q-Net. Espionages. Atmospheric Ionization. Drought Tree.

Well, the last one won't help you as you'll have to move it to another mission your opponent has completed and the points will stay where they are. The only remote chance that this might become useful are that you'd have a nullifier there (away team or John Doe with Transfiguration). The others? Moving an Espionage can slow your opponent. If he plays with any of them, that is. The Beaming preventers and Tetryon Field: Never seen one on play. Leaves us with Q-Net. Best option. But that means you have a one-shot Drag Net. GRRREAT. Um, not quite.

BTW: The game text has some flavor, but it was quite confusing to me when I read it for the first time.

Favorite combo(s):

- * Not even a witty way to say "none".
-

Card Rating (1=worst 10=best) DR. Q, MEDICINE ENTITY

| | |
|--------------------|-----|
| Wesley's rating: | 1.3 |
| Allen's rating: | 7.5 |
| Cole's rating: | 7.0 |
| Data's rating: | 7.9 |
| Drew's rating: | 4.1 |
| Gowron's rating: | 6.1 |
| Hal's rating: | 4.9 |
| Jack's rating: | 5.6 |
| Mot's rating: | 4.5 |
| Nanite's rating: | 7.0 |
| Nog's rating: | 3.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 5.0 |
| Q's rating: | 6.0 |
| Ranger's rating: | 7.8 |
| Rothspar's rating: | --- |
| Tania's rating: | 5.0 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 9.0 |

AVERAGE RATING: (*)

(*) I don't average these ratings. Many of them arrived before people had seen the new FAQ and include the possibility of moving a Naikos. As this is

no longer valid, the ratings are also partially void. So, no average this time.

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LLAP,

Wesley Crusher
Ambassador of the STCCGlordly kind

"A couple of lightyears can't keep good friends apart"

1.44 STCCG.guide/ST:CCG Card of the Day/Zon

ST:CCG Card of the day

Wesley's STCCG card of the day #342

Hi, folks,

let's take a stab at this:

ZON

Personnel, non-aligned, rare QC.

| | |
|-----------|----|
| Integrity | 2 |
| Cunning | 4 |
| Strength | 11 |

SECURITY, OFFICER, Treachery, Guaramba, May nullify Nausicaans where present. Command Star (*), AU Icon.

"Nausicaan officer who stabbed young Jean-Luc Picard through the heart in a brawl at Starbase Earhart on 2327. Dom-Jot player."

And yet another dual classification. But this one won't help you much. Yes, SECURITY is okay, but what do you want to do with an OFFICER? Actually, not much. Except that this OFFICER is like a mini-Leadership to avoid the "Worf

problem" (the fact that our favorite Klingon won't be able to beat Wesley in hand-to-hand combat). And that leads us directly to Zon's main application area: Away team battles. A Strength of 11 is not bad to start with, he can battle alone and he makes it much harder for your opponent to initiate battle against you so you maintain better control about who gets to battle whom and when.

So where do I put this Nausicaan guy? In a Klingon deck? Nope. Not in a Romulan deck either. Rather, I'll throw that guy into a Federation deck!

You'll ask "Has he gone crazy?"(no) or "Is he drunk today?"(no). I'm sane and sober. The best surprise value is a strong battle hidden component hidden away in an oh-so-peaceful Federation deck. Roga Danar, Zon and two Soong-Type Androids (one each MEDICAL and SCIENCE) mean 43 points of Strength, are useful enough also as Dilemma-solving crew and you'll hit your opponent unprepared. Beyond that, our good Zon is pretty useless. Treachery might in rare cases help if you're playing Fed, but the rest isn't just worth it. A rather average SECURITY with a sometimes deadly weakness in Integrity.

 Favorite combo(s):

* Zon + Roga Danar + STAs for some serious butt-kicking in Fed decks

 Card Rating (1=worst 10=best) ZON

| | |
|--------------------|-----|
| Wesley's rating: | 6.0 |
| Allen's rating: | 8.0 |
| Cole's rating: | 6.5 |
| Data's rating: | 8.0 |
| Drew's rating: | 6.6 |
| Gowron's rating: | 6.1 |
| Hal's rating: | 8.5 |
| Jack's rating: | 6.3 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 6.0 |
| Nog's rating: | 6.5 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 6.5 |
| Q's rating: | 7.0 |
| Ranger's rating: | 8.4 |
| Rothspar's rating: | 5.0 |
| Tebok's rating: | 7.0 |
| Tania's rating: | 7.5 |
| Tony's rating: | 6.5 |

 AVERAGE RATING: 6.8

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.45 STCCG.guide/ST:CCG Card of the Day/Lemon-Aid

ST:CCG Card of the day

Wesley's STCCG card of the day #343

Hi, folks,

this card is cool. Like Ice Cold Lemonade...

LEMON-AID

Q-Interrupt, common. If you are at least 20 points ahead of your opponent, graciously give this card to your opponent, who scores [5] bonus points. (May not be nullified.)

"'Wasn't it your own Hardy that said 'Nothing reveals humanity so well as the games it plays?' ...Actually, you reveal yourself best in how you play.'"

Well, this is a card a good player would never get a use out of. Just because a good player is never behind in points... (Certain games against a certain Locutus don't count, okay?) ;-)

Well, actually this happens to the best of us. The other player plays a fast deck, (Fed space or so) and gets a good start. Big points very early. So while he's screaming through your dilemmas, you could as well profit a little from it with the occasional Lemon-Aid. Ater the first mission your opponent will be ahead far enough that the card can go into effect, so every mission thereafter scores you 5 if you have enough of these in your deck.

Wait a sec... Did I say every mission after the first? Well, that's the second and third (unless he's playing a really weird mission selection or

you have a few serious point drainer dilemmas seeded somewhere). But at the third, it won't help you too much as your opponent will usually win with that one. So you get a net benefit of 5 points from the card. 10 points for the differential at a tournament. Not exactly the biggest score boost I've seen in this game. But almost free...

I wouldn't go too far out of my way to include Lemon-Aid in a tourney deck, but one or two might be okay for the occasional nasty surprise (and they do have some psych value). Now it would be fun to be able to taunt your opponent with "Come on, attempt that mission" while having a score of 95, but how is your opponent to be 20 points ahead of you in that case (while still allowing you to win by reaching an exact 100)? Drat...

 Favorite combo(s):

* I had a good idea, but it doesn't work :-(

 Card Rating (1=worst 10=best) LEMON-AID

| | |
|--------------------|-----|
| Wesley's rating: | 4.0 |
| Allen's rating: | 4.9 |
| Cole's rating: | 7.0 |
| Data's rating: | 7.0 |
| Drew's rating: | 3.6 |
| Gowron's rating: | 2.1 |
| Hal's rating: | 5.4 |
| Jack's rating: | 6.2 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 5.0 |
| Nog's rating: | 4.0 |
| Nouwa's rating: | 9.0 |
| Picarde's rating: | 4.5 |
| Q's rating: | 7.5 |
| Ranger's rating: | 5.0 |
| Rothspar's rating: | --- |
| Tebok's rating: | 6.0 |
| Tania's rating: | 1.0 |
| Tony's rating: | 4.0 |

 AVERAGE RATING: 5.15

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.46 STCCG.guide/ST:CCG Card of the Day/Telak

ST:CCG Card of the day

Wesley's STCCG card of the day #344

Hi, folks,

maybe it's time for a green guy again. Actually, scratch that "maybe" part, if I think about it.

TELAK

Personnel, Romulan, uncommon QC.

| | |
|-----------|---|
| Integrity | 5 |
| Cunning | 6 |
| Strength | 9 |

SECURITY, Treachery, Tal Shiar, Cybernetics. Staff Star (+).

"Male bodyguard of Sela. Stationed on Romulus. Lieutenant operative in the Tal Shiar's new Android Research section."

Seems simple, but the card isn't that bad. Because until now the Romulans had no unique SECURITY at all. Their only choices (besides resorting to non-aligned crew) were Taul (Treachery, Archaeology) and Jaron (Geology, Youth). And both had a severe drawback: Integrity 4. Which means, that even counting non-aligned crew, the Romulans had no SECURITY that could survive a Firestorm except for that hard to get Roga Danar. So the equation for them was simple: Get Roga or be sure the Firestorm / Barclay's Disease combo gets your entire crew. One of the rare cases where an attribute point can actually prove to be an asset for an affiliation.

Well, on to the next problem Romulans have. Where are those dual classification people? Apart from the two new ones in QC, there's only Mirok. Wow. So the prime Rommie problem always was to get the needed classifications for Dilemmas. But now there's a card that can supply classifications at will: The Soong-Type Android. Isn't it convenient to have a card that allow you to get them out faster, too?

Okay, we talked about Romulan disadvantages. How about a Romulan advantage? They have good big ships and strong crews and can battle. Unless your opponent plays Romulan, too. Hmmmm. Wasn't there some skill called Tal Shiar? Forget that restriction.

And that's it. Treachery needn't be mentioned. But otherwise, a decent support card that fixes a few Romulan problems. Nothing to write home about, but it especially helps the not-so well equipped player, as it rids you of troubles that would be most obvious had you to play with little or no rares.

 Favorite combo(s):

* Telak + 4 Soong-type Androids as your opening play. Did that Fed player say "Fast deck"? ;-)

 Card Rating (1=worst 10=best) TELAK

| | |
|--------------------|-----|
| Wesley's rating: | 7.0 |
| Allen's rating: | 6.8 |
| Cole's rating: | 7.5 |
| Data's rating: | 6.5 |
| Drew's rating: | 7.3 |
| Gowron's rating: | 7.3 |
| Hal's rating: | 7.8 |
| Jack's rating: | 6.4 |
| Mot's rating: | 7.0 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 7.0 |
| Picarde's rating: | 7.5 |
| Q's rating: | 8.0 |
| Ranger's rating: | 8.2 |
| Rothspar's rating: | 5.0 |
| Tebok's rating: | 8.0 |
| Tania's rating: | 6.5 |
| Tony's rating: | 7.0 |

 AVERAGE RATING: 7.0

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Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.47 STCCG.guide/ST:CCG Card of the Day/Paul Manheim

ST:CCG Card of the day

Wesley's STCCG card of the day #345

Hi, folks,

here's one more old man ;-)

PAUL MANHEIM

Personnel, non-aligned, rare QC

Integrity 7
Cunning 9
Strength 2

SCIENCE, Where present, may nullify Manheim's Dimensional Door OR double its effect. Astrophysics x2, Staff Star (+)

"Reclusive scientist who experimented with nonlinear time. Traveled to other dimensions, of which he said words paled 'because the images were so vibrant'."

Plain rude. There's that one card that speeds up the game so much and here's the one that makes it even better. But before I get to that effect, there's another thing to mention about this guy. Namely that he has an implicit affiliation preference with his skills. Astrophysics is quite rare, but as rare is the need for a multiple Astrophysics skill. Klingons have none at all (what would they want from a Strength 2 weakling anyway ;-), Rommies have the one on Shattered Space (Astro x2 plus three other skills for a 45 - not so great), but the Feds have Investigate Disappearance which they can now conveniently solve with the two guys who fiddled with time - Manheim and good old Wesley. So a little biased our good Paul...

Next thing. He has skills suitable for a space deck and a special ability that requires a planet. Hmmm. Either you stock a planet mission or you rely on your opponent using some planets (possibly adding a Q's planet to your Q-Continuum to be sure). Or you go with the planets and just use his Astro as a backup for Restore Errant Moon.

Okay, the Manheim Door thing. You can kill it or double it as you please. You can even double it for some time and then choose to nullify it later.

(it won't work the other way round unless you have multiple doors in your deck ;-)) So the type of deck that benefits most from it is the fast event-laden Fed deck. Just don't play those Kevins and Amandas unless you have an extra one. You just hold on to them and wait for your opponent to nix an Event or two on your side. Then your deck really starts rolling at two Events plus personnel and ships (you do have a Red Alert, don't you ?) per turn if you're lucky. Make a few of those Events Kivas Fajos to get extra cards. Then, when you have enough cards on the table (like all of your deck but 1 card in your draw deck), start playing Q-Tents for random retrieval to avoid running out of cards and solve a few missions. Very fast win if you get it to work.

Favorite combo(s):

* Guess what ;-)

Card Rating (1=worst 10=best) PAUL MANHEIM

| | |
|--------------------|--------|
| Wesley's rating: | 8.5 |
| Allen's rating: | 4.5 |
| Cole's rating: | 7.0(*) |
| Data's rating: | 7.0(*) |
| Drew's rating: | 7.8 |
| Gowron's rating: | 6.9 |
| Hal's rating: | 6.0 |
| Jack's rating: | 6.0 |
| Mot's rating: | 7.5 |
| Nanite's rating: | --- |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 7.0(*) |
| Picarde's rating: | 7.0(*) |
| Q's rating: | 6.5 |
| Ranger's rating: | 6.8 |
| Rothspar's rating: | 7.0(*) |
| Tebok's rating: | 7.0(*) |
| Tony's rating: | 8.0 |

AVERAGE RATING: 6.8

(*)Hmmm, seems there was a special offer on 7.0s this time around ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.48 STCCG.guide/ST:CCG Card of the Day/K'Nera

ST:CCG Card of the day

Wesley's STCCG card of the day #346

Hi, folks,

here's something really honorable for our red friends...

K'NERA

Personnel, Klingon, uncommon QC.

Integrity 6
Cunning 7
Strength 7

OFFICER, SECURITY, Transporter Skill, Honor. Scores 5 points when Korris or Konmel killed in battle. Command Star (*).

"Pursued the criminals Korris and Konmel in 2364 until their deaths on the U.S.S. Enterprise. Offered Worf a position in the Klingon Defense Force."

Yes, a truly honorable Klingon. But he can make for a less than honorable victory. Like a missionless deck!

How ? First, you'll need to do some trading if you really want it to work because you'll want to have 10 each of Korris and Konmel. The rest of the draw deck should consist of 8 Rogue Borg and you'll need Lore Returns, Red Alert, the Traveler and a ship. Use powerful Dilemmas in your seed deck as you'll need about 12-14 turns. Also, put the key cards in a Q's Tent and use tents from your draw deck to get them. Report K'Nera and one of the treacherous Klingons. Play the ship, the Red Alert and the Traveler for card drawing. Next, beam the traitor to the ship and play 3 RB on it. (or 1 plus Crisis). Score 5 for eliminating your man. Play Lore returns, beam K'Nera to the planet, the RB to the Outpost and then K'Nera to the ship. Now you'll want to reinforce your RB to get a STRENGTH of 16 or higher (4 RB or 2 plus Crisis). Your turns now consist of reporting Korris and Konmel and waiting until they're both killed (two RB attacks per turn). You also score 10 for that. Repeat until you are at 80. Then beam K'Nera to the planet where you

seeded a Sarjenka and Armus. Attempt the mission, get stopped (85), do one more RB battle set (95) and die from Armus. Complete your victory with a loud Death Yell.

The good thing ? Your opponent cannot do anything about this deck short of blowing up your outpost or ship. Which will require a lot of weapon power. Bad thing ? It's not that fast and a good deck will beat it by sheer speed (Stock Jamaharon or the Devil against Horga'hns).

[Hey Wes, this is not DOTW, you want to talk about single cards]

Oops, sorry, but that was the only thing I could say about this card. After all, who's interested in OFFICER, SECURITY, Honor and Transporter Skill anymore ? Also, I didn't talk about a deck but about a 73-card combo (60+13) ;-)

Favorite combo(s):

* I just said, a 73-card combo...

| Card Rating (1=worst 10=best) | K'NERA |
|-------------------------------|---------|
| Wesley's rating: | 6.0 |
| Allen's rating: | 7.4 |
| Cole's rating: | 8.5 |
| Data's rating: | 8.8 |
| Drew's rating: | 7.1 |
| Gowron's rating: | 6.5 |
| Hal's rating: | 6.0 |
| Jack's rating: | 6.4 |
| Mot's rating: | 6.75 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 7.0 (*) |
| Picarde's rating: | 7.0 (*) |
| Q's rating: | 7.5 |
| Ranger's rating: | 6.9 |
| Rothspar's rating: | 7.0 (*) |
| Tebok's rating: | 7.0 (*) |
| Tony's rating: | 7.0 (*) |
| ----- | |
| AVERAGE RATING: | 7.0 (*) |

(*) Those 7.0s still seem to be on sale ;-)

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"A couple of lightyears can't keep good friends apart"

1.49 STCCG.guide/ST:CCG Card of the Day/Mona Lisa

ST:CCG Card of the day

Wesley's STCCG card of the day #347

Hi, folks,

sorry for the latest drop in COTD frequency but setting up the STCCG Online stuff has kept me busier than I'd like it. Anyway, it's working now (although I already had to make a harsh ruling against a misbehaved player), so here I am again. (Addicts should carefully check for withdrawal symptoms before reading this issue and consider taking a small dosage first...)

MONA LISA

Artifact, rare QC.

Use as Equipment card. If destroyed, the player directly causing the destruction (if any) loses [-25] points. (Not duplicatable.)

"Priceless original oil painting by ancient Earth scientist Da Vinci. Stolen from the Louvre in 2243. Recovered from the collection of Kivas Fajo in 2366."

Yes, a beautiful card. I'll give it that much. But that's about it. It might even have made for a good Event or Equipment, but as an Artifact? Artifacts are supposed to be powerful and this one is not.

While a 25 point loss is severe, you'll have to consider the circumstances under which it will take effect. You will have to get your opponent to destroy the Mona Lisa. That means either it will have to be the unfortunate target of a Disruptor Overload or it will have to be aboard some ship or outpost that is being destroyed.

Let's take the ship / outpost thing first. To get any effect from the Artifact, you'll have to play against a battle deck. We all know how common

battle decks are. And when someone plays them, they are out for a very quick destruction of your outpost or crew-laden ship in order to attempt a few missions after that with their slower-than-average solving capability. So once on the ship (or even Outpost), the Mona Lisa actually poses a threat to this kind of deck, especially in a tournament where the difference between a 110-50 win and an 85-50 win is crucial. However the trouble is you'll need the Mona Lisa very early to get a good use out of it. And there's the Artifact problem again. You just don't usually have 3rd turn Artifacts (except with the Q's Planet strategy which works surprisingly often...) and if you do, you'd probably want a Gift Box or Horga'hn.

And the Anti-Disruptor Overload effect ? Yes, it might discourage your opponent from playing that card if you're using an equipment-heavy deck. But Equipment-dependent decks are rare enough that you won't usually see more than one Overload against you (and that one probably from a Q's Tent). And in this case I'd rather Palor my Equipment than wasting my time with the Mona Lisa.

And last try to do something cool: If your opponent plays with "Are these truly your friends. Brother?", put a Mona Lisa in your Q's Tent. Draw it and find a way to discard it. Then hit a Q-Flash and hope for the best...

 Favorite combo(s):

- * Mona Lisa + Opponent's "Are these truly..."
- * (c)Tebok: Mona Lisa + Conundrum. Might actually work. Once in ten years.

 Card Rating (1=worst 10=best) MONA LISA

| | |
|--------------------|-----|
| Wesley's rating: | 3.0 |
| Allen's rating: | 3.5 |
| Cole's rating: | 6.5 |
| Data's rating: | 7.4 |
| Drew's rating: | 7.7 |
| Gowron's rating: | 7.3 |
| Hal's rating: | 9.0 |
| Jack's rating: | 5.9 |
| Mot's rating: | 5.5 |
| Nanite's rating: | 1.0 |
| Nog's rating: | 8.5 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 4.5 |
| Q's rating: | 6.0 |
| Ranger's rating: | 4.9 |
| Rothspar's rating: | 6.0 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 5.0 |

 AVERAGE RATING: 5.8

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"A couple of lightyears can't keep good friends apart"

1.50 STCCG.guide/ST:CCG Card of the Day/Canar

ST:CCG Card of the day

Wesley's STCCG card of the day #348

Hi, folks,

where did I leave off? Artifact? Oh well, can as well continue there...

CANAR

Artifact, rare QC.

Immediately play on any female personnel. Specify one male personnel at a different location. If these two personnel are ever present together, discard both.

"A glowing device used by the Haliians to focus thoughts in a limited empathic form. Especially used to strengthen an emotional link in love."

This Artifact again has a specific flaw. And that is its first word. The effect in itself is not that bad, there are many games in which your opponent will try to get an urgent crew replacement to a team and you'd more than just want to stop this tactical reinforcement. So as and of itself, the effect is nearly as good as targeting two of your opponent's key personnel and saying "Okay, choose which of the two becomes unusable." A few good couples include Vash and Picard (against Hunt for DNA), Roga Danar and any of the Tashas [1/2 -ldp] (be sure to find a Dilemma that requires 2 or more SECURITY) and of course the ever-famous male SECURITY / female MEDICAL pairs that make passing those Barclay's Diseases too easy for your opponent.

The effect is also geared towards mid-game or the later game, so making it an Artifact won't hurt too much. That is, if you could just pick it up and hold it in your hand until you see the right constellation and then effectively take two good personnel (or at least one of them) owned by your opponent out of the game.

But there's that nasty word "immediately". So you just can't time it that precisely. R*ts...

Okay, but maybe we can find a use that is not as timing-dependent. Let's for fun start targeting our own crew. Leave an expendable female at your opponent's Investigate Time Continuum - his Data will sure be delighted about it. Or against Evaluate Terraforming, target that Bev Crusher and leave a Mot to greet her...

But even in these cases of "mission-blocking", you'll have to time it. Your opponent might need a very short time between bringing that key person into play and attempting the mission. Which again makes the acquisition of this Artifact a nasty (and often resource-binding) task. Sorry, no. Had it been "place on hand until played as an Event"... it would have been a good strategic tool in the hands of the experienced player. This way, it's too hard to get it at the right moment.

Favorite combo(s):

* Ack, nope.

Card Rating (1=worst 10=best) CANAR

| | |
|----------------------|-----|
| Wesley's rating: | 4.5 |
| Allen's rating: | 3.0 |
| Cole's rating: | 4.5 |
| Cpt. Stasis' rating: | 6.5 |
| Data's rating: | 7.0 |
| Drew's rating: | 3.4 |
| Gowron's rating: | 3.9 |
| Hal's rating: | 8.5 |
| Jack's rating: | 7.5 |
| Locutus' rating: | 5.7 |
| Mot's rating: | 2.5 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 5.0 |
| Q's rating: | 5.0 |
| Rothspar's rating: | 6.0 |
| Tania's rating: | 5.5 |
| Tebok's rating: | 6.0 |
| Tony's rating: | 7.0 |

AVERAGE RATING: 5.5

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.51 STCCG.guide/ST:CCG Card of the Day/Kate Pulaski

ST:CCG Card of the day

Wesley's STCCG card of the day #349

Hi, folks,

one of the famous "divisible by 25" numbers is drawing near again, and I have a special idea for this one (listed at the end, don't overlook it, you might want to act fast)

But before, there's this "349" business to get rid of...

KATE PULASKI

Personnel, Federation, rare QC.

Integrity 7
Cunning 7
Strength 4

MEDICAL, MEDICAL, SCIENCE, Suspends effect of Doppelganger where present, May only beam once per turn, Staff Star (+).

"Chief Medical Officer of the U.S.S. Enterprise in 2365. Dislikes transporters and turbolifts."

Three classifications? And a special ability? Wow. Would be really great, were it not for that small area called restriction box. Beam only once per

turn. Suuure. Maybe we can make something of this, though.

In a planet deck, good Kate s*cks as long as you want to maintain any decent speed. Remember, two turns per mission attempt. Seems a little slow to me. But then, there are space decks and here Kate can really play her role as The Great Dilemma Nullifier(TM). In space, no one can hear you beaming, you usually stay on the ship and attempt your missions. And here the double MEDICAL and a SCIENCE turn old Kate into a Vekor on steroids with the additional advantage of being Thought Fire proof. She might not solve too many missions, but she sure solves Dilemmas.

Leaves us with her special ability. Suspend Doppelganger where present. So you get a cool defence against a card nobody plays. Unless you play it yourself. Yes, the card works both ways and remember it's always the player who moves that gets to keep her personnel. So we need Pulaski (with a skill nobody needs), the Doppelganger (a card nobody plays with) and, just for fun, let's throw in two more cards nobody plays with: The Type VI Shuttle and Engage Shuttle Operations.

(Warning: this combo is powerful but it will not work unless you know exactly that your opponent plays a Bridge Crew deck)

Put a Shuttle aboard your Enterprise. Play Pulaski on the Big E and add as many Bridge Crew members as you can report. Fly towards your opponent's Outpost (don't forget the Shuttle Operations along the way). Stop next to the outpost (1 card away, preferably with a total RANGE of 6 or less for the round trip to the outpost.) When your opponent reports some Bridge Crew, load the equivalents on your shuttle, take a quick trip over, watch his guys crumble and retreat, perfectly safe from your opponent attempting the same thing (protected by Pulaski). Repeat ad Nauseam, then solve a mission or two (if you're still capable of doing so after taking the very probable hits from some hard objects against your head ;-)).

And Pulaski will never have to beam during the entire story... A fair support card for space decks, a cool (5 points) combo, a lousy card for planet decks. Oh, well, you win some, you lose some.

Favorite combo(s):

* Pulaski + Shuttle + Engage Shuttle Ops + Doppelganger. It's rude if nothing else...

Card Rating (1=worst 10=best) KATHERINE PULASKI

| | |
|----------------------|-----|
| Wesley's rating: | 6.0 |
| Allen's rating: | 6.7 |
| Cole's rating: | 7.0 |
| Cpt. Stasis' rating: | 5.0 |
| Data's rating: | 8.2 |
| Drew's rating: | 7.8 |
| Gowron's rating: | 6.3 |
| Hal's rating: | 8.5 |
| Jack's rating: | 6.5 |
| Locutus' rating: | 7.3 |

| | |
|--------------------|-----|
| Mot's rating: | 6.5 |
| Nanite's rating: | 4.0 |
| Nog's rating: | 7.0 |
| Nouwa's rating: | 7.5 |
| Picarde's rating: | 8.0 |
| Q's rating: | 5.0 |
| Rothspar's rating: | 6.5 |
| Tania's rating: | 6.5 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 7.5 |
| ----- | |
| AVERAGE RATING: | 6.7 |

Okay, and now for the #350. For once, I'd like to take a number off. Yes, you heard right. I don't want to write COTD #350. So I'll skip it.

--WHAT?--

Yes, no #350. Forget it.

--THAT CAN'T BE TRUE!--

Okay, okay. You are so eager to get that one? Well, why don't you write it? I'll give you until tomorrow, Tuesday, 5:30 pm EST to come up with a COTD article. And as you'll want to have rated cards to work with, you can choose one of these to write about...

- * Rager
- * Madred
- * Klingon Civil War
- * Data's Medals
- * Q'Vicious Animal Things
- * Investigate Legend.

The best article I get will become COTD #350. Rakals, Mots, Habibs and Teboks need not apply ;-). Oh, and if I get no submissions, I won't be able to publish a COTD #350, so power up that word processor! Submissions by e-mail to crusher@kiss.de, but you knew that... (Just submit the article text, I'll paste in the ratings...)

--THAT'S UNFAIR!--

Yep. ;-)

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.52 STCCG.guide/ST:CCG Card of the Day/Investigate Legend

ST:CCG Card of the day

Wesley's STCCG card of the day #350

Hi, folks,

something is really wrong with that subject line. My little threat to skip the issue has generated quite a few submissions and many of them were good. Really, I could publish at least four good "guest issues" from what I got.

So let's restart this from the beginning (and this time correctly):

Sean Caulfield's STCCG card of the day #350

Hi, folks,

seems he chose me to do this:

INVESTIGATE LEGEND

Mission, F/K/R, Planet, Rare QC.
40 Points, Span 4

Youth x3 + (Diplomacy x2 OR Discard 2 Youth)
Cloaks or Decloaks each time points are scored

"Aldea: Verify existence of fabled Utopian planet hidden by powerful cloaking device"

Okay, at first glance it seems like a good mission. Compliment 55-point behemoth Hunt for DNA Program or 60-point Diplomatic Conference, and you've got yourself a two-mission deck. Great for an all planet deck speed deck.

It's also easy to complete. Throw in 3 STA's and boom - you've got yourself 40 points. Or toss in ole baldy (Picard) and Wesley, Lal, and Rager (Or Robin Lefer for the theme deck department:-).). The Rommies shouldn't have

too hard of a time either: Sela, D'Tan, Nick Locarno, and perhaps Marouk, or some other diplomat. The Klingons might have a harder time, but how about Dathon, Divok, Kareen Brianon, and a STA? So far so good.

Now comes the bad news, and there's a lot of it. The first is very obvious: it's triple affiliation, which means your opponent could steal it. Probably wouldn't have been feasible except for those d*ng STA's, so it's possible.

The second one is not quite as obvious, but it's a major dinger: the cloaking stuff. Best case scenario, you beam down, complete it and get stuck when it cloaks. Solution: use an Iconian Gateway. But that's very vulnerable to Revolving Door, Kevin, and now Wrong Door. And plus, it'll waste letting you seed and artifact there.

The second worst case scenario: the mission is cloaked and you can't beam down. Easy solution: do another mission. Or better yet, do something "Cool" :-).

Worst case scenario: you get stopped attempting the mission. If you've got some of your better people down there, you're in deep manure. Your opponent can stall you there by scoring points twice or not scoring at all. The best you could do is attempt another mission with what you got left or do something "Cool", though it may not feel so "cool" at the time. This is the main dinger.

The least obvious downside is in the points (Yes, the points!). Think about it this way: 40 points may sound good, but it's not quite as big of a blessing as you may think. Unless you play with another 50+ point mission, you're still going to have to do two other missions to win, so why not just stick to 35ers, which require a whole lot less. In summary, it's a looks-good-on-the-surface-but-not-so-hot-when-you-really-look-at-it type of card :-). If you come prepared, it might be helpful, but you pretty much got to design your deck around it.

Favorite combos:

- * Investigate Legend + Jean-Luc Picard + Wesley Crusher + Lal (Armed with a classification and an extra Youth) = 40 points and 3 people trapped on a planet. :-|
- * Investigate Legend + Particle Fountain: One way to get off that planet quick :-).

And since I'm doing a guest review, don't I get a guest appearance rating?

Card Rating (1=worst 10=best) INVESTIGATE LEGEND

| | |
|--------------------------|-----|
| Sean Caulfield's rating: | 6.0 |
| Wesley's rating: | 6.2 |
| Allen's rating: | 6.9 |
| Cole's rating: | 4.5 |
| Cpt. Stasis' rating: | 8.0 |
| Data's rating: | 8.1 |
| Drew's rating: | 5.3 |

| | |
|--------------------|-----|
| Gowron's rating: | 8.0 |
| Hal's rating: | 4.8 |
| Jack's rating: | 6.8 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 7.0 |
| Nanite's rating: | 8.9 |
| Nog's rating: | 7.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 6.5 |
| Q's rating: | 7.0 |
| Rothspar's rating: | 4.0 |
| Tania's rating: | 6.0 |
| Tebok's rating: | 6.3 |
| Tony's rating: | 8.0 |
| ----- | |
| AVERAGE RATING: | 6.6 |

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1.53 STCCG.guide/ST:CCG Card of the Day/Ira Graves

ST:CCG Card of the day

Wesley's STCCG card of the day #351

Hi, folks,

okay, here's your favorite COTD author again in command (a little astonished that Sean's guest issue didn't generate any comments - was it so good that you didn't even notice ? ;-))

IRA GRAVES

Personnel, non-aligned, rare QC.

Integrity 4
 Cunning 12
 Strength 2

CIVILIAN, Cybernetics, Computer Skill, SCIENCE.
 Treachery and Biology if Kareen Brianon in play.
 Staff Star (+).

"A mentor of Dr. Soong and thus Lt. Commander Data's 'grandfather'. Arguably one of the greatest minds of the age. Has Darnay's disease."

The essential cyberneticist. I love him because he's really great for one of the most surprising deck designs you can play.

First there's his "living Red Alert" function. And while it's limited to androids, you can build great crews out of mostly androids and you still get to play an Event during the turn you want to report androids. (I just love playing Kivas, drawing 2 or 3 androids and deploying during the same turn). Talk card advantage.

Besides Cybernetics, you get a dual classification (always a Good Thing(TM)), and in this case, SCIENCE and CIVILIAN comes in handy for at least one deck type - Android Colony. As soon as you have enough androids to overcome the Dilemmas on a planet mission (use Q's planet if you want to have an easy time), you can report all future STAs as CIVILIANS and start scoring. And the extra point per turn from Ira is not the worst thing to have either.

Only big weakness: The Integrity of 4. Can't he have 5 to be Firestorm-proof?

The remainder of the card is solid. A three-skill person, who will become a five-skill guy if Kareen Brianon is anywhere on the table (and she's not too crappy either - three skills and a special ability). One more INTEGRITY and we might have one of the best personnel cards in the game. With this risk remaining, just a good one.

Favorite combo(s):

* Ira Graves + multiple Kivas + many STAs

Card Rating (1=worst 10=best) IRA GRAVES

| | |
|----------------------|-----|
| Wesley's rating: | 8.9 |
| Allen's rating: | 8.0 |
| Cole's rating: | 8.0 |
| Cpt. Stasis' rating: | 8.5 |
| Data's rating: | 7.0 |
| Drew's rating: | 8.1 |
| Gowron's rating: | 7.6 |

| | |
|--------------------|--------|
| Hal's rating: | 5.6 |
| Jack's rating: | 6.2 |
| Locutus' rating: | 7.7 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 8.5964 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 7.0 |
| Picarde's rating: | 8.5 |
| Q's rating: | 7.0 |
| Rothspar's rating: | 6.0 |
| Tania's rating: | 6.5 |
| Tebok's rating: | 8.0 |
| Tony's rating: | 8.0 |
| ----- | |
| AVERAGE RATING: | 7.4 |

PS: I'll be away Friday night to next Thursday morning. Don't know whether I'll have time for a COTD tomorrow, but you'll at least get one pre-prepared article on Monday to help you over the time ;-)

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1.54 STCCG.guide/ST:CCG Card of the Day/Zalkonian Storage Capsule

ST:CCG Card of the day

Wesley's STCCG card of the day #352

Hi, folks,

even though I'm away I won't let you down completely, here's an Event which I hope you found (stop doing author searches when looking for the COTD - check for the title ;-)

ZALKONIAN STORAGE CAPSULE

Event, rare QC.

Plays on table. Each turn, you may store one hand card here (may be returned to hand at any time). If destroyed, shuffle stored cards and place group on top or bottom of draw deck.

"Alien information storage device salvaged from John Doe's escape pod. Uses a chemically based system for molecular energy encoding."

One of these "protect your hand cards" gadgets that have lately become quite popular in that other card game (by Wot\$). The uses of these devices are often not too readily apparent, but we'll see...

1) Against people using Masaka, TAK and Warp bubbles. Get one card out of their reach each turn. This can be especially cool against TAK as you'll get to save your good cards first and if you're smart you'll always store the card you just had to show (unless you don't mind losing it) and this keep your opponent guessing blindly.

Against the Warp bubble, the difference between losing six cards and only losing three can very well be deciding. And for the Masaka thing - what better storage place can you imagine for a Devidian Door?

(Actually, a smart opponent can overcome this with Masaka and a Kevin. On your turn, Kevin the capsule. If its owner quickly takes back the Door, Masaka him. If not, do nothing. He's screwed either way)

2) Against Subsection Q Paragraph 10. For those people who just love large hand sizes and surprising 20-card plays.

3) Against opponents with a bad memory: Combine it with Alien Probe...

4) Similar theme: Defence against Life-Form scans. Is that thing down there a Kevin or a Mot? ;-)

5) As a last resort against running out of cards. If you have a decent crew on the table and risk running out of cards before getting 100, just throw a few cards into the capsule and then Kevin it yourself. Gets you the necessary turns. (Highly interesting if you want to go through your deck quickly with a Traveler while playing your table cards more slowly. Recycle the ones you didn't need and increase your options.

Granted, neither of these uses is particularly powerful, but which other card has five sensible applications?

Favorite combo(s):

* Zalkonian Storage Capsule + Alien Probe. So much for fairness ;-)

| Card Rating (1=worst 10=best) | ZALKONIAN STORAGE CAPSULE |
|-------------------------------|---------------------------|
| Wesley's rating: | 6.0 |
| Allen's rating: | 7.5 |
| Cole's rating: | 1.0 |
| Cpt. Stasis' rating: | 8.5 |
| Data's rating: | 8.5 |
| Drew's rating: | 7.9 |
| Gowron's rating: | 4.9 |
| Hal's rating: | 8.0 |
| Jack's rating: | 9.0 |
| Locutus' rating: | 8.0 |
| Mot's rating: | 4.0 (*) |
| Nanite's rating: | 8.0 |
| Nog's rating: | 6.0 |
| Nouwa's rating: | 7.0 |
| Picarde's rating: | --- |
| Q's rating: | 3.5 |
| Rothspar's rating: | 7.0 |
| Tania's rating: | 7.5 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 8.5 |
| ----- | |
| AVERAGE RATING: | 6.7 |

(*) Quote: "I'll admit this is a fairly useless card. (And whatever you do, DON'T quote me on that!) ;-)"

Mot, you should by now know that "don't quote me" gives you the highest probability of getting quoted ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.55 STCCG.guide/ST:CCG Card of the Day/Arbiter of Succession

ST:CCG Card of the day

Wesley's STCCG card of the day #353

Hi, folks,

I'm back (a little later than expected - sorry) and here's something for our Klingon friends:

ARBITER OF SUCCESSION

Interrupt, rare QC.

Two strongest Klingon leaders at one location battle. Place on winner to score [10] points and nullify Klingon Civil War. If killed, points transfer to opponent. (Not duplicatable)

"Jean-Luc Picard was chosen to administer the Klingon Rite of Succession to select a new High Council Leader. The ritual concluded when one challenger was killed in battle."

Well, this card can be used in three situations:

1) You play Klingon. In this case, you practically need only 90 points to win. You simply play the Arbiter when you have 90 points, sacrifice one of your leaders (for which you don't have much use anymore when you just won) and start picking up your cards. Straightforward and often a cool version to bag a game, especially as the difference between 90 and 100 is often a fourth mission if some point drainer cards are involved.

2) Your opponent plays Klingon. In this case, this is an "injury upon insult" type card. Just play it on a pair of his leaders and rid him of a personnel while scoring some points. However this is a risky proposition. If he can find a way to sacrifice the remaining personnel, he can suddenly score 10 points by just killing his own guy. (a redshirted Dilemma often does the trick)

3) You both play Klingon. This is of course the best case. If you manage to get a leader stronger than any of your opponent's leaders to a location, you can bag the character and the 10 without running the risk that your opponent might sacrifice the winner. Just make sure that you don't run into a nasty Dilemma with your leader afterwards.

Big question now. Can you score this more than once? The Answer: Yes, but you will have to be very lucky. One of the few ways to get rid of one character without killing him is Penalty Box (It's an out of play placement, so no killing is involved). But you'll need to get a Penalty Box from the appropriate Q-Continuum and hit the right character. This way, you keep the points and get rid of the character. You can even Ux the Penalty Box to return the guy to your hand and try again.

But why stick with scoring the Arbiter twice? Use Toq and K'ChiQ! They are both leaders if you play it right and K'ChiQ is discarded if you have no males. And most important, K'ChiQ wins the fight so you get her discarded with the Arbiter on her.

How about this draw deck: Traveler x2, K'ChiQ x10, Toq x10, Arbiter x10, Red Alert! x2. This deck can win without ever attempting a mission, building a Colony, beaming or leaving your outpost. Just report, battle, score, repeat.

Not very fast, but at least a nasty surprise for some opponents.

 Favorite combo(s):

* - Toq + Arbiter of Succession + K'ChiQ. x10.

 Card Rating (1=worst 10=best) ARBITER OF SUCCESSION

| | |
|----------------------|-----|
| Wesley's rating: | 7.5 |
| Allen's rating: | 6.0 |
| Cole's rating: | 5.0 |
| Cpt. Stasis' rating: | 8.0 |
| Data's rating: | 7.3 |
| Drew's rating: | 7.6 |
| Gowron's rating: | 6.9 |
| Hal's rating: | 4.5 |
| Jack's rating: | 6.4 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 5.0 |
| Nanite's rating: | --- |
| Nog's rating: | 7.5 |
| Nouwa's rating: | 6.5 |
| Picarde's rating: | 5.5 |
| Q's rating: | 8.0 |
| Rothspar's rating: | 6.9 |
| Tania's rating: | 6.0 |
| Tebok's rating: | 7.2 |
| Tony's rating: | 8.0 |

 AVERAGE RATING: 6.7

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 Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.56 STCCG.guide/ST:CCG Card of the Day/Plexing

ST:CCG Card of the day

Wesley's STCCG card of the day #354

Hi, folks,

judging from the number of ORs, this card is a Star Wars card. Judging from the image however it belongs to our favorite game...

PLEXING

Interrupt, common QC.

Nullifies Empathic Echo OR Parallax Arguers OR Frame of Mind OR System-Wide Cascade Failure OR Thought Maker (May not be nullified).

"A Betazoid relaxation method taught to Reginald Barclay by Deanna Troi. Stimulating a nerve cluster behind the ear releases natural endorphins and helps to reduce anxiety."

Well, at least this review won't be boring. NOR will it be the shortest one I've ever written as all these functions will probably require a few more lines than for other cards.

Number One: Getting Rid of Parallax Arguers. This is boring. Hey, your opponent plays such a cool card and you can't even afford an Amanda ?

Number Two: Empathic Echo. Now this is causing you sorrows ? Your Away team OR crew most be pretty pathetic. Come on, this is nothing more than a specialized Archer and about as powerful. If this hits you, you should thank some entity that it wasn't Barclay's Protomorphosis Disease instead...

Number Three: Frame of Mind. Our good old "One crewmember becomes useless. Cure with - forget it, you don't have that" (yes, I quoted myself) card. Plexing gives you at least a fighting chance to save your character before he goes completely nuts. However I doubt this would warrant the inclusion of Plexing in a deck; as the Dilemma is random selection, it is as probable as not that an important personnel will be chosen. However, you'll have a slight chance of spoiling a thoroughly thought out combo of your opponent...

Number Four: System-Wide Cascade Failure. Now really. A rare Dilemma when you could instead use the more devastating Chinese Finger Puzzle OR the as powerful Android Nightmares ? You must be really desperate before you use this. So Plexing won't find any significant probability of encountering this victim, we can safely ignore this function.

Number Five: Thought Maker. Aaaaah, now that we almost explored the entire card we are getting the pattern. An Artifact nullifier with a score of secondary functions to allow using the card even if your opponent chooses not to use the Artifact. Only that in this case, none of the minor functions are really great as they all require your opponent to use specific cards and the Thought Maker can be as well gotten rid of with a basic Amanda (except for the fact that Plexing cannot be countered). But then, Thought Maker is not the most frequently played Artifact in the world, so again, no great score.

Net result: Five functions, two more than on any other STCCG card up to now, but none really great. Not a card I'd put into any deck unless struck by a fit of moronism. I don't like cards that nullify specific not-too-often used cards and I also don't like cards that won't work unless your opponent plays specific cards. This one is both, so I'd say it's worthless.

 Favorite combo(s):

* Not a word about this topic, okay ?

 Card Rating (1=worst 10=best) PLEXING

| | |
|----------------------|-----|
| Wesley's rating: | 3.0 |
| Allen's rating: | 8.2 |
| Cole's rating: | 6.0 |
| Cpt. Stasis' rating: | 9.0 |
| Data's rating: | 7.2 |
| Drew's rating: | 8.9 |
| Gowron's rating: | 6.0 |
| Hal's rating: | 7.0 |
| Jack's rating: | 6.8 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 6.0 |
| Nanite's rating: | 2.0 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 7.0 |
| Q's rating: | 6.5 |
| Rothspar's rating: | 5.5 |
| Tania's rating: | 6.5 |
| Tebok's rating: | 6.9 |
| Tony's rating: | 7.0 |

 AVERAGE RATING: 6.45

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Wesley Crusher
 Temporarily immORTal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.57 STCCG.guide/ST:CCG Card of the Day/Q's Vicious Animal Things

ST:CCG Card of the day

Wesley's STCCG card of the day #355

Hi, folks,

there are cards that punish Redshirting and cards that punish mega-teams.
 And there's one card that punishes both.

Q'S VICIOUS ANIMAL THINGS

Dilemma, planet, common QC.

Unless $22 < \text{Strength} < 55$, one Away Team member is killed (random selection) and opponent re-seeds Dilemma under a different unsolved planet mission.

"Wearing Napoleonic uniforms and firing musket-shaped energy weapons, Q's creatures attacked Riker and his away team. Worf gave them their colorful moniker."

 So much for a really cool concept. The idea here is obvious. If your team is too large, you take damage. If it's too small, you take damage. Only if you can keep yourself right in the middle, everything is okay. If it weren't that weak! There are lots of better Dilemmas to kill one person, without any nasty prerequisites. Hunter Gangs is an alternative with a 1 kill average, Armus does the exact thing without any prerequisite and then there's of course always Yuta. Granted, Yuta and Armus are rare, but Hunter Gangs is just as common and you get a higher killing average.

So as a one-shot Dilemma the Animal Things are way too weak and I could find a truckload of better stuff. Maybe the reseed clause helps out a bit. Maybe. So I first assume your opponent is a notorious redshirter or the kind that starts no mission attempt with less than 10 crew. And then I assume you put the Animal things under the right mission to hit at least once.

At this point you get to reseed it under a different mission, last, so it will be encountered first. Oh great. If your opponent really has a redshirting strategy, he'll send another redshirt and send your Animal Things packing to yet another planet. And if he has a large crew strategy - well what should stop him from using a Genetronic Replicator and laughing about your Animal things? Maybe the fact that he gets stopped. Okay. That might actually work, stopping your large-crew opponent more than once with one Dilemma.

This of course requires your opponent playing a big-crew planet deck. And you know how much I like cards that are only effective if your opponent plays a very specific kind of deck or combo. You can't even put this one in a tent because it's a seed card. Yep. Great. Really. Where's my Armus?

Favorite combo(s):

* If I have to: Q's Vicious Animal Things and Q (encountered in this order). Good chance to hit at least something.

Card Rating (1=worst 10=best) Q'S VICIOUS ANIMAL THINGS

| | |
|----------------------|-----|
| Wesley's rating: | 4.0 |
| Allen's rating: | 7.0 |
| Cole's rating: | 3.0 |
| Cpt. Stasis' rating: | 8.5 |
| Data's rating: | 7.0 |
| Drew's rating: | 5.2 |
| Gowron's rating: | 8.3 |
| Hal's rating: | --- |
| Jack's rating: | 6.5 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 8.0 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 6.5 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 8.0 |
| Q's rating: | 8.0 |
| Rothspar's rating: | 6.7 |
| Tania's rating: | 7.0 |
| Tebok's rating: | 6.6 |
| Tony's rating: | 7.5 |

AVERAGE RATING: 6.8

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.58 STCCG.guide/ST:CCG Card of the Day/Aldebaran Serpent

ST:CCG Card of the day

Wesley's STCCG card of the day #356

Hi, folks,

the first shape we ever saw Q in was...

ALDEBARAN SERPENT

Q-Event, common QC.

Unless the number of personnel in this crew or Away Team > lowest attribute present, place on mission. After experiencing any remaining [Q] icon cards in this Q-Flash, crew or Away Team is "stopped" and you must attempt a different mission before attempting this one again.

"You will abandon this mission, Captain. My business with you takes precedence."

This is just one of the cards that can't go wrong in a Q-Continuum unless you add just too many of them. It is quite effective if your opponent uses a redshirting strategy to get past your Q-Flashes (quite common from what I saw in games lately) and if not, well, it is about as good as drawing a third copy of some other Q-card already encountered (likely event against large teams).

The effect is similar to the one of Edo Probe, however it has two notable differences. The first is that it is absolute once it triggers, the other is the fact that it does not require completing another mission, just attempting it. So when you get hit by it, just send an expendable in a Runabout or Science Vessel to another mission, attempt and then continue the business you came here for in the first place. And don't even fear your expendable hitting another serpent, the fact that you are going to reattempt your original mission also clears the way for your crew at the second mission. So unlike the Edo, the Aldebaran Serpent can never deadlock a player.

I always like to have two or three of these, just to punish those nasty people who pass my "You will in Time" by sending in exactly two people.

Oh, and one little trivia (way too easy): In a recent game, one player beamed a single personnel to a planet mission, encountered Aldebaran Serpent and was unaffected. What was the mission?

(Note the personnel was in full health and unaffected by any attribute-draining cards)

[Allen, I'll be disappointed if I don't get your answer within 45 minutes ;-)]

Favorite combo(s):

* Aldebaran Serpent + You will in Time. Do you dare to redshirt?

Card Rating (1=worst 10=best) ALDEBARAN SERPENT

| | |
|----------------------|-----|
| Wesley's rating: | 6.5 |
| Allen's rating: | 7.0 |
| Cole's rating: | 4.0 |
| Cpt. Stasis' rating: | 8.0 |
| Data's rating: | 6.0 |
| Drew's rating: | 8.2 |
| Gowron's rating: | 7.4 |
| Hal's rating: | 7.5 |
| Jack's rating: | 5.8 |
| Locutus' rating: | 6.0 |
| Mot's rating: | 3.0 |
| Nanite's rating: | 4.0 |
| Nog's rating: | 6.0 |
| Nouwa's rating: | 3.0 |
| Picarde's rating: | 7.0 |
| Q's rating: | 3.0 |
| Rothspar's rating: | 5.1 |
| Tania's rating: | 6.0 |
| Tebok's rating: | 7.8 |
| Tony's rating: | 7.0 |

AVERAGE RATING: 5.8

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LLAP,

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.59 STCCG.guide/ST:CCG Card of the Day/Data's Medals

ST:CCG Card of the day

Wesley's STCCG card of the day #357

Hi, folks,

players have always asked for them, now Decipher makes them - cards that make battle a more viable option:

DATA'S MEDALS

Interrupt, common QC.

Plays on any leader in a battle you just won to score [5] bonus points. Stays on that leader. Points lost if leader killed. (Not cumulative.)

"Lt. Commander Data's citations include Starfleet Command Declaration for Valor and Gallantry, Medal of Honor with Clusters, Legion of Honor and Star Cross."

Actually the most inappropriate card I have ever seen. Not only is Data probably the last person to ever have earned one of his many decorations for a battle victory, Decipher also dared to place the most inappropriate Easter Egg ever on a card. Yes, I also longed for a card to honor Gene Roddenberry, but it was definitely not a good idea to place his face on a card that encourages battle! (I'm sure they could have found a Klingon name and image for the card)

So much for rambling.

In game terms, we have a card that is very similar to Latinum Payoff and Particle Fountain. "If you just [...] and have [...] present, get [...] points." (The [...]s are variable ;-)) First we will have to define the conditions under which you can play the card. You need a battle you just won. Well, this is easy for an away team battle, but how for a ship battle ?

What constitutes a won ship battle ? Damaging a ship without getting damaged yourself ? (I'd say no) Destroying an opposing ship ? (I'd say no, again). IMO, to win a space battle, you must destroy the last opposing ship present and still have at least one ship left at the location. Maybe Bill will

correct me on this, though. Now for what you need as a side condition. "Plays on a leader". Again a not-so clearly defined term, but I'd interpret it the same way as "leader" is interpreted for the battle rules (i.e. Leadership OR OFFICER OR Tal Shiar with neither of the other two present). as there actually is a battle being referred to.

And the points are just again the basic flat 5 (no potential for confusion here). How does this one compare to the other two ? Compared to Particle Fountain, you have a much easier time having the correct personnel present (after all, you could not have won the battle without a leader) and the probability of the target event occurring (winning battle vs. solving planet mission) is very much dependent on the deck type. So no clear-cut advantage for either one. Against Latinum Payoff, you have the easier to meet condition (any battle vs. a space battle), the easier to meet personnel requirement, but the potentially much lower payoff. Latinum could easily be worth 9, 12, 15 or even more points. But the average will be lower. Two OFFICERs on a ship is realistic. Maybe three. And if you don't have other cards that generate a score not evenly divisible by 5, a 6 or a 9 is no bit better than a 5. So this one is better. And it allows you to do something desperate that can easily score you a quick 5 or 10 without your opponent being able to do much against it. Something that has to be my...

 Favorite combo(s):

- * Data's Medals + Rogue Borg. Two Interrupts, 5 free points. Cool point source for an Arguer deck or other deck designed to totally demoralize your opponent and win 10-0.

| Card Rating (1=worst 10=best) | DATA'S MEDALS |
|-------------------------------|--|
| Wesley's rating: | 7.0 for gameplay minus 5 for the fauxpas |
| Allen's rating: | 6.0 |
| Cole's rating: | 4.0 |
| Cpt. Stasis' rating: | 7.5 |
| Data's rating: | 6.7 |
| Drew's rating: | 6.2 |
| Gowron's rating: | 5.9 |
| Hal's rating: | 8.1 |
| Jack's rating: | 7.2 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 7.0 |
| Nanite's rating: | 2.0 |
| Nog's rating: | 4.0 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 5.0 |
| Q's rating: | 7.5 |
| Rothspar's rating: | 7.5 |
| Tania's rating: | 5.0 |
| Tebok's rating: | 7.1 |
| Tony's rating: | 6.0 |
| ----- | |
| AVERAGE RATING: | 6.1 |

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.60 STCCG.guide/ST:CCG Card of the Day/System-Wide Cascade Failure

ST:CCG Card of the day

Wesley's STCCG card of the day #358

Hi, folks,

let's today explore a Dilemma that is one of the new measures to hose an
a\$%"dr)id d'+^G(/k /\$\textdegree{}\$";^G;; &(*k7AziMOv(6c \$.:;#`?07fa 3e5d 6c11 75 ←
fc

00010100010111011100

Oops! Sorry for that! Looks like my PC just experienced a

SYSTEM-WIDE CASCADE FAILURE

Dilemma, Planet/Space, rare QC.

Mission continues, but one android present (your choice) dies at end of this turn unless Dr. Soong OR Ira Graves present. Discard Dilemma.

"Lal was affected by a positronic matrix failure. Lt. Commander Data's incomplete knowledge of Dr. Soong's work led to subtle design flaws in the matrix."

Oh. Seems I overcame this cascade failure quite easily and not with too much damage. And that's unfortunately what characterizes this card as well. You just won't take too much damage from it. And it's (gasp) rare! Sad, saaad, saaaaaaad.

Look at it. It kills one Android (if present). So far about as good as an Armus or even a somewhat toned-down Yuta (you have some control over who dies). Of course the "if present" part means the Dilemma will do nothing against some decks. And I do not like cards that require your opponent to play specific strategies, but I suppose by now you know that.

Next. The Android does not even die upon encountering the Dilemma. No, it dies at the end of the turn! So what kind of cool Dilemma combo could I set up here hoping to remove an Android and then do something nasty because of that missing android. Okay, maybe Paxan "Wormhole" but that requires your opponent to play a specific card and you know that I do not like cards that re-... Oh, we had that before.

But it gets worse. The Dilemma says "your choice". That is not the person seeding it but the person encountering it. Yikes! This means that if my opponent plays many androids, he will all too probably find an expendable one. Only if he plays very few androids do I have a really good chance of hitting something vital. Which is of course a case of needing my opponent to play certa-... Oh darn, I'm getting repetitive. Oh, did I tell you that the Dilemma does not even stop? "Mission continues, but..." Okay. It has one use. It makes Wind Dancer look a little less bad.

Favorite combo(s):

* You playing 6 of these against my Android-less deck.

| Card Rating (1=worst 10=best) | SYSTEM-WIDE CASCADE FAILURE |
|-------------------------------|---------------------------------------|
| Wesley's rating: | 1.1001001 |
| Allen's rating: | 5.0 |
| Cole's rating: | 6.0 |
| Cpt. Stasis' rating: | 8.0 |
| Data's rating: | 8.5 |
| Drew's rating: | 7.7 |
| Gowron's rating: | 8.1 |
| Hal's rating: | 8.3 |
| Jack's rating: | 6.0 |
| Locutus' rating: | 8.0 |
| Mot's rating: | 5.5 |
| Nanite's rating: | 9.899999 (????!?!?!?!?!?!?!?!?!?) |
| Nog's rating: | 6.5 |
| Nouwa's rating: | 6.0 |
| Picarde's rating: | 8.0 |
| Q's rating: | 5.0 |
| Rothspar's rating: | 7.5 |
| Tania's rating: | 7.0 |
| Tebok's rating: | 6.7 ("Coalescent Organism v0.9beta3") |
| Tony's rating: | 7.5 |
| ----- | |
| AVERAGE RATING: | 6.4 |

Okay guys, as you (almost) all rate this card above average, why did I never

see even one of them played until now ???

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.61 STCCG.guide/ST:CCG Card of the Day/Klingon Civil War

ST:CCG Card of the day

Wesley's STCCG card of the day #359

Hi, folks,

these online games are taking their toll on my schedules, but at least every now and then I manage to fit in another COTD like this:

KLINGON CIVIL WAR

Event, rare QC.

Plays on table. While in play, when a Klingon ship destroys any opponent's Klingon ship, winner scores points = loser's WEAPONS + SHIELDS. (Immune to Kevin Uxbridge).

"Powerful political 'houses' in Klingon society can form factions that vie for control. Gowron and his supporters defeated the forces of Duras in the civil war of 2367-68."

Well, if this card belongs somewhere, it definitely is not your deck. If you don't play Klingon, it belongs in your binder, that's for sure, and if you do use a powerful Klingon attack deck, it still does not belong in there, instead you'd be well advised to stock it in your Q's tent. Why? Geez, you can ask questions. This card requires you to destroy opposing Klingon ships

to score any points. Now how probable is it that you'll get anything here if your opponent does not play Klingon? Right. About 0%. So play Klingon and put the card in your tent in the hopes of seeing your opponent play Klingons too. An event whose odds are pretty slim at a serious level (Klingon being the least played affiliation in the higher ranks of the online league and being the least successful there too :- ()

But of course you can afford a slot in your Q's tent if you use one anyway. So stick it in there and build a battle-oriented deck with lots of K'Vorts, Bynars, Captain's Log and Plasmadyne Relays (so you can hunt down opposing ships). Play Civil War (no fears of getting countered - it's immune unless somebody has the idea of playing Arbiter of Succession, so stock an Amanda or two as well). And while we're at scoring points off ship battles, why not include a few Data's Medals, Death Yells and Latinum Payoffs (use those Duras sisters!)? With the right Interrupts, you can easily get 40 points off a single reasonably well-staffed ship (9 Latinum, 5 for Death Yell, 10 for the Medals - on two different leaders - and 16 for the Bynar-enhanced ship). Worth about a full mission. Wait a second... Did I say worth one mission? Latinum, Death Yell, 2 Medals, Civil War, Captain's Log, Relay - that's 7 cards for the first ship I want to kill that way (and 4 for every further one). Ouch, this seems to be a lot! So I suppose this strategy won't work too well. So we are stuck with a few quick bonus points in case your Klingon battle deck is pitted against a less trigger-happy Klingon deck (Remember - the Civil War works for both players!)

Favorite combo(s):

- * Klingon Civil War + Latinum Payoff + Death Yell(s) + Data's Medals.
Turns a K'Vort into a Borg Ship (points-wise).

| Card Rating (1=worst 10=best) | KLINGON CIVIL WAR |
|-------------------------------|--|
| Wesley's rating: | 5.0 |
| Allen's rating: | 5.0 |
| Cole's rating: | 7.5 |
| Cpt. Stasis' rating: | 9.0 |
| Data's rating: | 8.0 |
| Drew's rating: | 6.1 |
| Gowron's rating: | 8.4 |
| Hal's rating: | 8.0 |
| Jack's rating: | 6.0 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 5.5 |
| Nanite's rating: | 3.0 (weighted average of two incompatible numbers) |
| Nog's rating: | 8.0 |
| Nouwa's rating: | 5.0 |
| Picarde's rating: | 6.0 |
| Q's rating: | 7.0 |
| Rothspar's rating: | 8.0 |
| Tania's rating: | 6.5 |
| Tebok's rating: | 8.0 |
| Tony's rating: | 8.5 |

AVERAGE RATING: 6.7

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.62 STCCG.guide/ST:CCG Card of the Day/Rager

ST:CCG Card of the day

Wesley's STCCG card of the day #360

Hi, folks,

here's a Stellar way of scoring:

RAGER

Personnel, Federation, uncommon QC.

Integrity 7
Cunning 6
Strength 6

OFFICER, Navigation, Stellar Cartography, Youth,
Scores 5 points if helps solve Explore Dyson Sphere.
Staff Star (+)

"Ensign Rager is an experienced Conn officer. Served on the U.S.S Enterprise from 2367 to 2369. Piloted the ship inside a Dyson Sphere found near Narpin V." {ui}

Another addition for the highly effective defensive Federation Space decks and the almost first reason to play Dyson Sphere.

Yes, really, why use Explore Dyson Sphere (rare, 35, span 2, requires ENGINEER x3, Navigation, Computer Skill, Physics) if you can instead as well use Repair Mission (common, 35, span 2, requires ENGINEER x3 and Computer Skill)? Hmmmm, I don't get it unless you have someone with Physics and Navigation in a Cryo under Repair or you have Rager. This combo actually gets you somewhere. Have an AU Physics guy and a BGB in your Repair mission Cryo and play with a high number of ENGINEERS. Solve repair, use BGB to get Rager if you didn't draw her before, do Dyson Sphere and then Study Stellar Collision. (You need the 5 points from Rager as SSC is only worth 25). Score = 100 unless you hit something nasty (The Higher...) in the process.

However, why stop there? Cartography can as well get you a few more points with Explore Black Cluster and Study Nebula. 35+35+25, very close to 100 and you should be able to find the last 5 with a Dilemma or a Cryo plus Ressianan Flute.

Hmmmm, a Stellar Cartography deck? Not the worst idea. Actually, I built one (tried to get the ultimately fast Fed Space deck). The target number was 11 personnel (wanted that many Events and Interrupts) and I had the Dyson Sphere and all three Cartography missions in it.

Well, my final personnel selection : Rachel Garrett, Jenna D'Sora, Dr. Reyga, Richard Galen, Roga Danar, Katherine Pulaski, Scotty, Picard, Worf, Bev Crusher, Vekor.

WAIT A SECOND! I just built a deck customized for Rager and what happens? She's not in there !!! Oops... Yes, she's an okay card and she was in the deck for quite some time. But when the final tweaking came around, I ditched Study Plasma Streamer for Investigate Rogue Comet (Picard was only there for his 2 Diplomacy) and swapped Rager for Galen. So the Rager deck was finally played without Rager ;-)

Favorite combo(s):

* Rager + Explore Dyson Sphere + Study Stellar Collision.

Card Rating (1=worst 10=best) RAGER

| | |
|----------------------|------|
| Wesley's rating: | 7.0 |
| Allen's rating: | 7.0 |
| Cole's rating: | 7.0 |
| Cpt. Stasis' rating: | 7.5 |
| Data's rating: | 6.7 |
| Drew's rating: | 7.1 |
| Gowron's rating: | 7.1 |
| Hal's rating: | 8.5 |
| Jack's rating: | 6.4 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 7.59 |
| Nog's rating: | 5.0 |
| Nouwa's rating: | 6.5 |

| | |
|--------------------|-----|
| Picarde's rating: | 6.0 |
| Q's rating: | 4.5 |
| Rothspar's rating: | 5.0 |
| Tania's rating: | 5.5 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 7.9 |
| ----- | |
| AVERAGE RATING: | 6.7 |

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.63 STCCG.guide/ST:CCG Card of the Day/Solof's Lirpa

ST:CCG Card of the day

Wesley's STCCG card of the day #361

Hi, folks,

I have good news for you ! Just for once, Decipher allowed me to preview a card from the next expansion. Right, a Fajo Collection card.

SOLOF'S LIRPA

Artifact, Fajo Collection.

Use as an equipment card. Up to 4 Vulcans present each gain 1 skill of your choice. You may change those skills once per turn (Not duplicatable).

"Weapon from the Dark Ages before Romulans and Vulcans separated. Rumored to give the user the power to mindmeld with spirits from the past."

An Artifact. Well, what else did we have to expect. But finally we get a card that makes these Vulcans a little more usable. Really, except for the Vulcan Mindmeld, what did they have? None of them had that great skills.

Perhaps you might now say "What's the catch? You get just one skill instead of all of them and it's limited to four people...", but it's actually a lot better than Vulcan Mindmeld.

Reusability is the one factor. The Mindmeld Interrupt is used and gone while you can employ this one over and over again. Like a permanent mindmeld card.

Intrinsically even more important is the other difference between the two cards. You may not only select skills present but any skill, so if you need something really desperately this is the card to go for.

Let's just compare to another card that might come to mind: K'ChiQ. She can select a skill and change it at the start of each turn, here we can change any time during the turn or as Jason put it:

'The Lirpa is the ultimate Emergency K'ChiQ.'

So where would I want to use it? In rather any deck that is well suited for making sure that I can definitely overcome all Dilemmas at one mission. Q's Planet might always be an alternative for this strategy, but it relies on meeting an unprepared opponent to work.

Finding a regular mission suitable for seeding the Lirpa is not as easy, but you might want to consider Reunion (Spock) or Evacuation (Sarek).

Or of course you can wait for the one Fajo card that Tom hinted me to as allowing you to "introduce a totally new way of using Artifacts".

Or you might even fool your opponent to do the dirty work for you. Hide the Lirpa under a low-point triple affiliation mission and play the Charybdis. Then use Brain Drain to remove his Archaeology and snatch the Lirpa without any risk. Then get four Vulcans and a few Androids and run through everything he might throw your way. You'll however give your opponent some points with this strategy.

Lastly, this card makes for an excellent bluff. Keep an away team of defenceless, leader-lacking Vulcans on the planet. Just when your opponent attacks, get a Leadership and beat him up. Add some other Vulcan devices like a Stone of Gol for good measure.

Summary result: A card really worthy for today's review. REALLY !!!

Favorite combo(s):

- * Well, this would be a great one: Solof's Lirpa and Mirror Universe (COTD #100) - get past all Dilemmas on the first mission using the Mirror then use your newfound skills to make your opponent look like a complete fool.
-
-

Card Rating (1=worst 10=best) SOLOF'S LIRPA

(Sorry, due to the fact that I had to promise not to disclose this card to anyone before April 1, I was unable to collect any ratings)

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Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.64 STCCG.guide/ST:CCG Card of the Day/Garak

ST:CCG Card of the day

Wesley's STCCG card of the day #362

Hi, folks,

for today I'll present you a COTD without any GOTCHA or WHACK or HEE,HEE effect (well, I do that most of the time, but...) After the hit rate of my April 1 issue however, I'd better state explicitly that this is a real card:

GARAK

Personnel, Cardassian/Non-aligned, rare DS9 / First Anthology.

Integrity 7
Cunning 8
Strength 6

CIVILIAN, SECURITY, Computer Skill, Honor, Staff Star (+), AU Icon.
May replace anyone randomly selected to die here.

"Cardassian Male. Virtual Player in the Vorta scenario testing the resolve of the Alpha Quadrant species. Risked his life in the defense of his comrades."

A real and cool preview of a new affiliation. The Cardassians, slated to debut in the DS9 set, make their first appearance here. Now the first question I've heard from everyone seeing this card is "Why, except for the fact that he's a preview does he have that Cardassian affiliation?". Well, it does some things. First he can solve Cardassian Missions while in Cardassian mode. This is more important than it may seem, smaller affiliations like the Cardies and Romulans need solid non-aligned support and it is not at all unusual to find 65% of the crew in such decks being non-aligned (And there's nothing more frustrating than having all skills required and being unable to attempt a mission because one lacks an affiliated character).

Second, and that's overlooked, this card neatly answers a request players have made quite often. Our good Garak allows players to play a purely non-aligned deck! Count him as Cardassian for your outposts (so you can seed one) and then play him as a non-aligned to fulfill the "requirement" that no affiliated crew may ever show up in your hand or in play. Oh, and don't forget that the Cardassian affiliation might give Plain Simple Garak a bonus from other cards...

For the rest... 7/8/6 is solid, on the same level as most bridge crew cards. The dual classification is at least interesting, CIVILIAN combined with whatever makes good cards for Colony decks and if that whatever is SECURITY, you have one of the better combinations. The skills, Computer Skill and Honor are not that great for a non-aligned but at least Honor should be quite rare in Cardassians (as will be CIVILIAN), so he should be part of the crew for some of the higher-scoring Cardie missions.

And his special ability? A built-in Security Sacrifice card(ie), thus giving you two cards for the price of one. And in a game where the recent developments in strategy have shown how important card advantage is, having a virtual 61st card in your deck (and drawing it at no cost) can be an extra boost for your victory chances.

BTW: Yuta is a random selection so Garak can also stand in as cannon fodder for this popular Dilemma, saving you the wait for Marouk if she's yet again at the bottom of your draw deck...

Hey Decipher, get those Anthologies out!

Favorite combo(s):

- * Garak + Taris + Dr. Reyga + Major Rakal: The latest rainbow Kurlan Naiskos team.
 - * Garak + Kareen Brianon + Ira Graves + Kitrik + Soong-Type Androids. REALLY fast colony points.
-

Card Rating (1=worst 10=best) GARAK

Wesley's rating: 9.0

Allen's rating: 8.8

(I'm sure my raters have something to say about this as well, but I didn't want to delay this for the time a round of rating takes. Every rater is encouraged to directly post his rating and comments...)

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LLAP,

Wesley Crusher
ISOWC'97 Event Manager

"A couple of lightyears can't keep good friends apart"

1.65 STCCG.guide/ST:CCG Card of the Day/Security Precautions

ST:CCG Card of the day

Wesley's STCCG card of the day #363

Hi, folks,

363, magic number ;-) (Although I'd love to see even half that in new cards at once - see how expectations can go down...)

SECURITY PRECAUTIONS

Dilemma, Planet, common QC.

To get past, Away Team must have Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY.

"Dr. Manheim's laboratory deep inside a remote planetoid used a system of forcefields and targeting lasers to bar entry and protect a revolutionary experiment."

Well, I was tempted to write fORcefield and labORatORY, but I guess we had that joke befORE ;-) (Plexing for those of you who don't remember...)

Of course that's not the most promising start for a Dilemma. Five possibilities for overcoming is just more than a bunch, so this Dilemma doesn't look as great at first sight. At second sight, however, well, let's analyze. It's a wall Dilemma, meaning it's not that easily redshirtable. You just need some crew to get past. Now what helps ?

Jenice Manheim. Ho-hum. Never seen her played until now. Just seems she's not the favorite choice of moset players. And I understand that, at 0 skills she's not entirely the best choice. And her special ability is at best a mediocre Ressianan Flute counter (use Tijuana Crass against that).

3 SECURITY. How many ? Geez, most decks don't have that. Unless playing Feds, lean decks are happy to have 2 of every major classification, maybe 3 MEDICAL, but that's it. The Feds could just do it, 3 each ENGINEER, SECURITY, MEDICAL and SCIENCE. Or you play Madred...

Phaser or disruptor ? Yes, sure another thing I see played very rarely. Although it might be interesting to stock one now just to keep your opponent guessing wrongly for that Yuta. A few ability modifiers can work miracles against that card. But yet a better bet (for Feds): Tasha Alternate. The Phaser for precautions, the Leadership for nasties like Q and also a decent SECURITY. Might have to be taken into account.

Most probable way of getting by however is having an android. Or more than one. And Androids are good crew cards. So many players have them.

Thus: Bad Dilemma ? Nope. Combine with a Chinese Finger Puzzle and you can be sure to stop those Androids cold. Add Hologram Ruse to ensure your opponent goes in with more than one.

Well, what shall I say, this looks like one of the best Dilemma combos on the market. Were it not for the fact that it's totally useless against space missions. And competitive decks are just that often all space.

Result: A decent combo opportunity for lower to intermediate level play. Part of a great anti-Q's-Planet-blocker combo in your tent. Not so good in high-level play as too often unusable.

Favorite combo(s):

* Hologram Ruse + Security Precautions + Chinese Finger Puzzle (in Q's Tent, against Q's Planet nastiness).

Card Rating (1=worst 10=best) SECURITY PRECAUTIONS

(slightly unusual rater roster today - give the waitlist occupants a chance for a guest appearance until the permanent ones have made up their minds about the cards ;-)

Wesley's rating: 7.5
 Allen's rating: 7.8
 Cole's rating: 7.65

| | |
|---------------------|------|
| Data's rating: | 6.99 |
| Jack's rating: | 5.2 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 7.5 |
| Nanite's rating: | --- |
| Picarde's rating: | 6.5 |
| Ranger's rating: | 3.0 |
| Rothspar's rating: | 5.9 |
| Sheskerie's rating: | 6.0 |
| Tony's rating: | 7.5 |
| Vox' rating: | 9.8 |
| ----- | |
| AVERAGE RATING: | 6.9 |

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"A couple of lightyears can't keep good friends apart"

1.66 STCCG.guide/ST:CCG Card of the Day/Off Switch

ST:CCG Card of the day

Wesley's STCCG card of the day #364

Hi, folks,

it's 12:15 am, I'm tired, but you are COTD-deprived, so I guess I should try a quick one:

OFF SWITCH

Interrupt, common QC

Place any android in stasis until end of turn. While in stasis, immune to Android Nightmares, Chinese Finger Puzzle and Dead in Bed. OR Nullifies another Off Switch.

"Lt. Commander Data has a deactivation switch hidden in his back. Reluctantly, he informed Dr. Crusher of its existence to aid in the re-assembly of Lore."

A dual-purpose card with an offensive and a defensive use. The defensive purpose is pretty weak but in the right moment it can save your day. The most obvious combo to nullify with the Off Switch is Interphasic Plasma Creatures and Android Nightmares. The IPC triples the effect of the nightmare and you have a good indication of what's coming. So you even have enough time to switch off your Android so that you can pass the Dilemma. That is, if you have no more than one android present...

Or the Chinese Finger puzzle. A nasty stopper that can disable you for more than just one turn. The problem with that one is that you won't see it coming that easily unless you run into Security precautions. So usually when you hit it it's too late to do something about it. Besides, when you hit CFP with just one Android, it's not that bad and when you hit it with several, that one Off Switch won't help you that much either.

Okay, let's try offence. This requires your opponent to play certain cards to be effective (and you all know what I think of this kind of card). But if he does, you have a good chance of doing something really destructive. Take out the lone android aboard a ship conveniently placed at Paxan Wormhole, not only foiling a mission attempt but also getting that ship to a really unwanted location (from its owner's view) in the process.

Other uses are getting rid of a much-needed classification or some serious attribute points just before a killer Dilemma or just delaying a mission completion by that one vital turn. And lastly, nullify another Off Switch. Wait a second, your opponent is playing with what? And you, too??? Oh, come on, that's really rare.

Favorite combo(s):

- * Off Switch + Paxan "Wormhole" + Opponent's ship with exactly one Android.
-

Card Rating (1=worst 10=best) OFF SWITCH

| | |
|----------------------|-----|
| Wesley's rating: | 3.5 |
| Allen's rating: | 6.0 |
| Cole's rating: | 4.0 |
| Cpt. Stasis' rating: | 6.0 |
| Cpt. Targ's rating: | 4.0 |
| Data's rating: | 6.7 |
| Drew's rating: | 1.6 |
| EHCCGPP's rating: | 3.4 |
| Hal's rating: | 6.5 |
| Jack's rating: | 6.2 |
| Locutus' rating: | 6.5 |

| | |
|--------------------|-----|
| Mot's rating: | 3.5 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 6.5 |
| Picarde's rating: | 6.5 |
| Ranger's rating: | 5.5 |
| Rothspar's rating: | 6.0 |
| Tebok's rating: | 5.5 |
| Tony's rating: | 7.0 |
| ----- | |
| AVERAGE RATING: | 5.4 |

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Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.67 STCCG.guide/ST:CCG Card of the Day/Commander Troi

ST:CCG Card of the day

Wesley's STCCG card of the day #365

Hi, folks,

I finally got my 2-Player games (:-) :-) :-) :-) ... and yes, that took its time) and what could I do better than reviewing one of those beauties.

Also, this is maybe a card for a Major colleague of mine whose real self hasn't exactly drawn the best ratings of all time :-)

COMMANDER TROI

Personnel, Federation, Premium, blue 2PG.

Integrity 6
Cunning 7
Strength 4

V.I.P., Empathy, Diplomacy, Honor, Anthropology, Command Star (*),
AU icon, Barash Icon.

"In Barash's illusion, Deanna Troi left the U.S.S. Enterprise to take a position at Starfleet Command as Admiral Picard's diplomatic counselor."

Apart from the fact that the rank of commander does not exactly match the beautifully visible four bars on Deanna's Future Imperfect communicator, a definite improvement on the real Troi.

One usually does have enough OFFICERS, but there are quite a few things you could use a V.I.P. for. Probably the most obvious of these is Diplomatic Conference. As a 60-point mission, this is just powerful. And two alternate Trois (Commander and Major Rakal) can be the basis of a deck built around Diplomacy, Empathy and VIP. Add Maques or Ral and you have three out of your four covered. The last one can always be taken care of with a well-placed Devidian Door or IKC T'Ong, so that affiliation problem is solved.

Now you say, what do I need that Cmdr. Troi for when Lwaxana or Tam Elbrun can also do the trick?

The answer lies in the support skills. Diplomacy and Honor are really useful if you want to turn your Conference deck into a real two-mission deck. Try adding Wormhole Negotiations (all that Diplomacy) and some other honorable characters with useful classifications (Worf or Tasha-Alt., Rachel Garrett, Scotty) or special abilities (Dathon). Oh, now that we have some leaders, we could use them for Cultural Observation (add Bev Picard as well) and suddenly that Anthropology becomes real handy. And this Honor stuff combines well with Avert Disaster (Hey, Vekor has Geology and you won't tell me you don't have her in your deck). Enough 40-point and better stuff that you will find at least one close to your Outpost conveniently seeded @ Conference. Just add a point Dilemma or two (Sarjenka, conveniently seeded between your opponent's last encountered two seeds, also spoiling Sheliak/Q in the process)

Yeah, looks like the new Troi makes for a really good start in a conference deck (or maybe one of the other unusual mission decks). Far more viable than the original (who needs those 2 extra INTEGRITY) and also a good Major Rakal backup you can use in parallel with the original.

Oh, this leaves one question open. That Barash Icon. For the moment, it's safe to ignore it, but what happens later? Most probably this icon won't change the play value of the card too much. It will add an extra weakness or two, also an extra strength, much like the AU thingy, I presume. So let's just wait for what it does...

Favorite combo(s):

* See above. Oops, that was a deck.

| Card Rating (1=worst 10=best) | COMMANDER TROI |
|-------------------------------|----------------|
| Wesley's rating: | 7.5 |
| Allen's rating: | 8.9 |
| Cole's rating: | 7.6 |
| Cpt. Stasis' rating: | 6.0 |
| Cpt. Targ's rating: | 7.5 |
| Data's rating: | 7.0 |
| Drew's rating: | 5.8 |
| EHCCGPP's rating: | 7.5 |
| Hal's rating: | 5.9 |
| Jack's rating: | --- |
| Locutus' rating: | 8.0 |
| Mot's rating: | 8.0 |
| Nanite's rating: | 6.0 |
| Nog's rating: | 6.0 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | --- |
| Rothspar's rating: | 7.0 |
| Tebok's rating: | 9.5 |
| Tony's rating: | 7.0 |
| ----- | |
| AVERAGE RATING: | 7.1 |

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"A couple of lightyears can't keep good friends apart"

1.68 STCCG.guide/ST:CCG Card of the Day/Brainwash

ST:CCG Card of the day

Wesley's STCCG card of the day #366

Hi, folks,

here's something I'd sometimes like to do with some people (like Carta Mundi

guys who don't give STCCG the top priority ;-)

BRAINWASH

Event, rare QC.

Plays on one personnel you've captured. Captive returns to outpost, is under your control and may mix with your personnel regardless of affiliation.

"Geordi La Forge was mentally reprogrammed to do the Romulans' bidding by a machine that accessed his mind through his VISOR's direct neural implants."

STCCG's Control Magic card. As easy to disenchant (read: Ux) as the Magic counterpart and about the same effect: You get one character from your opponent to use as yours.

However this one comes with a stiff "Casting cost". First you need to make a captive. Best bet here: Cardie Trap. Those Empaths are not that common and you will get a unique personnel, thus something at least marginally useful (unless your opponent redshirted with Mot ;-)) But let's assume you manage to get a personnel. Then you can play Brainwash and use the card as if it had been your own character. Hmmm, I just used a Dilemma to rid my opponent of a personnel card and then took a card from my hand to get a personnel into play. And to execute this combo, I need to wait for the Dilemma to take effect. Why not just include a personnel card instead? It can be affected by Red Alert!, cannot be Uxbridged and will always suit your deck design, something which you cannot say about your opponent's Jenna D'Sora in your Klingon all-planet deck...

Well, there isn't much reason for it, but in the Mot spirit(TM), I'll try to find a use for the card. Now what single advantage does your opponent's personnel have against yours? Right, it has the correct affiliation to do your opponent's missions. So play heavy non-aligned and try to make a few captives. Once you have one or two, drop Brainwash and start using them as portable Espionages. Just don't use the High Sheriff of Nottingham unless you have a really high ratio of SECURITY in your deck...

Works reasonably well in a Romulan Rakal/DeSeve espionage deck. Oh, BTW an acceptable choice for a tent card. If you get a useful personnel with a Cardie Trap, just dig it out. Otherwise leave it where it is...

Favorite combo(s):

* Just for the pictures: Seize Wesley and Brainwash. The blind eyes, the scream, the device... All there ;-)

Card Rating (1=worst 10=best) BRAINWASH

Wesley's rating: 4.0

| | |
|----------------------|-------|
| Allen's rating: | 6.9 |
| Cole's rating: | 6.5 |
| Cpt. Stasis' rating: | 7.0 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 7.601 |
| Drew's rating: | 8.7 |
| EHCCGPP's rating: | 6.5 |
| Hal's rating: | 8.4 |
| Jack's rating: | 7.1 |
| Locutus' rating: | 6.5 |
| Mot's rating: | 4.0 |
| Nanite's rating: | 9.0 |
| Nog's rating: | 6.0 |
| Picarde's rating: | 6.5 |
| Ranger's rating: | 6.8 |
| Rothspar's rating: | 6.9 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 8.5 |
| ----- | |
| AVERAGE RATING: | 6.9 |

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Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.69 STCCG.guide/ST:CCG Card of the Day/Spock

ST:CCG Card of the day

Wesley's STCCG card of the day #367

Hi, folks,

okay, I hate cards I can't get in Black Border Editions but this one is just to cool to pass by:

SPOCK

Personnel, Federation, Premium(2), 2PG.

Integrity 9
Cunning 10
Strength 7

V.I.P., Diplomacy x2, Computer Skill, Leadership, SCIENCE, Mindmeld,
Command Star (*).

"1/2 Vulcan, 1/2 Human son of Sarek and Amanda Grayson. Over 140-year old
ambassador. On private mission to Romulus. Mindmelded with Picard."

Another really good 2PG card. Yep, you get it, I'm gonna say "dual
classification". ;-) And this one is truly unusual with the V.I.P. being one
of the two, but this finally gives us the chance to complete the "4-person
Naikos team challenge". The idea was to select seven teams of 4 people each
so that they can use the Naikos with the 4th circulating through the seven
possibilities for "any [insert classification]". (treaties allowed)

Now we have:

- * 1) Spock + Bev Picard + Kareen Brianon + SECURITY
- * 2) Spock + Roga Danar + Bev Picard + CIVILIAN
- * 3) Gov. Worf + Vekor + Kareen Brianon + OFFICER
- * 4) Bok + Dr. Graves + Gov. Worf + MEDICAL
- * 5) Kahlest + Gov. Worf + Bok + SCIENCE
- * 6) Kahlest + Dr. Reyga + Madred + V.I.P.
- * 7) Spock + Kahlest + Zon + ENGINEER

Yeah ;-)

Then, how about an 10-skilled personnel ? Send Spock off on a mindmeld
mission with Mogh and have him acquire SECURITY, Leadership, Honor x2, Music
and Archaeology, plus another Computer Skill. Or, even better, why stick
with 10 ? Mindmeld him with Cmdr. Troi (get Empathy, Anthropology, Honor and
another Diplomacy) and then look for the Eyes in the Dark, and with a little
luck, you have this whopping character:

SUPER-SPOCK, Personnel, Fed.
Integrity 14, Cunning 18, Strength 13
VIP, Computer Skill x2, SCIENCE, Diplomacy x3, Empathy, Honor, Music,
Treachery, Anthropology, Mindmeld, Archaeology, Navigation, Leadership,
Command Star. Wow ;-)

Trivia: Which character do you have to get with the Eyes to achieve this ?
;-)

Oh, regular non-cool game uses ? Sure, but I mentioned these skills so often
that I thought I'd rather name the strange ideas that came to my head ;-)

Favorite combo(s):

* Of course: Spock + Scotty + McCoy + Reunion. A classic ;-)

| Card Rating (1=worst 10=best) | SPOCK |
|-------------------------------|----------|
| Wesley's rating: | 8.0 |
| Allen's rating: | 9.2 |
| Cole's rating: | 8.0 |
| Cpt. Stasis' rating: | 12.0 !?! |
| Cpt. Targ's rating: | 9.0 |
| Data's rating: | 8.5 |
| Drew's rating: | 8.6 |
| EHCCGPP's rating: | 8.9 |
| Hal's rating: | 9.9 |
| Jack's rating: | 7.0 |
| Locutus' rating: | 8.8 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 9.0 |
| Picarde's rating: | 7.5 |
| Ranger's rating: | 8.1 |
| Rothspar's rating: | 10.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 9.0 |
| <hr/> | |
| AVERAGE RATING: | 8.6 |

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Visit the Web Page!

<http://www.worldonline.nl/~ldp/COTD.html>
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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.70 STCCG.guide/ST:CCG Card of the Day/Tarmin

ST:CCG Card of the day

Wesley's STCCG card of the day #368

Hi, folks,

How about another "Sneak Peek" card ?

Yes ?

Then scroll down...

Okay, here's a card that will allow you some sneak peeks :

TARMIN

Personnel, non-aligned, rare QC.

Integrity 6
Cunning 6
Strength 3

V.I.P., Once per game, may glance at the cards in any one side deck for 10 seconds, Empathy.

"An Ullian 'telepathic historian' who uses empathic skills to recall detailed historical information from his volunteers' memories."

(GOTCHA! ;-)

Yep, another Jaglom-type information broker. But this time, we are talking about side decks. And we are talking a card that, even if it had the same effect as Jaglom, has a few unique advantages and disadvantages, namely:

- * You must play it as your normal card play. This means you must play it at the beginning of your turn and you lose that turn's card unless you have a Red Alert.
- * You get a 6/6/3 Empathic VIP in addition to your Jaglom effect. While this is not great, the other VIP Empaths aren't that much better.
- * You cannot use more than one during a game, even if you get your Tarmin killed and play a new one (this is a Q ruling).
- * He can't be nullified.

Okay, so far so good. Now the main effect. Glance at a side deck's contents for 10 seconds. This is pretty short and you won't usually be able to either make a very quick check for some card's presence or remember the top three or so cards. Now there are four possible side decks you might want to look at:

- * Opponent's Q's Tent. A very useful look if you hold a Revolving Door and want to find out whether there's something in that tent that would make the Door worthwhile. Or, just check if the one nasty card that could stop the combo you are planning is there.
 - * Opponent's Q-Flash. Probably the most common application. You suspect he's using a Flash under a mission you want to attempt but are unsure
-

whether to try redshirting or to rush in with a big crew. A scan of the nasties awaiting your crew might just bring the information you need to decide correctly.

- * Your own Q's Tent. Really useless. Q's tent does instruct you to select the card randomly if you don't use the "your choice" ability , so even if you know what card is on top, your opponent can demand you reshuffle the tent cards before drawing...
- * Your own Q-Flash. A very limited but potentially game-saving use. When you are using Gift of the Tormentor, you might just want to know when the first one turns up so you know whether to save that Countermanda or whether you can use it on your opponent's Palor play.

A special effect well in flavor for the card, but too limited to be really useful. Now if it were "any deck"...

Favorite combo(s):

- * Not really. I wouldn't know what to combine it with.
-

Card Rating (1=worst 10=best) TARMIN

| | |
|----------------------|---------|
| Wesley's rating: | 4.5 |
| Allen's rating: | 4.0 |
| Cole's rating: | 1.5 |
| Cpt. Stasis' rating: | 6.5 |
| Cpt. Targ's rating: | 5.0 |
| Data's rating: | 7.00001 |
| Drew's rating: | 6.0 |
| EHCCGPP's rating: | 5.0 |
| Hal's rating: | 7.0 |
| Jack's rating: | 6.5 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 5.5 |
| Nanite's rating: | 6.0 |
| Nog's rating: | 4.0 |
| Picarde's rating: | 5.5 |
| Ranger's rating: | --- |
| Rothspar's rating: | 5.5 |
| Tebok's rating: | 6.0 |
| Tony's rating: | 6.0 |

AVERAGE RATING: 5.5

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"A couple of lightyears can't keep good friends apart"

1.71 STCCG.guide/ST:CCG Card of the Day/Klingon Painstik

ST:CCG Card of the day

Wesley's STCCG card of the day #369

Hi, folks,

in a fit of masochism, I'm going to write a new COTD today...

KLINGON PAINSTIK

Interrupt, uncommon QC.

Return your Arbiter of Succession to your hand at any time, nullifying its points. OR One unique personnel just killed may not be reported for duty again by any player.

"Device employed to verify death in the Sonchi ritual. Also used in the nentay (Rite of Ascension) to test courage. Can make a two-ton Rectyne monopod jump 5 meters."

 Um, two purposes, right? And both absoluuuuuutely great. Er, almost ;-)

Number one: Prevent your opponent from gaining ten points off your Arbiter of Succession when he's just about to kill your new High Council Leader. Well, only problem, you need to do that before the game action triggering the death occurs. So you can't wait until the Dilemma that might kill your leader resolves (or even until you can see what it is), but you will have to use the Painstik in advance. The only situation in which this might be sensible is if you are really desperate and need your council leader to help in a mission attempt and you have a spare weakling on whom to play the Arbiter again later. But what style are you playing that you used the Arbiter that early? Why didn't you wait in the first place? Nah, not a reason to include this in a deck.

Second, a unique personnel just killed may not be reported again. This might just prove marginally useful. Not so much if your opponent loses a vital crew card (use a Countermanda to thwart his Res-Q plans, which excludes up

to three crew from resurrection and makes him waste the turn for Res-Q), but if you lose a non-aligned power guy (Roga Danar or Dathon) and your opponent hasn't reported the same personnel yet. Dathon might just be the prime target, many players have him in their Q's tent to get rid of those pesky Shakas. And I might even recommend that use were it not for the "just" killed bit. You lose your Dathon and now use the Painstik to prevent your opponent from playing his. I think he's now going to use that Q's Tent for something more constructive ;-)

The only situation in which the Painstik can become really interesting is if you know exactly what deck your Cons- errr opponent is playing. Report his key personnel early (including it in your deck as an off-affiliation and usin a neutral outpost) and redshirt it. Then laugh.

 Favorite combo(s):

* Klingon Painstik + Sela (redshirted), but only against a certain Person
 ;-)

 Card Rating (1=worst 10=best)

KLINGON PAINSTIK

| | |
|----------------------|---|
| Wesley's rating: | 2.5 |
| Allen's rating: | 4.5 |
| Cole's rating: | 6.0 |
| Cpt. Stasis' rating: | 9.0 |
| Cpt. Targ's rating: | 6.5 |
| Data's rating: | 7.0 |
| Drew's rating: | 5.3 |
| EHCCGPP's rating: | 5.0 |
| Hal's rating: | 6.0 |
| Jack's rating: | 6.9 |
| Locutus' rating: | 5.5 |
| Mot's rating: | 2.0 |
| Nanite's rating: | 6.5 |
| Nog's rating: | 7.0 |
| Picarde's rating: | --- (he obviously misunderstood the card) |
| Ranger's rating: | 6.0 |
| Rothspar's rating: | 7.5 |
| Tebok's rating: | 5.0 (Cute typo: "A total waist".?!?!?) |
| Tony's rating: | 6.5 |

 AVERAGE RATING: 6.0

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.72 STCCG.guide/ST:CCG Card of the Day/Ja'Rod

ST:CCG Card of the day

Wesley's STCCG card of the day #370

Hi, folks,

remember a very, very old COTD? One where half a skill was concerned? Now, finally, only exactly 250 issues later, here's the other half:

JA'ROD

Personnel, Klingon, Promotional 2PG.

Integrity 2
Cunning 5
Strength 8

V.I.P., Treachery x2, Leadership x1/2, ENGINEER, Computer Skill,
Attributes all +5 if with Toral. Command Star (*), AU icon.

"Father of Duras, Lursa and B'Etor. Disappeared shortly after transmitting security codes to the Romulans, precipitating the Khitomer massacre."

Looks quite solid. Three usable skills, a double classification and just for fun another one of these attribute enhancers. Plus the fact that Toral's half Leadership finally gets something resembling a use. Okay, details. The dual of V.I.P. and ENGINEER is at least unusual and with the Klingons not exactly being known for decent ENGINEERS, Ja'Rod can be of significant use in any Naiskos-based deck.

Then we get a double Treachery. Well, those Klingons have enough of that particular skill, but a double on one card can prove very useful when it comes to solving missions like Wormhole or Secret Salvage, and using the Treachery x4 in a Duras-Clan-deck as the basis of your mission attempts means you don't need much more. Try this: Place your outpost at Wormhole. Seed a Borg Ship and a Barclay's Disease there. Add any of the 5-point space Dilemmas to taste. Then go for Ja'Rod, Kahlest, Zon and Galen. Just four

people. Throw them aboard the Fek'lh'r and attempt. Your outpost-enhanced shields withstand the Borg blast. Breeze by Barclay's Disease for 10 and do the Wormhole for 45 (Ja'Rod, Zon, Galen = Treachery x4). Then just snatch the Naiskos from the oh-so conveniently seeded Cryo and go Borg-hunting. 10+45+45 = 100 and the occasional 5 along the way gives you some Bailiff protection. Best thing about this combo: It's only 6 draw deck cards (you will need one more staff star to fly that Fek'lh'r), all others are seeded.

Leaves you with 25+ other cards to solve Dilemmas and thwart any scheme your opponent might want to throw your way.

Oh, I almost forgot that occasionally-vital Computer Skill. And that half Leadership... But the latter you can forget about. Even if I attribute all the combo bonuses to Toral and make him a 11/10/11 Leadership Youth guy, he just wouldn't make the cut for a really good deck. But he's not really necessary anyway, after all, Ja'Rod is quite okay alone.

Favorite combo(s):

* Ja'Rod + Zon + Galen + Kahlest + Fek'lh'r + any Staff Star.

Card Rating (1=worst 10=best) JA'ROD

| | |
|----------------------|-----|
| Wesley's rating: | 8.5 |
| Allen's rating: | 7.8 |
| Cole's rating: | 4.0 |
| Cpt. Stasis' rating: | --- |
| Cpt. Targ's rating: | 8.0 |
| Data's rating: | 6.5 |
| Drew's rating: | 5.4 |
| EHCCGPP's rating: | 5.3 |
| Hal's rating: | 8.5 |
| Jack's rating: | 6.6 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 8.0 |
| Nog's rating: | 6.5 |
| Picarde's rating: | 5.0 |
| Ranger's rating: | 7.5 |
| Rothspar's rating: | 6.5 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 6.5 |

AVERAGE RATING: 6.8

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.73 STCCG.guide/ST:CCG Card of the Day/Mogh

ST:CCG Card of the day

Wesley's STCCG card of the day #371

Hi, folks,

in honor of my recent ISOWC game, here's another card that was in that deck inspired by the Ja'Rod COTD ;-)

MOGH

Personnel, Klingon, 2PG

Integrity 8
Cunning 6
Strength 9

V.I.P., SECURITY, Leadership, Honor x2, Computer Skill, Archaeology, Music.
Command Star (*), AU icon.

"Father of Worf and Kurn. Followed the traitor Ja'rod to Khitomer, suspecting him of conspiring with Romulans. Rumored to have survived the massacre."

Um, six skills, including Archaeology, Honor, Music and Leadership? Didn't we see this before, but in a really different color? Right, of course. Our good old bald Captain Picard himself.

And we will also have to take into account another card when comparing Mogh, the other big red AU guy - Governor Worf who shares the double Honor and the two classifications with Mogh. All three cards also have an attribute total of 23, so they compare even better as we can leave this factor out of the equation (only a very minor disadvantage for Governor Worf who suffers from his odd Cunning when facing Hunter Gangs)

Okay, now that we're here, let's notice that Gov. Worf and Mogh don't really

compete, in fact they work together very well, especially when Wormhole Negotiations is concerned. Each of them has two Honor, thus they can join forces and form the first red two-person team to solve that mission (The Feds could do it from the beginning with Sarek and Picard). Where they start differing is when you are trying to build a deck that tries to win by solving only two missions. Wormhole is an obvious choice for one of them (add some point Dilemmas), and your deck should primarily focus on Honor. Have one of the two in a Cryo at Wormhole depending on what your secondary mission is. If you go for Pegasus search, don't even bother with the Interphase Generator, stuff Gov. Worf and Zon into the Cryo and leave that Artifact slot for a BGB or Horga'hn. If you prefer Hunt for DNA, stock the Cryo with Mogh, Rasmussen and a BGB to make sure you can get Koroth. Either way, a solid two-mission deck. Or do what I did, stock Mogh, Zon and a Naiskos and use a Borg ship (plus a Barclay's Disease) to make a one-mission deck.

So much on the red guys. And Picard? He's really being outclassed here. His Diplo is present on so many other cards (even as a x2) and Navigation isn't that rare either. But Computer Skill is a solid support skill that surprisingly often lacks in streamlined personnel selections and the SECURITY means that Mogh has a meaningful classification. I would not be too amazed if Mogh soon becomes the most sought-after 2PG card.

 Favorite combo(s):

- * Mogh + Cryosatellite in various variants for instant mission support
- * Mogh + Kahlest + Dr. Reyga + Nu'Daq: Any skills not present? ;-)

 Card Rating (1=worst 10=best) MOGH

| | |
|----------------------|----------|
| Wesley's rating: | 9.2 |
| Allen's rating: | 9.4 |
| Cole's rating: | 9.0 |
| Cpt. Stasis' rating: | --- |
| Cpt. Targ's rating: | 9.5 |
| Data's rating: | 7.87 |
| Drew's rating: | 9.8 |
| EHCCGPP's rating: | 8.9 |
| Hal's rating: | 9.8 |
| Jack's rating: | 7.5 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 9.5 |
| Nog's rating: | 7.5 |
| Picarde's rating: | 8.0 |
| Ranger's rating: | 9.3 |
| Rothspar's rating: | 9.999999 |
| Tebok's rating: | 8.0 |
| Tony's rating: | 9.9 |

 AVERAGE RATING: 8.9

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.74 STCCG.guide/ST:CCG Card of the Day/Discommendation

ST:CCG Card of the day

Wesley's STCCG card of the day #372

Hi, folks,

this is a card some people would probably like to play on an ISOWC opponent who fails to arrange his game (or on a COTD author who didn't deliver any new review for 5 days ;-)

DISCOMMENDATION

Event, uncommon QC.

Plays on any Klingon who survived a losing battle. That Klingon is now non-aligned, has no Honor and loses [-5] points.

"naDHa'ghach. Klingon ritual of shame. A disgraced warrior (and his descendants for seven generations) are shunned and declared non-existent to the rest of Klingon society."

(I know at least ten of you are just now checking my spelling of the Klingon word ;-)

Wait a second. Isn't this a card that requires your opponent to play a certain card or strategy? Hmmm, I guess I already told you my opinion about those. Right, it approaches zero.

And this one does not just require one but two conditions. Your opponent must play Klingon and you must be able to win a battle against this opponent (and Klingon players are not known for losing too many battles).

And what do you get for it? A really great effect. You turn a Klingon into a non-aligned crewmember (as if a red player would play with that high a non-aligned ratio that this would matter), you get to nullify some Honor (yes, this might slow some opponents but you won't catch these speed players being drawn into a battle unprepared) and you get to deduct 5 points from your opponent's score.

Yup. And this all for the price of an Event (!) Not only do you need to meet two conditions, but you also need to sacrifice a turn's card play to get the rather mediocre effect.

No, I'll turn this one over to Mot for further dissection. I won't even try to find an obscure use (otherwise Mot won't even find half a use not already covered).

In the meantime, use Incoming Message: Klingon to slow down Red players and The higher... the fewer or Edo probe to reduce opponents' scores.

Favorite combo(s):

* Discommendation and your deck. Errr, in your deck ;-)

Card Rating (1=worst 10=best) DISCOMMENDATION

| | | |
|----------------------|----------------------------------|---|
| Wesley's rating: | 1.3 | |
| Allen's rating: | 5.8 | |
| Cole's rating: | 6.0 (?) | |
| Cpt. Stasis' rating: | 6.5 (??) | |
| Cpt. Targ's rating: | 2.0 | |
| Data's rating: | 7.0 (???) | |
| Drew's rating: | --- | |
| EHCCGPP's rating: | 4.5 | |
| Hal's rating: | 3.1 | |
| Jack's rating: | 5.0 ("for coolness") | |
| Locutus' rating: | 4.0 | |
| Mot's rating: | 6.0 (you'd better find a use ;-) |) |
| Nanite's rating: | 7.0 (???) | |
| Nog's rating: | 7.5 (?????) | |
| Picarde's rating: | 5.0 | |
| Ranger's rating: | 5.0 | |
| Rothspar's rating: | 7.0 (???) | |
| Tebok's rating: | 5.0 | |
| Tony's rating: | 7.0 (???) | |
| ----- | | |
| AVERAGE RATING: | 5.3 | |

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.75 STCCG.guide/ST:CCG Card of the Day/12 Missions

ST:CCG Card of the day

Wesley's STCCG card of the day #373

Hi, folks,

I'm gonna break with some tradition today (the fact that it's always the numbers evenly divisible by 25 that get the special articles), but I think that after this little hiatus you have maybe deserved more than just one card...

...or two...

...or four...

...how about 12?

So let's jump right into...

CARGO RENDEZVOUS@
GRAVESWORLD
SURVEY INSTABILITY
HOMEWARD
REPORTED ACTIVITY
DISTRESS MISSION
AVERT DANGER
HOSTAGE SITUATION
GAULT
REOPEN DIG
A GOOD PLACE TO DIE
SENSITIVE SEARCH

Missions, Planet, 25, 30 or 35 pts, 2PG common.

(I won't bother listing all game stats and lore - check the Decipher site for the spoilers)

Wow, 12 cards that would never get a COTD review of their own. But maybe they are just worth a review when seen together. They do have a lot in common, namely they are fairly low point planet only missions that have low requirements when it comes to odd skills. Many of them require a very common skill plus an attribute total or even just classifications and some attributes.

Now these cards were created for one thing: To be able to play quite well with only common cards. But then who says you can't play them in a regular deck with a few rares?

So let's take two rares. Just for a convenient example I'll pick Kitrik and Dr. Graves. Oh, they both have Cybernetics. Let's throw in an Android or seven. And Kitrik is by chance a male Klingon? Cool, let's also use K'ChiQ. Oops, lotsa commons. Now for a few missions. Cargo Rendezvous? Sure - K'ChiQ is a great Physicist and the rest is something for my androids. Reported Activity? K'ChiQ will do the navigation stuff and don't tell me you don't have two ENGINEER droids. Distress mission? Oh, K'ChiQ can stay home for a change. Avert Danger? No problem. Hostage Situation? Wait, can't those Androids choose their classifications when reporting? Reopen Dig or a Good Place to Die? I'm sure K'ChiQ will have the right ideas. Sensitive Search? Hmmm, I haven't seen an android that isn't competent with computers.

Wait, was that seven usable missions?

And what more, they are all planets (convenient hiding places for Artifacts) and with 3 35s in the mix, you can even try to win with 3 missions even though you have low-scoring stuff there.

Now where's the catch? Those Androids have rather high attributes, they always have the classification you just need, they are immune to a few of the nastier Dilemmas and they even get to choose their sex just in case someone has a Matriarchal Society waiting.

Dangers? A few. Shaka - use Dathon or a few Klingon Diplomats as support. Sheliak / Q - better hold a Q2. And Chinese Finger Puzzle - well, if you hit this one without redshirting, you're royally scr*wed. So better have a Full Planet Scan. Armus and other certain killers can also hurt. Oh, almost forgot one: Q-Flash. You need more than just one or two guys for these missions, so a Flash might actually get to do some harm. BTW, this deck skeleton was just an example. Many others work just as well. You can concentrate on building your crew for Dilemma busting and the missions themselves are very easy to pass with a few people.

They might be missions for beginners, but the experienced player might just use them for his own fiendish purposes ;-)

Favorite combo(s):

- * Anything involving them and a bunch of commons.
-

Card Rating (1=worst 10=best) THE 2PG MISSIONS

THIS SECTION UNDER REPAIR

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.76 STCCG.guide/ST:CCG Card of the Day/Madred

ST:CCG Card of the day

Wesley's STCCG card of the day #374

Hi, folks,

welcome to another installment in this more and more inaccurately named
strategy series on STCCG ;-)

MADRED

Personnel, rare QC

Integrity 1
Cunning 8
Strength 6

OFFICER, SECURITY x2, Once per turn, may add 1 to Interrogation or
Torture if at your outpost. Command Star (*)

"Gul Madred, Cardassian Officer in the Obsidian Order. Specializes in
prisoner interrogation. Tortured Jean-Luc Picard time after time in 2369."

A personnel with two distinct uses. One is the good old dual classification you can carry around to overcome Dilemmas or feed classification-hungry Artifacts. But somehow for this purpose alone, Madred would not be the ideal candidate as Zon can just do the same job. However you might be playing without AU cards, so Madred is at least an alternative for this case. But there are a few more situations in which Madred might be handy:

- * Security Precautions. You don't play with weapons (who does) and you don't want to run in there with androids rightfully fearing the obvious continuation of that episode in the form of a finger puzzle. Well, Madred can provide 2 of the 3 Security.
- * Space decks. You don't need Zon's Guaramba and anti-Nausicaan ability here. So you can as well take the second SECURITY.
- * Cardassian trap. Well, don't forget that card. Madred is the ideal Security Officer for any team afraid of Cardie traps.

The second use involves playing Madred not as a personnel but as an Event. You just put him at your outpost and let him sit there. Then you get a captive from somewhere and play Interrogation. Oh, and while you're at it, you also do something to prevent your opponent from just giving you the 10. Like scoring 90 points before you do this entire thing. Great use? Yes. Exactly. The usual benefit you'll gain from this is to provide an incentive for your opponent to give you the 10 from the Interrogation. As if his crewmember were not incentive enough.

Let's forget the second use here. Madred is a solid double SECURITY for a space deck and can in a tight situation even lead a battle. He might just be a good tent card for decks relying on Q's planet (to get around that Security Precautions). Otherwise, not too remarkable. Just your average cruel, brute and uncivilized Cardassian ;-)

Favorite combo(s):

- * Hmm, do I have to? Okay, Madred and Torture. I don't know what Torture does, but it can't be worse than Interrogation for combo possibilities here ;-)

Card Rating (1=worst 10=best) MADRED

| | |
|----------------------|-----|
| Wesley's rating: | 6.0 |
| Allen's rating: | 8.3 |
| Cole's rating: | 6.5 |
| Cpt. Stasis' rating: | 5.0 |
| Cpt. Targ's rating: | 6.5 |
| Data's rating: | 6.8 |
| Drew's rating: | 8.2 |
| EHCCGPP's rating: | 6.7 |
| Hal's rating: | 6.7 |
| Jack's rating: | 6.9 |
| Locutus' rating: | 6.0 |
| Mot's rating: | 7.5 |

Nanite's rating: 6.0
Nog's rating: 7.0
Picarde's rating: ---
Ranger's rating: 8.0
Rothspar's rating: 6.0
Tebok's rating: 7.0
Tony's rating: 6.9

AVERAGE RATING: 6.8

Interesting that 3 raters thought I had already done this card. I searched the archive twice, but only found Zon ;-)

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(for best indexing - all cards crosslinked)

With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.77 STCCG.guide/ST:CCG Card of the Day/Survival Training Planet

ST:CCG Card of the day

Wesley's STCCG card of the day #375

Hi, folks,

375 is a special number and about as special is the Internet Expansion IV. More submissions than ever, better ideas than ever and more reviews than ever.

I promised you mini-reviews of the runner-ups from #11 to 20. This is not going to happen. Instead I passed those to Dr. Telek R'Mor for full and extensive reviewing so everyone who got their card up to the rating ballot will receive a full review !

On to business:

10th place - (oops, my own, what a shame)

SURVIVAL TRAINING PLANET

Mission, Fed / Kli / Car, Planet, Span 3. Score X

SECURITY + STRENGTH > 19.

X = 60 divided by number of people in away team.

"Somewhere in Delta Quadrant: Find a way off a Kazon Training Planet"

Yep, a weird mission. As if I could ever do an Internet Expansion without trying to sneak one of those in there ;-)

The fun here is to solve the mission with as small a crew as possible. Obviously the two person case is not that hard (Roga Danar plus any Strength 9 personnel) and in this case the Survival Training Planet is just as good or bad as a Brute Force except that it's easier to solve. However you will of course want to go for the big one. The 60. And for that you'll have to go in with one lone personnel. And this gets us to use a few cards Mot could use in his reviews because they are usually tagged as "useless". How about for example Devidian Foragers? Add the attributes of some discarded personnel to an AU icon crewmember until end of turn? Yeah great. Unless you send Tasha-Alternate (10 with her phaser already) on a survival mission and bag the big 60.

Or, what was that most useless Artifact? Varon-T Disruptor? Yeah, again a 60 for you if in the hands of Tasha, Worf or a disruptor-equipped Governor Worf.

While we're at it and just for fun: 12 Targs at your outpost and then send Governor Worf ;-)

Still not enough? Ask some youthful universal SECURITY officer to do your bidding and boost him with Lower Decks and Humuhumunu... the Fish Well, you're still a few points short, but there are always those weapons. Of course there's one big problem when solving this mission: As soon as you pass the last Dilemma you'll need to be unable to solve so you can reduce your away team size. Or, you need to make sure that when you pass the last Dilemma, you're already down to one or two crew. And any smart opponent will put something like Shaka-Barclay or even Security Precautions there to make sure you won't just rush in with one lone personnel or with a large but Security-less team. Best defense against stuff like that: Sarjenka. Seed her as fast as possible so you can stop yourself after passing all nasties and get +5 points along the way. Then send your lone brute. And once you're here, all set up and ready to do it, a smart opponent will dash all your ideas with a well-placed Frame of Mind.

Not an easy card to play correctly, although you can always use it as a quick low-point artifact hiding place if you need to.

Favorite combo(s):

* Survival Training Planet + Sarjenka

Card Rating (1=worst 10=best) SURVIVAL TRAINING PLANET

| | |
|--------------------------------|-----|
| Wesley's rating: | 7.0 |
| Allen's rating: | 6.6 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 7.0 |
| Dr. Telek R'Mor's rating: | 7.0 |
| EHCCGPP's rating: | 4.4 |
| Hal's rating: | 4.0 |
| Humuhumunukunukuapua'a's rtg.: | 5.8 |
| John's rating: | 4.0 |
| Jon Walker's rating: | 6.5 |
| Jono's rating: | 7.9 |
| Locutus' rating: | 6.9 |
| Mot's rating: | 9.5 |
| Nanite's rating: | 7.0 |
| Picarde's rating: | 4.0 |
| Ranger's rating: | 6.0 |
| Rothspar's rating: | --- |
| Sirna's rating: | 6.0 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 6.0 |
| Worf's rating: | 6.0 |

AVERAGE RATING: 6.3

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.78 STCCG.guide/ST:CCG Card of the Day/Dr. Telek R'Mor

ST:CCG Card of the day

Wesley's STCCG card of the day #376

Hi, folks,

just so that the scene won't entirely be dominated by Dream Cards, I will interleave those IE4 cards with normal cards at least some of need no longer dream of because they already have them... (Which is a reminder to my card source who I'm sure is reading this to send mine a little quicker ;-)

DR. TELEK R'MOR

Personnel, Romulan, rare FA/VOY

Integrity 7
Cunning 7
Strength 7

SCIENCE, Astrophysics x2, Stellar Cartography, Honor, ENGINEER,
May report directly to any ship, Command Star (*), AU icon.

"Romulan Astrophysical Academy member on deep space duty in 2351. Beamed to the present via a micro-wormhole to the U.S.S. Voyager."

The Romulan Space deck was always good. Now it's better. Now there always were two-person teams that could complete a mission. There even were those that could complete two or three. But how about a two-person crew that can complete SIX missions, and, to add just a little to the deck efficiency, all six are Space Missions and they are all doable by the same affiliation (Romulan in this case, natch).

Well, I'll give it away: Put Nick Locarno and Dr. R'Mor into a Combat Vessel (about the largest thing they can fly without help from anyone else) and use these six:

- * Study Plasma Streamer
- * Study Stellar Collision
- * Secret Salvage
- * Explore Typhone Expanse
- * Study Lonka Pulsar
- * Investigate "Shattered Space"

A 205 point total, BTW, assuring that more than half of all possible three-mission combinations (to be exact, 14 out of 20) yield the desired 100 points. So just send a ship loaded with lots of classification-heavy crew to overcome all those nasty Dilemmas and keep your big two in reserve for the kill. Beaming obstacles won't disturb you in any way, you will never need to transfer crew between ships and as you can always keep the valuable pair one location away from danger, you won't accidentally lose them to a misplaced Borg ship or similar nasty surprise.

Oh, I did just overlook something. R'Mor is more than a green card with Astrophysics x2 and Stellar Cartography. You get a SCIENCE and an ENGINEER classification, you get Honor, oh and you even get that nifty special

ability with which you could even do the entire run even if you don't have a second ship - just clear out the nasties and then report

R'Mor to the ship instead of first returning to your outpost. Oh, there's also a nice AU icon in case you want to use that Decius. Hmmm, if a card is great when I just look at half of its potential, what so I have to say about the completed card?

 Favorite combo(s):

* Dr. R'Mor + Nick Locarno

 Card Rating (1=worst 10=best) DR. TELEK R'MOR

| | |
|--------------------------------|-------------------|
| Wesley's rating: | 9.9 |
| Cpt. Stasis' rating: | 8.5 |
| Cpt. Targ's rating: | 9.0 |
| Data's rating: | 8.8 |
| Dr. R'Mor's rating: | 9.6 (not 10?!?!?) |
| EHCCGPP's rating: | 8.7 |
| Gowron's rating: | 8.4 |
| Hal's rating: | 9.9 |
| Humuhumunukunukuapua'a's rtg.: | 8.8 |
| John's rating: | 9.0 |
| Jon Walker's rating: | 9.0 |
| Jono's rating: | 8.7 |
| Locutus' rating: | 9.0 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 9.5 |
| Picarde's rating: | 7.1 |
| Ranger's rating: | 8.6 |
| Rothspar's rating: | 8.0 |
| Sirna's rating: | 10.0 |
| Tebok's rating: | 9.5 |
| Tony's rating: | 9.3 |
| Worf's rating: | 9.5 |

 AVERAGE RATING: 9.0

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Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.79 STCCG.guide/ST:CCG Card of the Day/Barash's Neural Scanners

ST:CCG Card of the day

Wesley's STCCG card of the day #377

Hi, folks,

fate puts the two original STCCG online players right next to each other in IE4 ratings:

9th Place - Author: Tebok

BARASH'S NEURAL SCANNERS

Interrupt, common

Play when opponent encounters Hologram Ruse. Retrieve up to three personnel from your discard pile (random selection) to your hand. They now have a [Barash] icon and any [holo] icon is disregarded. You may change one skill on every card. You must show the cards to your opponent.

"Using special neural scanners, Barash was able to read people's mind and recreate the people they knew... with some modifications."

Just a neato, even if it depends on another card and is thus once again dependent on your opponent playing a certain strategy (planet missions you could place the Hologram Ruse under). But then this is not too rare an occurrence and even if your opponent does not use any planets you are not completely lost if you do something that fits the Barash theme quite well: Bluff.

Retrieve a Q's Planet from your tent and seed it with one card, not too far away from one of your ships, but not too far from one of your opponent's either. He will assume your seed is an Artifact and try to steal it. Of course he'll run into your Holo Ruse and you get the personnel you want to get.

And this really means personnel you want to get. Even if you have no sensible cards in your discard (let's say Amarie, Mot and Alex Rozhenko), you get three skills you just needed. Plus potentially more if the personnel that went to the discard were originally worth something. Oh, you play one of those decks where you don't lose any personnel? Hey, what a place to use Trust Me (and then a few Temporal rifts to drive out those Amandas).

Suddenly you can choose the crew to report from your entire collection.
Great for an Espionage deck (you remember that concept, dear Mot? ;-)

A card I like - hard to use but potentially very powerful. And it gives a constructive purpose to cards that would otherwise have to be reviewed by my dear Biloan colleague and no I won't mention that word. Utter Silence Emanates (from) Lips Eternally Safely Sealed... ;-)

Favorite combo(s):

* Barash's Neural Scanners + Trust Me.

Card Rating (1=worst 10=best) BARASH'S NEURAL SCANNERS

| | |
|--------------------------------|-----|
| Wesley's rating: | 6.5 |
| Allen's rating: | 7.4 |
| Cpt. Targ's rating: | 8.0 |
| Data's rating: | 8.0 |
| Dr. R'Mor's rating: | 7.7 |
| EHCCGPP's rating: | 8.0 |
| Hal's rating: | 5.0 |
| Humuhumunukunukuapua'a's rtg.: | 3.0 |
| John's rating: | 9.0 |
| Jon Walker's rating: | 7.0 |
| Jono's rating: | 4.4 |
| Locutus' rating: | 6.0 |
| Mot's rating: | 8.5 |
| Nanite's rating: | 8.0 |
| Picarde's rating: | 5.5 |
| Ranger's rating: | 6.9 |
| Rothspar's rating: | 7.0 |
| Sirna's rating: | 5.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 7.5 |
| Worf's rating: | 1.0 |

AVERAGE RATING: 6.5

Wow, a 1 and a 9... Didn't see that big a span for a looong time. Guess those new raters are really bringing back some life into that system where all those oldtimers get stuck between 6 and 8 ;-)

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.80 STCCG.guide/ST:CCG Card of the Day/Quark Son of Keldar

ST:CCG Card of the day

Wesley's STCCG card of the day #378

Hi, folks,

those already writing me off as a series author better not do that this early - I'm still planning to have 4-digit issue numbers some day ;-)

QUARK SON OF KELDAR

Personnel, Kli/Fer, rare FA/DS9

Integrity 5
Cunning 7
Strength 4

CIVILIAN, Leadership, Computer Skill x2, Honor, Greed,
All attributes +3 if with Grilka. Staff Star (+).

"QUARK wedded Grilka by brek'tal ritual to head the House of Kazok (as the house of Quark) on Qo'noS. The Ferengi saved his be'nal from financial ruin."

Why is everyone bashing this card? It's not that bad. Granted, it's no Mogh, but then the Klingons are not that well-equipped in the skills department and this Quark guy has a few benefits as well. First, you can use him for that extra outpost you might want to seed. Yes, you could use Garak for this purpose, but the Klingons are not exactly underdeveloped in SECURITY, and the second Computer Skill plus the additional Leadership and Greed make for some interesting skills.

First, Quark allows you to play Latinum Payoff in an Honor deck. The Klingons with Greed are all from the Duras clan and they are not exactly honorable. Quark provides the Greed and has Honor, making him eligible for the various Klingon Honor benefits.

The double Computer Skill is not exactly powerful, however I know quite a few games when someone scratched his head on how to get by that Ancient

Computer someone forgot under that lucrative mission ;-). Okay, then Leadership. Klingons have enough of that, but in a CIVILIAN? Right, unusual combination. And (thnx to Thomas Warwick for that idea) you can use Quark in an unusual way there.

Scenario: Tom played a Klingon deck against a Freddie who had superior ships and was a notorious user of that nasty Wartime Conditions card. Tom gained a local advantage with a Husnock and was really eager to hit that ship over there. Well, what did he do? He beamed off the Klingons, switched Quark to Ferengi and fired. His opponent was now faced with the choice of playing a Wartime Conditions against the Ferengi affiliation. Needless to say he didn't do it.

Oh, the 5/7/4 is nothing to write home about but fireproof (both Firestorm and Thought Fire) and well, the attribute bonuses if with Grilka are not really top (even if we get Grilka).

But we have a card with a few uses if your decks are not exactly mainstream and this alone makes the card interesting ;-)

Favorite combo(s):

* Quark Son of Keldar + Latinum Payoff in an Honor deck.

Card Rating (1=worst 10=best) QUARK SON OF KELDAR

| | |
|--------------------------------|------|
| Wesley's rating: | 6.9 |
| Cpt. Stasis' rating: | 7.0 |
| Cpt. Targ's rating: | 7.5 |
| Data's rating: | 7.0 |
| Dr. R'Mor's rating: | 6.9 |
| EHCCGPP's rating: | 6.0 |
| Gowron's rating: | 6.6 |
| Hal's rating: | 8.8 |
| Humuhumunukunukuapua'a's rtg.: | 5.0 |
| John's rating: | 6.0 |
| Jon Walker's rating: | 7.5 |
| Jono's rating: | 6.7 |
| Locutus' rating: | 6.5 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 8.0 |
| Picarde's rating: | 5.9 |
| Ranger's rating: | 7.8 |
| Rothspar's rating: | 9.55 |
| Sirna's rating: | 6.0 |
| Tebok's rating: | 6.9 |
| Tony's rating: | 8.1 |
| Worf's rating: | 3.0 |

AVERAGE RATING: 7.1

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.81 STCCG.guide/ST:CCG Card of the Day/Seventh Guarantee

ST:CCG Card of the day

Wesley's STCCG card of the day #379

Hi, folks,

I know I'm adopting Decipher style here (delivering late all the time) but then it's as with Decipher: Too many ideas, too few resources...

Internet Expansion 4 - 8th place - Author: Bryan Ourso

SEVENTH GUARANTEE

Interrupt

Plays immediately after your opponent receives points from one of your dilemmas. Those points are nullified.

"One of the founding principles of the Constitution of the United Federation, based upon the United States Constitution, is the protection against self-incrimination."

Definitely a new idea and a somewhat cool one, too. Especially against these pesky space decks. Load up your space missions with Cytherians and don't even care about those fat point boxes. Yes, he might make it to the end of the spaceline. He might even waste a Transwarp Conduit or a pair of Wormholes on it. But who says you have to give him the points? ;-)

But of course you can do better. There are these Borg hunter decks. Especially the Klingon Armada style ones. Now you can counteract them by

preceding his Borg with a Borg of your own (important - it has to be your Dilemma). And when he finally gets that suicide attack through and blows both the Borg and his Armada to pieces, just grin and show him your small surprise. I bet he'll hate you for that ;-)

On the other hand if you're not after the spectacular successes, you can protect yourself against a Royale side game gone wrong or you just deprive your opponent of the 5 points he just wasted a turn on by listening to your Sarjenka's plea...

Oh, when you're at it, throw in a Parallax Arguer. After all, it is cool to deprive your opponent of a handful of points. And if he doesn't consider it that cool, just show him how much fun a Kivas on his turn is. And that's cool again, so why not repeat the process? ;-)

Oh, and a last application and that one is weird: You urgently need your Bendii-infected Sarek to solve Wormhole Negotiations next turn and win the game. Then your opponent hits The Higher... the Fewer. Probably the only situation where you'd want to nullify negative points ;-)

Favorite combo(s):

* Seventh Guarantee + a handful of Arguers: Now who's gonna score?

Card Rating (1=worst 10=best) SEVENTH GUARANTEE

| | |
|--------------------------------|-----|
| Wesley's rating: | 5.0 |
| Allen's rating: | 7.5 |
| Cpt. Targ's rating: | 8.0 |
| Data's rating: | 7.0 |
| Dr. R'Mor's rating: | 7.1 |
| EHCCGPP's rating: | 7.8 |
| Hal's rating: | 2.0 |
| Humuhumunukunukuapua'a's rtg.: | 6.0 |
| John's rating: | 7.5 |
| Jon Walker's rating: | 7.5 |
| Jono's rating: | 7.9 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 6.0 |
| Picarde's rating: | 4.0 |
| Ranger's rating: | 6.8 |
| Rothspar's rating: | 5.0 |
| Sirna's rating: | 8.0 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 6.0 |
| Worf's rating: | 4.0 |

AVERAGE RATING: 6.3

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.82 STCCG.guide/ST:CCG Card of the Day/Seska

ST:CCG Card of the day

Wesley's STCCG card of the day #380

Hi.

Um,

Is this thing on? :)

Well, if you haven't guessed already, it's Allen, not Wesley. (and if you hadn't guessed by this point, you've really got to get out more). (Of course, those on the newsgroup probably have no clue who I am. But that's OK - as long as you know it isn't Wes, you're OK. Puff is bouncing these messages to the group for me, since my access is FUBARed.)

Anyways, to the point. Wesley is off on his well-earned vacation, but he drive-by emailed me some COTDs to keep us busy. And since I get to mail them, I also get to do the new openings, and fiddle here :-). (Wes, hope you don't mind - you did say I could finish them :) If you're a COTD purist, just ignore my notes - they'll be in []s..

But on with the show:

...

Hi, folks,

I might be gone but my image is still around to cause COTDs and similar trouble like:

Internet Expansion IV, 7th place, by Stephen Hopkins

SESKA

Personnel, non-aligned, IE4

Integrity 4
Cunning 10
Strength 5

ENGINEER, Treachery x2, Computer Skill, Greed.
May espionage any Federation mission, Staff Star (+).

"Ensign Seska, a physically altered Cardassian, infiltrated the Maquis and later betrayed the crew of the USS Voyager."

Oh yeah, a non-aligned treacherous Engineer. Great stuff. Or so you might say. Well, Seska's skills are nothing to write home about but she is a living Espionage card and this of course helps you a lot.

First, use her in an Espionage deck. You don't need to stock two or three Espionage vs. Fed cards, instead one Seska will do the trick everywhere. And as you're playing Espionage, you won't have to worry much about Dilemmas, after all you should know what you seeded.

But there's an even better idea. Don't just throw her into an Espionage deck, no, play the best missions of two affiliations with just a single affiliation in your crew. The only catch is you cannot use Federation as your crew affiliation. Which is a small fact I really like as the Feds have the best skills and the enhanced mission selection options with Seska give the other affiliations a slightly easier time thus balancing the affiliations another bit more.

I really like her for her balancing effects and for the much simpler way to espionage against people (although Mot can confirm it's already easy to be espionaged against ;-)). But the real power of Seska lies in the fact that she's a two to three card advantage in an Espionage deck. And you know the importance of card advantage ;-)

Favorite combo(s):

* Seska + Romulan crew + opponent playing Feds ;-)

[Here's a stray thought - to attempt a mission, you must have one personnel of the correct affiliation. Espionage cards allow you to use a different affiliation. But here's a non-aligned personnel that lets you espionage Fed missions. Which to my mind means that there's no need for an aligned personnel. One step closer to the mythic Non-Aligned deck?]

Card Rating (1=worst 10=best) SESKA

Wesley's rating: 6.5

Allen's rating: 6.0

| | |
|--------------------------------|-----|
| Cpt. Targ's rating: | * |
| Data's rating: | * |
| Dr. R'Mor's rating: | * |
| EHCCGPP's rating: | * |
| Hal's rating: | * |
| Humuhumunukunukuapua'a's rtg.: | * |
| John's rating: | 9.0 |
| Jon Walker's rating: | 7.0 |
| Jono's rating: | 6.0 |
| Locutus' rating: | 8.5 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 7.0 |
| Picarde's rating: | 5.0 |
| Ranger's rating: | 5.0 |
| Rothspar's rating: | 6.6 |
| Sirna's rating: | 5.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 7.9 |
| Worf's rating: | 7.0 |
| ----- | |
| AVERAGE RATING: | 6.8 |

[* means that I have a rating with an email address, but no way to match up nicknames. If you're one of them, drop me a quick line so I can get it right for next one. Your score is still put in for the average, of course. Address is agould@gpu.srv.ualberta.ca]

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
The mortal STCCG Lord's temp. :)

1.83 STCCG.guide/ST:CCG Card of the Day/Dixon Hill, Sherlock Holmes

ST:CCG Card of the day

Wesley's STCCG card of the day #381

Well, it's me again. Didja miss me? :)

As Wesley is still on vacation, I'm continuing my pinch-hitting efforts with the COTD. So, without much further ado..

Hi, folks,

as it's almost traditional for an Internet Expansion, a two-card combo made it into the top 10:

Internet Expansion IV, 6th place, by Maelwys

DIXON HILL

Personnel, Federation

Integrity 8

Cunning 8

Strength 7

CIVILIAN, Diplomacy, Leadership, Sleuth,

CUNNING +2 if on ship with Holodeck

"JEAN-LUC PICARD often went to the holodeck to relax, taking on the role of Dixon Hill in his favorite Holo-novels."

SHERLOCK HOLMES

Personnel, Federation

Integrity 8

Cunning 12

Strength 8

CIVILIAN, Honor, Leadership, Sleuth,

CUNNING +2 if on ship with Holodeck

"When Lt. Cmdr. DATA wanted to experience humanity more, he went to the holodeck and played the part of Sherlock Holmes."

Sleuth skill: Once per game, personnel may "figure out" a way to eliminate one requirement from any mission.

Once again a pair of persona cards for Picard and Data (we have seen the Romulan versions in an earlier IE set). These have quite unique advantages and disadvantages.

Disadvantages lie in the more limited skill selection with only two "normal" skills and the CIVILIAN classification you are not interested in unless playing Colony or a Naiskos. And it's not that Dipholes were that rare in the Federation ; -)

The small advantage is the Cunning bonus with a holodeck present. With this extra, the two detectives have slightly above-standard attributes, but I guess you by now know that two attribute points don't make that much of a difference.

[Well, they make a difference, but most people don't tune Away Teams to the point of planning to beat a dilemma by exact amounts. Also, quick notes: both are Yuta- and Firestorm-proof.]

The interesting feature is the Sleuth skill. You can with this skill eliminate any one mission requirement. Try that with Study Stellar Collision and you have a really easy mission ; -) But you can also use this skill in a very sneaky way in order to make your opponent's life miserable. He's using a Klingon honor deck to solve Wormhole Negotiations? Reduce that one to Diplo x5 OR Treachery x4 and he'll have a hard time getting it done. Or remove the Data requirement from your opponent's Investigate Time Continuum.

But in spite of all this, the usual application of the Sleuth cards is to remove a requirement from a mission that contradicts your deck theme. You have an Engineering deck and suddenly need Exobiology x3. Sleuth it away and you can solve your mission. Or when you are drastically low on attributes, you can also do something there. Not the worst idea I've ever seen ?

[Many of the raters noted that this new Sleuth skill was too powerful, mainly because it's Fed only. While I think the Feds as an affiliation have an advantage in the straight-out race, the other affiliations do have some very sneaky abilities denied to Starfleet. And given the number of successful non-blue decks, I think that the difference is shrinking all the time. Which to me says that these two cards aren't that bad, especially considering you have to give up Data and Picard to get them (persona rule, remember?). And in most situations, I'd take Data over Holmes. The Picard/Dixon question is a little closer - depends on the deck. And you can always use Riker as a Picard substitute to cover while ol' baldy plays make-believe. :)]

Favorite combo(s):

* (Allen, can you think one up ?)

[Um... well, let's try these.]

- * Dixon/Holmes + any one-skill mission (Q's Planet, Study Stellar Collision, etc.) = very easy requirements.
 - * Dixon/Holmes + Major Rakal + Quash Conspiracy : remove that nasty Integrity requirement.
-

- * the aforementioned Dixon/Holmes + Somebody else's Investigate Time Continuum: since you have Holmes instead of Data, no sense letting this just sit, right?
- * even better = Holmes/Dixon + opponent's Pegasus Search : wait for your opponent to get his Interphase Generator. Remove that offending requirement after the OR. Smile.

Card Rating (1=worst 10=best) DIXON HILL / SHERLOCK HOLMES

[Due to time constraints, and the fact that some people (like me) sent in one score for the both, and some sent in one for each, I averaged the dual-scores, and lumped them together.]

| | |
|--------------------------------|-----|
| Wesley's rating: | 7.1 |
| Allen's rating: | 7.5 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 9.0 |
| Dr. R'Mor's rating: | 7.4 |
| EHCCGPP's rating: | 7.5 |
| Hal's rating: | 7.5 |
| Humuhumunukunukuapua'a's rtg.: | 9.0 |
| John's rating: | 2.0 |
| Jon Walker's rating: | 6.5 |
| Jono's rating: | 5.2 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 8.0 |
| Picarde's rating: | 7.0 |
| Ranger's rating: | 7.9 |
| Rothspar's rating: | 7.2 |
| Sirna's rating: | 4.0 |
| Tebok's rating: | 8.0 |
| Tony's rating: | 8.7 |
| Worf's rating: | 9.0 |

AVERAGE RATING: 7.2

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould

The STCCG Lord's temp. :)

"The Truth Is Over There On The Shelf.

(no, no, next to the bowling trophy)"

1.84 STCCG.guide/ST:CCG Card of the Day/Chart Expanse

ST:CCG Card of the day

Wesley's STCCG card of the day #382

Greetings, all you groovy people. (It's been one of those days.:)

Before I kick in the EHW, a notice to those who may not know:

I Am Not Wesley Crusher. :)

It's amazing, folks - I've only done two issues, and I've already got people asking to become raters, and all sorts of things. I'm just the temp, folks. If you'd like to become a rater, ask Wes. Preferably when he gets back from vacation. :)

And now, our daily dose of Wes..

<activating the Emergency Holographic Wesley>

Hi, folks,

here's the opposite of Warped Space:

Internet Expansion IV, 5th place, by Pakled Captain.

CHART EXPANSE

Mission - Federation/Klingon - Space - Span 7-X

"Necrite Expanse: Find shortcut through vast anomaly."

Navigation x 2 + Stellar Cartography + Astrophysics
[35 Points] If you solve, X=5

[Quick note - on the submission the raters got, the skill requirement was

"Navigation x2 + Stellar Cartography - Astrophysics" (note the - sign). Many (including myself) wanted to know if this meant that you had to have no Astrophysics present to solve. What it is was a typo in the submission or Wes' retype. But it's a cool idea, for those who care to write it down for IE5. Anyways, some ratings may reflect whatever impression they got from the - sign.]

4 skills including a double Navigation requirement is not too easy a mission with just a 35 score. But then there's the catch with the Span. A 7 span is a hefty spaceline blocker (highly efficient against those notorious Husnock users ;-)) and you should be able to find uses for that (for example how about slapping a Gaps in Normal Space on it ?)

[Actually, the Navigation is the least of your worries. I mean, I can't remember the last time I was stuck for a Navigation skill. (Well OK. Maybe once.) And Cartography and Astrophysics are in enough missions, that this mission could fit very nicely into the scheme of things. So I think 35 points is about right - 40 would be too much.]

The only problem with this blocker is you get blocked yourself. While you can eliminate part of this problem by seeding the card in a location where you think it hurts your opponent more than yourself, the better way is to solve the mission and gain a substantial speed advantage (especially if you managed to surround the Expanse with Span 3 cards - you can jump 3-2-3 with any Range 8 ship while your opponent will have to stop twice on a 3-7-3 unless he's using AU ships.

Affiliation-wise the mission is a bit better suited for Feds than for Klingons although both have a three person solution available. Nice and balanced card, but it requires some combos to make maximum use of it.

Favorite combo(s):

- * Chart Expanse + Gaps in Normal Space.
 - * [Deck design - go Colony, use Chart Expanse as one of your roadblocks. It's better than two spaces, since it requires most of your RANGE to get over. Add in FGC-47, a lot of Space, and your planet. Could buy you the turn or two you need to win.]
 - * Chart Expanse + opponent's Husnock or any damaged ship. Dead stop. :) [Which lends itself to a Klingon assault deck. Catch your opponent on the wrong side of the expanse, damage as many as you can, pick them off at your leisure.]
-

Card Rating (1=worst 10=best) CHART EXPANSE

| | |
|---------------------|-----|
| Wesley's rating: | 5.0 |
| Allen's rating: | 6.0 |
| Cpt. Targ's rating: | 6.0 |
| Data's rating: | 6.0 |
| Dr. R'Mor's rating: | 7.8 |
| EHCCGPP's rating: | 5.7 |
| Hal's rating: | 6.0 |

| | |
|-------------------------------|-----|
| Humuhmunukunukuapua'a's rtg.: | 4.5 |
| John's rating: | 3.0 |
| Jon Walker's rating: | 6.5 |
| Jono's rating: | 6.7 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 7.0 |
| Nanite's rating: | 6.0 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 7.0 |
| Rothspar's rating: | 6.0 |
| Sirna's rating: | 8.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 8.5 |
| Worf's rating: | 6.0 |
| ----- | |
| AVERAGE RATING: | 6.3 |

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LLAP,

Wesley Crusher
 Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
 The STCCG Lord's temp :)

"The closer you get to Canada, the more things that will eat your horse."

1.85 STCCG.guide/ST:CCG Card of the Day/Call of Dr. Soong

ST:CCG Card of the day

Wesley's STCCG card of the day #383

Hi everyone.. Here's the next one.. (yeah, this part's getting shorter, but hey - it's just intro. ;) As always, my comments are in []s..

Sorry - one more note: I'm going camping this weekend, so the medal round of IE4 will start on Monday. There - you've been warned. :)

<activating the Emergency Holographic Wesley>

Hi, folks,

it's really funny to get a good submission from a totally unknown STCCG player every now and then:

[.. and also proves that a fresh perspective goes a long way - congrats, Jenny.]

Internet Expansion IV, 4th place, by Jenny Sieman

CALL OF DR. SOONG

Event, rare

Play at one planet location. All androids are disabled until brought to that location.

"Data once took over the U.S.S. Enterprise and answered Dr. Soong's call when Dr. Soong activated a signal to Data. Unfortunately, Lore answered the call as well."

This one is a very powerful deck hoser. You all know these decks all too reliant on lots of Androids to provide Integrity for Q Dilemmas or CIVILIANS for Colonies. And this is the ultimate anti-android card. You play it on a planet (stock a Q's Planet for this purpose if you want to play space missions) as far away as possible from your opponent's androids. And then you watch your opponent squirm as he tries to get his deck back to work without too much success (at least if you can defend the Event with Q2s or Rishon).

And unfortunately that's pretty much all I have to say. The card is very close to being broken as it can shut down an entire deck. And even if it only takes out two or three personnel unless your opponent takes a six turn side trip to reactivate his androids, it is too powerful.

[For the most part, I agree with Wes. This card is very powerful. Of course, there's a simple solution - don't use androids. Think about it - before QC, there was Data, and... Data. These days, Finger puzzles and the such are almost mandatory. Here's a simple way to blow through a bunch of them easily. Just remember to bring another solution to Security Precautions.]

Well, most raters liked it. I think it's an example of a card too strong. We'd need a very effective counter-card for this but then we'd just wind up having both players assigning fixed slots in their tents (or playing completely without androids). Sorry, Jenny, a bit too powerful :-)

Favorite combo(s):

- * None.
 - * [Well, I'll throw in a mean one: Call of Dr. Soong + Investigate Legend
- disable 'em, then cloak the planet.]
-

Card Rating (1=worst 10=best) CALL OF DR. SOONG

Wesley's rating: !a3nQx...

[Hmm.. seems to be some interference with Wes' rating..]

| | |
|-------------------------------|-----|
| Allen's rating: | 7.2 |
| Cpt. Targ's rating: | 7.5 |
| Data's rating: | 8.0 |
| Dr. R'Mor's rating: | 6.4 |
| EHCCGPP's rating: | 3.4 |
| Hal's rating: | 8.0 |
| Humuhmunukunukuapua'a's rtg.: | 6.5 |
| John's rating: | 4.0 |
| Jon Walker's rating: | 8.0 |
| Jono's rating: | 8.0 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 7.5 |
| Nanite's rating: | 7.0 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 8.6 |
| Rothspar's rating: | 8.5 |
| Sirna's rating: | 9.0 |
| Tebok's rating: | 6.5 |
| Tony's rating: | 7.5 |
| Worf's rating: | 6.0 |

AVERAGE RATING: 7.0

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
The STCCG Lord's temp :)

"Why is it I can always think of the catchy slogan after I send the email?"

1.86 STCCG.guide/ST:CCG Card of the Day/Intruder

ST:CCG Card of the day

Wesley's STCCG card of the day #384

I'm back from my weekend vacation, just in time for the bronze medal winner.
And hopefully our EHW will hold together for a few more COTDs..

<activating the Emergency Holographic Wesley with crossed fingers>

Hi, folks,

what do you get if you cross a Rogue Borg with a Coalescent Organism?

This:

Internet Expansion IV, 3rd place, by James Kerrigan

INTRUDER

Dilemma Planet/Space, Rare.

Plays as a personnel. Attacks one of your personnel present (random selection), at the end of each of your turns. After three full turns uses one of your Equipment present (Random selection), as his own. No Leadership is required, does not stop crew/away team. Discard if 3 Security present. Strength=8.

"Intruders often attack crews and away teams one by one, and steal weapons."

An interesting variant on both the Rogue Borg theme and the Coalescent Organism. Intruder is placed on the ship and starts battling each turn. Thus, if you don't have any personnel with STRENGTH > 8 you'll lose all your crew.

.....

A*#!\$afd

NO CARRIER

<the Holo-Projector fizzles out, bellowing smoke and sparking in that

wonderful Star Trek tradition>

[Hmm.. seems that's the end of the line, folks. Wes warned me this might happen. So looks like I get to finish. Oh darn. :)]

This was my personal favorite from this year's offerings, since it's a cool concept with great play potential. And, it's our first true-blue Fed killer.

That's right - finally, we have a killer that targets our Fed's weak spot - STRENGTH. And while there there is Worf, Data and the STAs to help out, the Intruder will continue to pick people off until you're lucky enough to have the Intruder attack them. Teams without those folks (or perhaps your android's been disabled?) will be forced to evacuate or lose the entire team.

The Romulans and Klingons won't have nearly as much trouble with this dilemma, and the STAs take a bite out it's effectiveness in general. Of course, the 3 SECURITY is the guaranteed killer, but that's something you don't see all that often..

Some other benefits - it's planet/space, so it's always useful. Plus, there's the psychological effect of having someone running amok on your ship. :)

Favorite combo(s):

- * The no-brainer: Interphasic Plasma Creatures + Intruder. Now you need personnel with STRENGTH > 10. My quick glance listed only 3 people who qualify. Makes those SECURITY a lot more appetizing, n'est pas?
- * Intruder + Rogue Borg: whittle down that crew a little faster..

Card Rating (1=worst 10=best) INTRUDER

| | |
|--------------------------------|--------------|
| Wesley's rating: | [.....] sigh |
| Allen's rating: | 9.4 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 8.0 |
| Dr. R'Mor's rating: | 6.9 |
| EHCCGPP's rating: | 7.0 |
| Hal's rating: | 7.0 |
| Humuhumunukunukuapua'a's rtg.: | 1.8 |
| John's rating: | 3.5 |
| Jon Walker's rating: | 7.5 |
| Jono's rating: | 5.7 |
| Locutus' rating: | 9.2 |
| Mot's rating: | 6.0 |
| Nanite's rating: | 8.5 |
| Picarde's rating: | 7.5 |
| Ranger's rating: | 6.4 |
| Rothspar's rating: | 7.5 |
| Sirna's rating: | 4.0 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 8.7 |

Worf's rating: 5.0

AVERAGE RATING: 6.7

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
The STCCG Lord's temp :)

(This one's dedicated to Puff - just cause)
"Never tick off a dragon, for you are crunchy and taste good with ketchup"

1.87 STCCG.guide/ST:CCG Card of the Day/Invasion

ST:CCG Card of the day

Wesley's STCCG card of the day #385

Hi folks. Well, I have good news, and bad news.

Bad news is, the projector's shot, and I can't fix it (I'm a rater, not an engineer. :) That means, no more holo-Wesley. Good news is, I've managed to salvage the silver and gold medal winners for Internet Expansion IV, and I've managed to put together reviews for them. (So any purists may want to cover their eyes - this is pretty much all me, little/no Wes. Be gentle, folks. :)

Anyhoo, it's down to business, and our second place card:

Internet Expansion IV, 2nd place, by Joe Golowka

INVASION

Interrupt

Play card at the beginning of your turn. Until end of turn, score one point for each of opponent's personnel you kill, 10 for each outpost, 6 for each station, and 5 for each starship. Double points if you have completed Strategic Diversion. You may not play another Invasion for two full turns.

"In 2372 the Klingon Empire launched an invasion against the Cardassian Union. The invasion devastated Cardassia and gave the Klingons new territory."

Well, here it is - the logical progression of Latinum Payoff and Klingon Civil War. For one turn, those armadas become a big point machine. Of course, there's one catch - you have to catch them first, and there has to be enough of them out there to kill. And let's be honest - there's a severe limit to how many points you'll score with this. Most likely, you'll nail an outpost, two ships, tops. That's 20 points, plus crew (remember that crew - point a piece). So if you're lucky, you'll net 25-30 points. About as good as a mission.

Now, before you Klingons out there start getting all excited, you're not going to be able to win a game with this card. You can only use it every three turns, but let's face it - your opponent won't have anything worth shooting at for a long while. If you sacrifice the fleet to a Borg Ship, you'll get 45 - enough to bring you within 25-30 points of a win. So you'll still need a mission to win. Of course, it's still worth it, since you were planning on using that armada anyways, right? :-) So one interrupt for 20 points is a pretty darn good deal in my book.

End result - if you're playing the Armada, stock one or two. At least you'll score 10 when you take out the outpost. Otherwise, leave it in the box.

Favorite combo(s):

- * Klingon armada + Invasion. (nah, go figure :)
- * Don't forget the ground possibilities: Tasha Alternate + multiple Phaser Burns makes for a darn good commando raid at 2 points per Burn. :)

Card Rating (1=worst 10=best) INVASION

| | |
|--------------------------------|-----|
| Wesley's rating: | -.- |
| Allen's rating: | 6.5 |
| Cpt. Targ's rating: | 8.5 |
| Data's rating: | 8.4 |
| Dr. R'Mor's rating: | 8.9 |
| EHCCGPP's rating: | 5.5 |
| Hal's rating: | 6.5 |
| Humuhumunukunukuapua'a's rtg.: | 7.2 |
| John's rating: | 6.5 |
| Jon Walker's rating: | 5.0 |

| | |
|--------------------|-----|
| Jono's rating: | 5.7 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 9.5 |
| Picarde's rating: | 5.5 |
| Ranger's rating: | 9.1 |
| Rothspar's rating: | 7.0 |
| Sirna's rating: | 8.0 |
| Tebok's rating: | 8.5 |
| Tony's rating: | 9.2 |
| Worf's rating: | 5.0 |
| ----- | |
| AVERAGE RATING: | 7.2 |

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Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
The STCCG Lord's temp :)

"Hmm.. let's see what this button does.."

1.88 STCCG.guide/ST:CCG Card of the Day/Quark's Bar

ST:CCG Card of the day

Wesley's STCCG card of the day #386

Well, here it is, folks. Numero uno. The cream of the crop. And a whole other bunch of cliches that I can't remember off hand. The first place card of Internet Expansion IV.

The gold medal goes to...

Internet Expansion IV, First place!, by Qume.

QUARK'S BAR

Event

When played, both players must shuffle their discard piles into their draw decks. Discard event.

"This infamous Deep Space Nine establishment is reknowned for its colorful clientele and alluring dabo girls. An extremely difficult place for a gambler to leave while he is ahead."

First off, a note on game play - you shuffle your discard pile into your draw pile, then you discard Quark's Bar. So the Bar will become the first card in your discard pile.

The obvious benefit is that you get a longer game, for both players. Which these days is a good thing - more time to fly around, solve missions, and blow things up.

The problem is, this card makes speed decks deadly. Two or three Bars, and you can recycle your deck endlessly. Which means you can go fast. Very fast. Of course, there's always Uxbridge, but you'll need a couple to totally shutdown the deck, since if one goes through, he'll get the rest back. Just truly nasty.

I don't think we'll ever see this card in a set as is - most likely, there'd need to be a "not duplicable" on it, to prevent those recursive decks. None the less, it's very very cool.

A more esoteric use (meaning one that'll never get used) is that it shuffles your deck, in case you've been Thought Maker'ed, or just having a bad draw.

All in all, a fairly straightforward card.

Favorite combo(s):

- * Quark's Bar + Quark's Bar: infinite draw pile.
- * The Evil Ultimate Speed Deck(tm): 3 Bars, Horga'hn, Traveler, Kivas, Red Alert, add missions to taste. Go as fast as you want, for as long as you want. Forget the Tent - you won't need it.

Card Rating (1=worst 10=best) QUARK'S BAR

| | |
|---------------------|-----|
| Wesley's rating: | ... |
| Allen's rating: | 4.5 |
| Cpt. Targ's rating: | 8.0 |
| Data's rating: | 8.5 |
| Dr. R'Mor's rating: | 7.7 |
| EHCCGPP's rating: | 5.0 |

| | |
|--------------------------------|------|
| Hal's rating: | 9.5 |
| Humuhumunukunukuapua'a's rtg.: | 2.0 |
| John's rating: | 4.0 |
| Jon Walker's rating: | 8.5 |
| Jono's rating: | 6.7 |
| Locutus' rating: | 6.0 |
| Mot's rating: | 9.0 |
| Nanite's rating: | 8.5 |
| Picarde's rating: | 5.0 |
| Ranger's rating: | 8.0 |
| Rothspar's rating: | 7.9 |
| Sirna's rating: | 10.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 8.8 |
| Worf's rating: | 5.0 |
| ----- | |
| AVERAGE RATING: | 6.9 |

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord (on vacation)

"A couple of lightyears can't keep good friends apart"

and

Allen Gould
The STCCG Lord's temp. :)

"If fools come a dime a dozen, I want to find the guy supplying the dimes."

1.89 STCCG.guide/ST:CCG Card of the Day/Orb of Prophecy and Change

ST:CCG Card of the day

Wesley's STCCG card of the day #387

Hi, folks,

after a long absence (yes, even STCCG Ambassadors want to have their summer holiday ;-)) I am back, in real, more failure-proof than the Emergency Holographic Wesley which seemed to have had a pretty short lifespan - guess you can't just program that much STCCG into a stable holocharacter ;-)

So where did I leave off before I left? Oh right, Internet Expansion 4. But that one seemed to have run its course. So what was before that? Umm (checking old logs) - Anthology preview cards. Let's jump back in there...

ORB OF PROPHECY AND CHANGE

Artifact, rare First Anthology / DS9

Use as Equipment card. Once each turn, you may glance at the top card of your draw deck. Insert it anywhere within your draw deck if you wish. (Not duplicatable).

"Third of the nine mysterious energy vortices called Tears of the Prophets by the Bajorans. Grants visions of the future. Only Orb not stolen by Cardassians during the occupation."

I can't help thinking of a déjà vu with this card, seems to me as if I did it before, but the COTD archive does not know anything about Orbs, so I'll believe it.

First, it's a beautiful implementation of the theme. Rare is the STCCG card whose title translates this nicely into a game effect. We have the "Orb" (which has to be a non-duplicatable Artifact as it is a unique item of incredible value) "of Prophecy" (you get to see which card you are going to draw next) "and Change" (and you can actually change your future by moving this card to a place in your draw deck where it suits you much better.

So your basic net effect is you get the better of two cards into your hand at the end of each turn (if you guess right). This is quite a powerful effect, however it looks a bit pale compared to the Traveler where you actually get both cards, not just the one you like better. However, the Orb still has its advantages. First, in the middle to late game you are no longer much concerned about drawing many cards, actually you will usually want to avoid drawing too many cards in order to make sure you do not draw out too soon. But you will quite often need that one crucial card (a replacement for a lost classification, a ship or whatever). So with the Orb, you can double your chances at drawing the crucial card and yet keep your deck exhaustion rate at one per turn.

What else? One good use is to move two Q's tents to the bottom of your deck and then start to tent at random. If you can construct a 28-card draw deck with all necessary cards, you can draw these 28 at an amazing speed using Kivas and then take up to 26 turns with your complete deck available as resources in which to win by tenting at random and redrawing the tent. If your tent provides a steady stream of good personnel for example, this strategy can prove to be very powerful. Or, speaking of Q's tents, if you tent at random and got the card you wanted, why not use the Orb to move the just-returned tent a few places down to make sure you draw something more useful on the next turn...

But whatever use you take, the Orb pales a bit compared to the Betazoid Gift Box. To be a fully comparable Artifact, the Orb would have to have twice the power - look at two cards and put them into any place in your deck. Well, not completely crappy, and a BGB replacement for those who don't have this power card and it has a few special uses. But then, not a top notch card either. Oh, one last use: You just Kivased and drew a tent and are now faced with the decision "Tent or draw?" Well, the Orb might help you make that decision...

 Favorite combo(s):

* The Orb + Q's Tent - in pretty any application scenario.

 Card Rating (1=worst 10=best) ORB OF PROPHECY AND CHANGE

| | |
|--------------------------------|-----|
| Wesley's rating: | 5.8 |
| Cpt. Stasis' rating: | 9.5 |
| Cpt. Targ's rating: | 8.0 |
| Data's rating: | 8.9 |
| Dr. R'Mor's rating: | --- |
| EHCCGPP's rating: | 7.5 |
| Gowron's rating: | 8.4 |
| Hal's rating: | 9.4 |
| Humuhumunukunukuapua'a's rtg.: | 9.1 |
| John's rating: | 7.0 |
| Jon Walker's rating: | 7.5 |
| Jono's rating: | 8.9 |
| Locutus' rating: | 9.0 |
| Mot's rating: | 8.5 |
| Nanite's rating: | 7.0 |
| Picarde's rating: | 7.0 |
| Ranger's rating: | 8.5 |
| Rothspar's rating: | 7.6 |
| Sirna's rating: | 8.0 |
| Tebok's rating: | 9.6 |
| Tony's rating: | 9.7 |
| Worf's rating: | 8.0 |

 AVERAGE RATING: 8.6

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With all back issues from #1 up to today !

LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.90 STCCG.guide/ST:CCG Card of the Day/Thomas Paris

ST:CCG Card of the day

Wesley's STCCG card of the day #388

Hi, folks,

I know I'm always neglecting my STCCG roots with all this ISOWC, Hall of Fame and similar stuff going on, but here's one more ;-) For those of you who are

regularly checking back issues on the website, note the change in address, BTW - Lennard's provider has changed, so the pages moved with him.

THOMAS PARIS

Personnel, Non-aligned, rare FA / VOY.

Integrity 5
Cunning 6
Strength 7

CIVILIAN, Navigation x2, Transporter Skill, SECURITY,
Treachery (may convert to Honor for rest of game), Staff Star, AU icon.

"Convicted traitor. Maquis sympathizer. Best pilot Harry Kim has ever seen. In an alternate reality, a bar fight cost Tom Paris his future aboard the U.S.S. Voyager."

And yet another new dual classification for the Naiskos fans among us. And for exactly these guys, Tom has another nice bonus - his AU icon which mean you can stuff him into the nearest Cryo and uncover him along with the Artifact. As for other skills, you get the, well, not-so-great-yet Transporter Skill (although Mot recently uncovered a few semi-decent uses for beaming prevention cards) and a double Navigation. The latter is not that bad if you build a deck around increasing your travel speed while slowing your opponent's movement. Just add FGC-47 and you'll have a decent movement advantage. Not that you'd want to necessarily solve FGC-47 ;-). But as a Dilemma sucker and one-sided spaceline blocker that mission has its own merits. Of course in this strategy you might also want to have a Near-Warp transport or two, giving Tom's Transporter skill even a slightly useful

aspect.

Last, the Treachery / Honor thing. Try this with Romulans. There are several decent missions for the Rommies that require one Honor, but Rommies with Honor usually s*ck and then, all these missions with Treachery just wait to be solved. Or, if your opponent is notoriously good at guessing Outpost Raid right, play Klingon and have a single Treachery mission as your outpost location. Your opponent will most probably pay no attention to it (hey, you are playing a Diphole deck), so just place your outpost there and grab a quick 35 or 40 before he even noticed what happened. Then switch Tom and continue in your regular Diphole ways. Maybe not the all-out power personnel, but a good incarnation of Tom and a lot of flavor on the card.

 Favorite combo(s):

* Thomas Paris + honorable Klingons + Pegasus Search or Plunder Site

 Card Rating (1=worst 10=best) THOMAS PARIS

| | |
|--------------------------------|------|
| Wesley's rating: | 6.8 |
| Cpt. Stasis' rating: | 5.5 |
| Cpt. Targ's rating: | 7.5 |
| Data's rating: | 7.3 |
| Dr. R'Mor's rating: | 7.2 |
| EHCCGPP's rating: | 7.5 |
| Gowron's rating: | 6.6 |
| Hal's rating: | 7.9 |
| Humuhumunukunukuapua'a's rtg.: | 6.9 |
| John's rating: | 8.0 |
| Jon Walker's rating: | 7.0 |
| Jono's rating: | 5.3 |
| Locutus' rating: | 7.5 |
| Mot's rating: | 8.0 |
| Nanite's rating: | 10.0 |
| Picarde's rating: | 7.0 |
| Ranger's rating: | 6.9 |
| Rothspar's rating: | 6.7 |
| Sirna's rating: | 5.0 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 8.0 |
| Worf's rating: | 5.0 |

 AVERAGE RATING: 7.0

 And now for a totally different idea: Right after I released the Mannheim Expansion Dream Card Parody set, two players suggested to use some of those cards to overcome the "reviewable cards" shortage. Well, I'll leave it up to you. If the majority wants to see some reviews of Mannheim cards I will review a number of those. If you'd prefer real cards (however I think there are less than 15 review-worthy cards left), I'll do my best to find the most interesting ones out of the not yet done 240.

BTW, Mannheim Expansion cards (Semi-graphical) can be grabbed at

>>> <http://www.geocities.com/Area51/Dimension/2468/> <<<

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1.91 STCCG.guide/ST:CCG Card of the Day/Ensign Tuvok

ST:CCG Card of the day

Wesley's STCCG card of the day #389

Hi, folks,

Wesley gets the point...

...ed ears ;-)

ENSIGN TUVOK

Personnel, Federation, rare, FA / VOY

Integrity 6
Cunning 8
Strength 7

SCIENCE, Astrophysics, Mindmeld, Youth, Once per game, may cancel a battle at same Nebula. Staff Star, AU Icon, TOS icon.

"29-year-old Vulcan of first deep space assignment aboard Captain Sulu's U.S.S. Excelsior in 2293. Joined Starfleet under pressure from his parents."

Hmmm, Astrophysics and Youth, eh? And Integrity 6, Cunning 8 and a Staff Star to boot... Wonder where I've seen this before ;-). Which leads me to a decent use for our Tuvok: Use him as a Wesley replacement in a Cryosatellite. Together with Rachel Garrett, Tuvok is everything you need to gain 60 points, as Rachel can solve Restore Errant Moon and Tuvok can solve Plasma Streamer. Do I hear a cry for a Cryosatellite under Wormhole Negotiations? Concentrate your deck on Dilemma-solvers and Diplomats and then use Tuvok and Rachel to finish it. Easy enough. And Revolving-Door-proof.

What else? SCIENCE? Actually, if I want him for his SCIENCE, I usually have better choices, skill-wise. Dr. Reyga, Vekor and Neela Daren are all truly decent Scientists. But better than OFFICER at least and also again provides for a Wesley alternative in case you need Youth along with your Astrophysics and already have abundant ENGINEERS.

Mindmeld? Ho-hum. Maybe useful with Wormhole Negotiations or some other mission that has a high multiplier after a requirement. That is if you can pull that Vulcan Mindmeld card.

And his special ability is a small defense bonus. Not that too many people would play with one of the Nebula missions or the common Nebula card. And not that canceling one battle per game would be the power you absolutely need (if you do, try Guilty-Provisionally). But it does more than a blank line. However it also provides that extra dot for the Bailiff. Oh well, maybe once before 2000 I will actually pull it off. That is if I even use the card before 2000 ;-)

 Favorite combo(s):

* Tuvok + Rachel Garrett + Cryosatellite + Wormhole Negotiations

Card Rating (1=worst 10=best) ENSIGN TUVOK

| | |
|--------------------------------|----------|
| Wesley's rating: | 4.5 |
| Cpt. Stasis' rating: | 6.0 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 7.000001 |
| Dr. R'Mor's rating: | 6.7 |
| EHCCGPP's rating: | 5.6 |
| Gowron's rating: | 7.1 |
| Hal's rating: | 3.1 |
| Humuhumunukunukuapua'a's rtg.: | 4.5 |
| John's rating: | 7.5 |
| Jon Walker's rating: | 7.5 |
| Jono's rating: | 3.7 |
| Locutus' rating: | 6.0 |
| Mot's rating: | 6.5 |
| Nanite's rating: | 8.5 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 7.0 |
| Rothspar's rating: | 8.9 |
| Sirna's rating: | 4.0 |

Tebok's rating: 6.8
 Tony's rating: 7.8
 Worf's rating: 5.0

 AVERAGE RATING: 6.2

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1.92 STCCG.guide/ST:CCG Card of the Day/Parallax Arguers

ST:CCG Card of the day

Wesley's STCCG card of the day #390

Hi, folks,

yes, I sent out my ratings request too late, so sorry. Sue me ;-) Well, now that I again have a few ratings, let's jump right into something cool. Or is it cool? Arguable.

PARALLAX ARGUERS

Interrupt, common QC.

If that was cool, X=5. OR If you just argued, play an Event card now (X=0).
 OR Nullifies Parallax Arguers (X=Opponent's Arguers points +5) [X]

"At the Parallax Colony, one couple spent their lives endlessly contradicting each other, despite Alexander's reminding them about the higher... the fewer."

 This card was always a cool [5] reason to argue. With just these few words, Decipher cool[10]ly set off the most heated rules argument series [Did I say Argument? Drought Tree. 17] in the history of our game.

In the early days, players had really cool [22] application ideas for the card. The earliest implementation was the nothing-but-arguers deck, inspired by the rule sheet wording that could be misread as that only the player playing the PA would declare what was cool [27] or not. Then came the somewhat more advanced 5-0 deck. Innocently play an Arguer on the first turn stating "It is cool [32] that I might now get a chance to play this great event I have here." If he agrees, fine, grab the 5, if not, put a cool [37] smile on your face and play Kivas, followed by more Arguers. Unless your opponent stays cool [42 - hey that's a cool [47] number] you will get to score points at some time. Hey, and 5-0 is also a win.

Of course these don't win you a tourney. But then, there were sneakier applications. Scenario: Tourney. Opponent plays something obviously legal on turn 1. You say "Hey, you can't do that". Unless he's really cool [52] and calls the judge, he'll reply "Sure can". You say "No", he says "Yes" and that's an Argument. Red Alert and on turn one you plop down your entire crew. Cool [57].

Okay, the last one is now (thankfully) forbidden. Arguments [Oh, while we're at it: Plant another tree - 64] can now only be counted for the PA if the subject of the argument is whether something was cool [69] or uncool.

So the PA remains a card that leaves the opponent a nasty choice - allow you a free 5 points or a free Event play. Throw Event wrenches into your opponent's plans at Interrupt speed or just get out that Kivas without losing a turn. But nonetheless as a speed card, the PA has only limited use. True, you get an extra card play, but the bottleneck of an STCCG deck is often not the card play but the draw. And in this respect, the PA can be as cool [74] as it wants to, it just costs you a draw. Not so hot [Waitasec, not so hot means the same as cool. 79]

Of course you can always hope for these games where not only you but also your opponent have a few PA in the deck. Your opponent does something and declares it cool [so he also gets 5] and you agree that that is really cool, but it would be even cooler that you now get 10 for nullifying his PA [89]. Not to be outdone, your opponent throws another PA [back to 79, and him to 15] your way which you counter - you guess it - with a fourth PA [99]. Oh, 99? Tebok will definitely confirm that this is a cool number ;-) [104].

 Favorite combo(s):

- * Let's get a bit more serious here: PA + Supernova. Instant 5 points. Or instant BOOM.
- * PA + Interrogation: How many points do you see?
- * PA + Kivas: The best deck if your only aim is not to lose.

 Card Rating (1=worst 10=best) PARALLAX ARGUERS

Wesley's rating: CO.OL (Okay, that's 5 of course)
 Allen's rating: 10.0
 Cpt. Targ's rating: 8.0
 Dr. R'Mor's rating: 5.5

| | |
|--------------------|------|
| EHCCGPP's rating: | 5.5 |
| Gowron's rating: | 9.5 |
| Hal's rating: | 8.3 |
| Locutus' rating: | --- |
| Mot's rating: | 8.0 |
| Picarde's rating: | 10.0 |
| Ranger's rating: | 6.5 |
| Rothspar's rating: | 7.0 |
| Sirol's rating: | 5.0 |
| Tebok's rating: | 8.0 |
| Tony's rating: | 8.0 |
| Vox's rating: | 8.0 |
| ----- | |
| AVERAGE RATING: | 7.3 |

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1.93 STCCG.guide/ST:CCG Card of the Day/Alien Parasites

ST:CCG Card of the day

Wesley's STCCG card of the day #391

Hi, folks,

a typical attempt at writing COTD:

(Okay, let's sit down and write this thing. Just log into chat so I can see what's going on)

"Hey Wes, good to see you, just wanted to tell you my Hall of Fame score was misrecorded there"

(Grumble, let's fix that - it'll take only 10 minutes and then I can...)

"Hi Wes - can you help me with that JavaScript ?"

(Okay, he did me a favor lately, so I guess I'll have to help here)

"Wes, don't forget the newsletter page that's due tomorrow"

(Oops, thanx for reminding me and hey, I already got 6 words of my COTD written, so let's do that first)
 (But now let's log out. Only check mail first.)
 "Can you come to the chat - it's HIM again and he's annoying everyone"
 (Grrr, as if I needed that. ALT/TAB, New Window, move back there...
 Nothing in sight except...)
 "Hey, good you're here ! Our judge for our ISOWC game didn't turn up and we're already one hour late."
 (AAARRRRGGGGHHH, can't they... Oh well, what the...)
 (During the game:)
 "Did my mail on XYZ arrive ?" "The judge program crashed when I judged two weeks ago..."
 (Mail notifier: Matt Mariani)
 "Oh Wes, while you're at it, I need the advance info on next Saturday's Regional"
 (Open yet another window. You guessed it. CRASH.)
 (Reboot, relogin, explain ISOWCers I crashed, try to catch up with the game, finally finish it, look at clock)
 HOW LATE ????? 2AM ?????
 (Next morning, first thing)
 "Hey Wes, when's the next COTD coming out ?" *T*I*L*T*

(not very far from what actually in RL happened yesterday night ;-)

And while we're at things I never got around to do: I overlooked this one all the time...

ALIEN PARASITES

Dilemma, Planet, uncommon.

Unless INTEGRITY > 32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped". Then turn resumes.

"Intelligent parasites enter and take control of a humanoid. Their presence can be detected by a gill like protrusion on the back of a host's neck."

This is the one card to use against those opponents who love redshirting. Or of course against those who just love green cards. For the latter type, here's a great one: Seed Yuta, Armus and Alien Parasites. With Yuta, take out a high Integrity guy who's not vital to the mission requirements. Armus kills off the next one, and with any luck the away team is now below 32 INTEGRITY but still capable of solving the mission. They hit the Parasites and you thank your opponent for the points and the Artifact. Oh, and if you have some extra seeding room, add a Q-Flash. In the unlikely case he actually has the 32 INTEGRITY, he'll have to cope with a decent number of Q-cards.

Now of course you can't assume your opponent is going to play green, but in the times of Yuta/Barclay and Brain Drain, very few people risk a planet deck without redshirts. And a redshirt at the right time can be very expensive. Here's a few ideas what to do with a crew that's temporarily yours...

- * Solve the mission your opponent just wanted to score. Always a good idea, not only do you get the points, you also get to do one of the other nasty things as well as you are not stopped.
- * Move them somewhere and run them into a Dilemma that you know is going to kill them. Barclay's Disease works well (be kind enough to leave that one single SECURITY aboard ship ;-)). Careful, Yuta and Q will not have the desired effects ! (Think about it)
- * Just move them to a neighboring planet where you happen to have an away team of your own. Attack with just enough people to lose. Move the ship away, exhausting its range. On your turn, attack back. At least two people out of the picture. Too bad they were your opponent's key crew ;-)
- * As good: Move the ship into the range of your own one. Then attack and damage it a bit. You should be able to finish it off before it gets back to the outpost.
- * In case you can't do anything better: Move them as far away as you can, of course in the direction your opponent will not want to see them. Then try to stop the crew by attempting something, just to make sure he can't try and attempt a mission.
- * Works only if the affiliation is right: Attempt your own missions and get rid of a few nasty Dilemmas. After all, you can afford to lose a few people here ;-)

So with all these possibilities, why don't people play it more often ? Simple. It is Planet only, thus useless if your opponent plays pure space. But there's one place where Alien Parasites is a very good card: In a Q's Tent, waiting for Q's Planet. After all, what is better than stopping your opponent from getting that key Artifact ? Right. Getting it yourself.

Favorite combo(s) :

- * Alien Parasites + (opponent's) Q's Planet
- * Yuta + Armus + Love Interests + Alien Parasites.

Card Rating (1=worst 10=best) ALIEN PARASITES

| | |
|----------------------|-----|
| Wesley's rating: | 7.5 |
| Allen's rating: | 6.0 |
| Cpt. Stasis' rating: | 7.5 |
| Cpt. Targ's rating: | 6.0 |
| Dr. R'Mor's rating: | 5.5 |
| EHCCGPP's rating: | 4.5 |
| Gowron's rating: | 8.8 |
| Hal's rating: | 5.4 |
| Locutus' rating: | 7.0 |
| Mot's rating: | 8.5 |
| Picarde's rating: | 8.5 |
| Ranger's rating: | 4.8 |
| Rothspar's rating: | 8.5 |
| Sirol's rating: | 4.6 |
| Tebok's rating: | 8.9 |
| Tony's rating: | 7.8 |

Vox's rating: 8.0

AVERAGE RATING: 6.3

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1.94 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #392

Hi, folks,

Card Rating (1=worst 10=best)

1.95 STCCG.guide/ST:CCG Card of the Day/Tallera

ST:CCG Card of the day

Wesley's STCCG card of the day #393

Hi, folks,

Decipher is finally moving and getting new cards out and what better thing to do than start reviewing them early so that when you finally hold these cool things in your greedy hands you know what to do with them...

Our first Fajo Sneak Peek:

TALLERA

Personnel, Romulan/Federation/Non-Aligned, ultra-rare FJ.

Integrity 3
Cunning 7
Strength 7

SECURITY, Computer Skill, SCIENCE, Mindmeld, Leadership,
Treachery, Command Star (*).

Does not work with [Fed] affiliation personnel.

"Female Romulan mercenary. In reality a physically altered Vulcan isolationist seeking the stone of Gol."

(Sorry Major, I know you've done her before, but I disagree with you in a few points anyway and besides, you can't just keep all that Fajo glamor for yourself just because you don't need to collect ratings...)

First of all, let's forget about all that fancy Affiliation stuff and let's look at Tallera as if she were a basic non-aligned card with the Galen / Locarno restriction. Basically, like in those two, everyone but the blue guys (who do have enough great personnel anyway) gets a really decent personnel card. Best thing, Tallera is a good SECURITY. Usually, everyone but the Klingon players (who have Governor Worf and Mogh) goes through their cards, picks out a Roga Danar and then curses because she has no second good SECURITY. But now with Tallera, this choice gets a good bit easier. Having SECURITY and SCIENCE is a rather new combination, but it is every bit as powerful as the well-liked other SCIENCE / something combos as found in Vekor, Dr. Reyga and Dr. R'Mor. Even better, SCIENCE is mostly a space-oriented classification and Tallera's SCIENCE can't be nuked by space nasties like Rascals and Tsiolkovsky Infection. (Her Computer Skill however is often useful on planets but not that needed in space.)

Besides that, we get Leadership for battles (combined with a 7 Strength this is not too bad and I know quite a few Romulan decks that found themselves in a situation where they would have liked to pull off a quick space battle and found they lacked the second leader required to fire with both ships) and the all-too-common Treachery. But with all those missions that have a Treachery x2 or even x4 requirement, I doubt this is useless (Ha, I said it ;-). Lastly Mindmeld. Until now, this skill was a purely Freddie affair, but with our new card, the other affiliations can now get the super-powered skill multiples as well, and trust me, you will appreciate this at latest when you hit a Shaka and once again have only a lone Sela or Sirol in play to provide any Diplomacy...

But that was just the basics.

However, Tallera can do more because of all those shiny affiliation icons. Stick her with a Romulan team and you have one less worry about getting enough green guys in your redshirt strategy. Stick her with some Klingons and seed that second outpost. And best, put her in a deck with a whole truckload of non-aligneds and use all that beautiful Federation equipment and while you're at it, bring in a blue ship or two as well... Oh, and of

course there are those Federation missions of your opponent just waiting to be espionaged against...

She's a versatile, multipurpose card and will definitely find a way in more than just one or two of my decks (Jason, care to slip me an advance copy so that I can start creaming a few more adversaries ? ;-)

 Favorite combo(s):

- * Tallera + Non-aligneds + Opponent's Fed mission
- * Tallera + Romulans + Vulcan Mindmeld

 Card Rating (1=worst 10=best) TALLERA

| | |
|---------------------|------|
| Wesley's rating: | 9.0 |
| Allen's rating: | 7.8 |
| Cpt. Targ's rating: | 7.5 |
| Dr. R'Mor's rating: | 8.6 |
| EHCCGPP's rating: | 5.2 |
| Hal's rating: | 9.4 |
| Locutus' rating: | 8.2 |
| Mot's rating: | 8.75 |
| Ranger's rating: | 7.8 |
| Sirol's rating: | 8.5 |
| Tebok's rating: | 8.5 |
| Tony's rating: | 8.2 |

 AVERAGE RATING: 8.1

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1.96 STCCG.guide/ST:CCG Card of the Day/Lore

ST:CCG Card of the day

Wesley's STCCG card of the day #394

Hi, folks,

well, what should I say? The cards are out there... And not just cards but GREAT CARDS. So what better thing to do than take one of these babies and pick it apart a bit... And as we now know 13 Fajo cards, let's start with one that has a 13 on it.

LORE

Personnel, non-aligned, ultra-rare FJ.

Integrity 1
Cunning 13
Strength 12

CIVILIAN, ENGINEER, Computer Skill, Treachery x2, SECURITY, Transporter Skill, Leadership.
Doubles all Rogue Borg and Crystalline Entities in play.
Command Star (*), Nemesis Icon: Dr. Soong.

Does not work with [Fed] affiliation.

"Evil Soong-type Android. Data's 'elder brother'"

Okay, we all know six-skill cards get the hype and also somehow dual classification cards are not that bad. Here it gets even better. Not two but three classifications adorn Lore's game text and nicely enough, two of them are SECURITY and ENGINEER. We have seen that before, on Roga Danar, but Lore just packs a lot more punch. He shares the Computer Skill and Leadership with Roga (vital for Romulan R'Mor decks that need this combination for Investigate Shattered Space) and instead of the Biology you get two Treachery, Transporter Skill and the CIVILIAN. Now before anyone starts trying to build three-person Naiskos teams: No way. The only combo that would right now be viable would be Lore + Vekor + Major Rakal, but this would require Rakal to be in Fed mode and then she cannot work with Lore. (Well, to be exact, there is a three-person Naiskos team that does not even involve any Fajo cards, but this requires you to have a fourth personnel in play - guesses can be mailed to my address).

But wait... Did I say SIX skills? Hey, this would not be a Fajo card if we could not do better than the existing stuff. Let's say we take SEVEN skills and just for fun (Hey, we need that third line, so we can as well fill it) make it a special ability. Doubles Rogue Borg and Crystalline Entities in play. Well, in play, not on your side, but who's gonna play Rogue Borg just in the hope you use Lore? So the Rogue Borg deck again becomes a viable design. Have a non-nullifyable doubler out and you can always pack a Crisis

on top of it. Two RB and one Crosis with Lore, a nice 36 Strength. Pack another Rogue Borg and you have 64 Strength! And the second half of the special ability? Double Crystalline Entity. Looks a bit weird as until now doubling a Dilemma always meant doubling the effect but killing everyone twice is not very sensible, so what is left are the requirements and points. Suddenly Cystalline Entity becomes a formidable card, requiring Music x2 or SHIELDS >12 in Space (that's Borg Ship level, folks) or SEC x2 + MED x2 on a Planet. Ouch ;-)

Oh, I forgot the new icon. The Nemesis icon will obviously allow a character to enter a kind of an epic battle with his nemesis, in our case Dr. Soong. (BTW, from an unnamed but reliable source I got a between-the-lines indication this icon might be a small disadvantage.) What the exact mechanic will be we can only guess, so expect a minor revision on this article someday, but even without it: Incredible card. And to think that was one of the least innovative Fajo designs...

Favorite combo(s):

* Lore + Crosis: Double doubles means quadrupled Ouch

| Card Rating (1=worst 10=best) | LORE |
|-------------------------------|------|
| Wesley's rating: | 9.7 |
| Cpt. Targ's rating: | 8.5 |
| Data's rating: | 9.0 |
| Dr. R'Mor's rating: | 9.6 |
| EHCCGPP's rating: | 8.5 |
| Hal's rating: | 9.5 |
| Locutus' rating: | 9.3 |
| Mot's rating: | 9.25 |
| Picarde's rating: | 9.9 |
| Tony's rating: | 10.0 |
| <hr/> | |
| AVERAGE RATING: | 9.3 |

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LLAP,

Wesley Crusher
Temporarily immortal STCCG Lord

"A couple of lightyears can't keep good friends apart"

1.97 STCCG.guide/ST:CCG Card of the Day/Dixon Hill's Business Card

ST:CCG Card of the day

Wesley's STCCG card of the day #395

Hi, folks,

before I head off to Vegas to give my cards a serious workout, let's quickly take a look at this:

DIXON HILL'S BUSINESS CARD

Interrupt/Event, ultra-rare FJ.

Interrupt: If any mug (what ain't Swedish) just got iced and there weren't no witnesses, finger any udda mug what's woikin' for da same boss. Put da bag on 'im.

Event: Plays on da table. The udda boss' next mug what shows up has gotta be universal or hologrammatical den put dis card outta commission (No duplicatin' dis here event.)

Wow, first card in English many native English speakers don't understand at all. I already see the rules questions (Hi Major ;-) Let's translate and check what we can do:

Interrupt: If any non-Borg personnel just died alone, take any other personnel belonging to the same player captive.

So much for the LocaR'Mor deck! This design built around redshirts and two important characters has just received a big dampener. Send your us***s (Hi Mot ;-) Takket to clear out a Dilemma or two for you and POOF (Hi Puff ;-)), there goes your R'Mor. So if you plan on doing some redshirting, you'd better stock a few Rescue Captives so you can get your core crew back once you're done clearing Dilemmas.

But we can also get sneaky. Assuming we want to do some redshirting, why not score a few points off our dead (and in the process get a personnel back to the place we want to have him)? As soon as one of our guys bites the dust, play a Business card to capture one of your own people (preferably the vital character who just hit a Love Interest). Play an Interrogation on him, score 10 and put him back on your outpost. Especially useful whey you're stuck at 99 (Hi Tebok ;-)).

Event: Play on table. The next personnel opponent reports must be universal or a hologram. (Not duplicatable as an Event)

Goodbye Bridge Crew deck! No universal personnel might as well mean no personnel at all if you get stuck with this against you. So at least keep that Vekor and your backup STA handy (or of course a Holo - Hi Tomek ;-)) Of course this variant of the card is pretty straightforward. The less universal crew your opponent has, the more vulnerable he is. And you can always Palor this card back once or twice for the case she really had a universal crewmember hidden somewhere. At some point she'll run out of universals and sit there with that disappointed look on her face (Hi Dr. R'Mor ;-))

Overall a card that hoses two strategies and thus does not suffer from the "Yes it's powerful, but it requires my opponent to play a certain tactic" problem. I can almost see the uses for the puzzle-makers (Hi, Sirna ;-)) as well, with a card this complex I'm sure you'll find a lot of uses...

Favorite combo(s):

- * The Business Card + Interrogation
- * The Business Card + Holos + Anti-Time Anomaly.

Card Rating (1=worst 10=best) DIXON HILL'S BUSINESS CARD

| | |
|----------------------|-----|
| Wesley's rating: | 9.5 |
| Allen's rating: | 9.1 |
| Cpt. Stasis' rating: | 8.5 |
| Cpt. Targ's rating: | 9.0 |
| Data's rating: | 7.9 |
| Dr. R'Mor's rating: | 9.6 |
| Hal's rating: | 9.6 |
| Mot's rating: | 9.9 |
| Nanite's rating: | 9.0 |
| Picarde's rating: | 8.0 |
| Ranger's rating: | 8.9 |
| Rothspar's rating: | 8.5 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 9.0 |

AVERAGE RATING: 8.9

Bonus riddle: Which "Hi" in this article doesn't fit the others? ;-)

Please direct all email concerning card of the day to: crusher@kiss.de

Visit the Web Page!

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With all back issues from #1 up to today!

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"A couple of lightyears can't keep good friends apart"

1.98 STCCG.guide/ST:CCG Card of the Day/DNA Metamorphosis

ST:CCG Card of the day

Wesley's STCCG card of the day #396

Hi, folks,

after the Worlds and the ensuing jetlag, I'm back and ready to try this review business again (I know I should probably change the title for consistency but people are used to it, so what the heck.)

Today I'd like to take a look at what is probably the least powerful of the 15 Fajo cards yet seen:

DNA METAMORPHOSIS

Dilemma, Planet/Space, ultra-rare Fajo.

Place on one personnel present (random selection). At the end of your next turn, unless MEDICAL and I.P. Scanner present, that personnel is placed in stasis.

"Geordi LaForge was infected with alien DNA. Transformed into an invisible reptilian humanoid, he was observable only when scanned with ultraviolet light."

At first glance, this Dilemma looks like a heavy hitter. MEDICAL plus I.P. Scanner is not the thing your opponent usually just has present, so you get a personnel from him. And with the personnel being in stasis, a few of the standard rescue measures like Res-Q or just playing another copy of the personnel are ineffective (the latter only in the case of a unique, of course). However, the power of the card is severely limited by two factors:

First, it is random. Just targeting one random personnel will usually net you a redshirt or, if you are very lucky, a Dathon used to overcome a Shaka while the cards you'd really want are often safe elsewhere on an uninvolved ship (in which case a killer is not very efficient anyway) or part of a large crew (in which case your chance of hitting something important is less than 25%).

Second, you don't get the personnel right there and then. Your opponent has a full turn and the rest of the current turn to do something about the problem. And with people starting to stock IP scanners in their Q's tents for Brain Drain defense, that will usually mean they take a very good look at the infected personnel and then decide he's either not worth it or play a tent to grab the IP scanner and play it. True, they'll maybe waste a turn on getting back to the outpost, but you give them the choice of what hurts them least. And even if they do consider the personnel vital for the mission, they get the rest of this turn AND the full next turn to complete the mission before the targeted card goes out of commission. That means as DNA Metamorphosis does not stop, you will need something effective enough to delay your opponent's attempt for two full turns, i.e. either two powerful stoppers or a good wall. More than you usually can afford under a mission.

Finally, let's compare to a different but similar card: Coalescent Organism. In both cases, you get rid of a personnel at the end of the following turn unless your opponent has something there that is absent more often than it is present.

But with the Coalescent Organism, he will have to deal with the spreading effect (i.e. isolate the infected personnel), he will be stopped and once the Dilemma hits, he'll have no chance to cure anything.

Sorry, this is probably one of the visually coolest cards in Fajo, but gamewise it's the only one of those I've seen I could live without. It should at least have been opponent's choice to compensate for the lack of stopping.

 Favorite combo(s):

* Nope.

 Card Rating (1=worst 10=best) DNA METAMORPHOSIS

| | |
|--------------------------------|-----|
| Wesley's rating: | 5.0 |
| Allen's rating: | 8.8 |
| Cpt. Stasis' rating: | 8.5 |
| Cpt. Targ's rating: | 7.0 |
| Data's rating: | 8.0 |
| Dr. R'Mor's rating: | 9.6 |
| EHCCGPP's rating: | 7.0 |
| Hal's rating: | 6.5 |
| Humuhumunukunukuapua'a's rtg.: | 7.0 |
| Nanite's rating: | 8.0 |
| Picarde's rating: | 6.5 |
| Ranger's rating: | 7.0 |
| Rothspar's rating: | 9.0 |
| Sirol's rating: | 6.0 |
| Tebok's rating: | 7.0 |
| Tony's rating: | 6.0 |
| Vox's rating: | 3.6 |

 AVERAGE RATING: 7.1

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1.99 STCCG.guide/ST:CCG Card of the Day/Picard's Artificial Heart

ST:CCG Card of the day

Wesley's STCCG card of the day #397

Hi, folks,

a little hint: I see those nasty remarks about delays even if you don't think I would see them (Hi Copernicus ;-)

Anyway, here's one for the afterlife:

PICARD'S ARTIFICIAL HEART

Q-Artifact, ultra-rare FJ.

Immediately seed under this mission (even if a space mission).
When mission completed (or scouted), owner places in hand until played as an Interrupt card, once per game, on any one personnel in play. That personnel dies whenever that personnel's STRENGTH is used. (May be nullified only by Katherine Pulaski, if present.)

"You'd might have lived if you'd had a real one instead of this unreliable piece of technology."

First a funny tidbit about this card: This heart (from Tapestry) is the one Pulaski implanted in Picard and which then failed, but Pulaski can

nullify it (i.e. prevent the failure). Hmmm, isn't that quality control backwards ?

Gamewise, this card is weird as well. On the one hand it is an Artifact, acquired only when the mission is completed, but it does not necessarily go to the person who did the mission but usually to his opponent (assuming the player who first attempted the mission can also complete it sooner or later). As soon as this happens, the heart gets into the hand of its owner who can target a vital personnel with it. Usually, this will be someone who is vital to some mission attempt or Dilemma solving crew. But be careful. Don't play it right away on someone you consider vital - the heart is an interrupt which means you can play it right after a mission attempt was declared and make sure the new user of the heart will very soon get to test his STRENGTH. A quick Rogue Borg or five will do that trick best.

However, the classic way to get someone to use his STRENGTH is a Dilemma. Nagilum, Chalnoth, Nausicaans (thematically fitting), Rebel Encounter, Ferengi Attack, Malfunctioning Door, Q's Vicious Animal Things and Outpost Raid are all good at getting someone to show a little muscle, but only the Raid is Planet and Space, so doing it with Dilemmas requires a little guesswork on which type of mission your opponent prefers. However, with a little set-up, Outpost Raid can be turned into a big-time killer. Remember, you get to pick out the one personnel you like. The personnel will die, leaving the way wide open for something like a Barclay's Disease. And it practically can't be nullified. Now those people who rely on STAs for Barclay protection considering Vekor too problematic because of the Brain Drain risk are in for a surprise as their MEDICAL droid exchanges its already mechanical heart for another mechanical one and promptly dies due to a construction error.

Like most Fajo cards, this is one that requires some major setup, but then if it doesn't stick, what do you lose ? A Q-card. Great deal, if you're playing with a Flash in the first place you usually have room for one more of these. Just don't forget that it's not fast. Your opponent will get that one mission (or shy away from it if he's really afraid to lose a key character) before the heart has any effect. But against the right deck or with the right support combos, this card can be devastating. Just don't rely on it. More often it will do nothing, but that's the nature of Q-cards...

Favorite combo(s):

- Picard's Artificial Heart + Outpost Raid (+ Yuta) + Barclay's Disease
So much for this Away Team or crew.
- Picard's Artificial Heart + Rogue Borg. *BIG* bullseye. Either he does not retaliate (which means the RB will stay and stop him forever) or he loses the targeted character.

Card Rating (1=worst 10=best)

PICARD'S ARTIFICIAL HEART

| | |
|----------------------|-----|
| Wesley's rating: | 9.0 |
| Allen's rating: | 6.7 |
| Cpt. Stasis' rating: | 9.0 |
| Cpt. Targ's rating: | 6.5 |
| Data's rating: | 6.7 |

| | |
|-------------------------------|--------|
| Dr. R'Mor's rating: | 9.6 |
| EHCCGPP's rating: | 6.5 |
| Hal's rating: | 6.1 |
| Humuhumunukunukuapua'a's rtg. | 7.3 |
| Nanite's rating: | 9.5637 |
| Picarde's rating: | 6.0 |
| Ranger's rating: | 8.6 |
| Rothspar's rating: | 8.0 |
| Sirol's rating: | 5.5 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 8.0 |
| Vox's rating: | 5.4 |
| ----- | |
| AVERAGE RATING: | 7.4 |

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"A couple of lightyears can't keep good friends apart"

1.100 STCCG.guide/ST:CCG Card of the Day/Black Hole

ST:CCG Card of the day

Wesley's STCCG card of the day #398

Hi, folks,

I'm gonna make a few people lose their bets today, namely all those who thought I'd keep this one for #400 ;-)

BLACK HOLE

Doorway, Ultra-rare FJ.

Plays between two adjacent "Space" missions. Creates a location with a span of 1. End of each turn, "pulls in" (destroys) all other cards here. Every four full turns, also pulls in one adjacent spaceline location (including all cards there). Alternates, first pulling in the location on your left, then the one on your right, and so on. (Not duplicatable.)

Okay, we all know this card sucks ;-). And why it is a doorway, we can only speculate. The most probable explanation is that Decipher could not fit all this text on any other card type...

Okay, alone the Black Hole is rather weak. It just sits there and slowly removes a few spaces (which also means it forces you to play with a few Space cards). Its first real power effect occurs on your 13th turn (that is if you get it out on your first turn) when it finally gets to pull in a real mission (and by then this will probably be deserted as the time is rather predictable). So you will need to do some comboing with this card. One favorite is Cytherians. Try Lack of Preparation / Cytherians and make sure the ship will have to stop on the hole. SLURP, here goes the all-important mission crew. Just a pity it doesn't work on an outpost (did someone say "Outpost Raid" ?) or on a planet.

Almost as good in getting people to holes (or holes to people) is Q. However, you will only rarely catch a big crew here as your opponent will probably have a turn or even several turns to move away before the next big SLURP. So while this is a good idea, we'll have to add some timing. Now of course we can only time it if we have control over the actions ourselves. So how can we relocate something on our turn ? Right, Blade of T'Kon. Acquire it at the right moment and there -SLURP- goes your opponent's whatever-is-just-not-the-thing-you-want-to-see. That is, if this whatever is at a planet. Hmmm, I'm sure we can do better.

So let's go mad and run into a Dilemma ourselves. Namely into a Q, with the intent of failing it. Of course not before we played a Receptacle Stones on one of our opponent's ships. He gets to rearrange the spaceline, then you get to re-rearrange the spaceline and then you get to a SLURP. Result: Instant location killer. And this time with no ifs, whens or buts. Just get rid of whatever location bugs you most, and possibly on turn 5.

Oh, there are a few more cards that help the Black Hole. Horga'hn is always fun, especially when combined with one of the above methods to get a few of your opponent's locations really close to the SLURP.

Then of course the Husnock Trap. For this, you'll need a Hole at the end of the spaceline, neighboring a Space and then a 5 Span location. If your opponent is moving his Husnock on the turn before a SLURP, just use a Wormhole to haul it to the Hole. Now he can stay there (SLURP) or move to the neighboring space (SLURP as well).

And against a hole ? Of course, there's always Revolving Door (regardless how illogical this is) and you can also Supernova a Black Hole. The Nova cancels the Hole game text and so it stays on top of the card forever. Now here's a paradoxon ;-)

Oh, how about a game where neither player can do anything ? If a game with a Black Hole takes long enough (say about 52 turns), there's no spaceline left

to play on.

There's yet more fun you can have with this hilarious card, however this requires another card I haven't reviewed yet, so I'll leave that to another article...

But for a closing a quick Black Hole STCCG quiz: I have no Artifacts in play and no means to score points. But at the end of my turn I will win because of a SLURP. What is the situation ? (Hint: There is no Borg Ship involved - SLURPing Borg does not get anyone points)

 Favorite combo(s):

* Black Hole + Q + Receptacle Stones. Biggest OUCH in the game yet.

 Card Rating (1=worst 10=best) BLACK HOLE

| | |
|---------------------|---------------------|
| Wesley's rating: | 9.0, for plain fun. |
| Dr. R'Mor's rating: | 9.6 |
| EHCCGPP's rating: | 7.9 |
| Picarde's rating: | 8.0 |
| Rothspar's rating: | 8.0 |
| Sirol's rating: | 8.0 |
| Tebok's rating: | 8.0 (HEY!!!) |
| Tony's rating: | 8.5 |

 AVERAGE RATING: 8.2

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1.101 STCCG.guide/ST:CCG Card of the Day/Guinan

ST:CCG Card of the day

Wesley's STCCG card of the day #399

Hi, folks,

after a rather long COTD-less time (sorry, folks, you don't want to have my schedule ;-), here's some material for you again...

Before you ask: I won't join the First Contact fray in a hurry. This set is rather complicated and I don't like to make about a thousand mistakes in ten articles. Thus, I'll do a few more Fajo cards before jumping into the big new thing.

How about one for the Federation today:

GUINAN

Personnel, Federation, ultra-rare FJ.

Integrity 10

Cunning 9

Strength 7

CIVILIAN, Once per turn, may nullify any [AU] icon or [Q] icon Interrupt, Event or Dilemma where present. If on any Enterprise, doubles Captain's Log there. Staff Star.

"500-year-old El-Aurian. U.S.S. Enterprise bartender. Trusted advisor and confidant of Jean-Luc Picard."

Nice card? Sure. This Guinan replaces two cards at once - Madam Guinan and I Am Not A Merry Man - and means a powerful defensive addition to any Federation deck. Worried about Brain Drain? Nullify it. Thought Fire? No problem. Penalty Boxes and Bailiffs? Who cares. And now? Just four cards? No way. However, the others aren't the ones you see in tournaments everyday.

Events: Wartime conditions - makes little sense as you probably had a reason for playing it and it can't hurt. Rishon - well okay, but who ever sees a Rishon on an Event on a location? Doppelganger? Never seen. Drought Tree - small benefit as you don't need Guinan to be unopposed.

On the Interrupt side - Vorgon Raiders, unlikely but you'll be glad if you can cancel it, Dead in Bed will become more important in the future, Wolf won't usually target the right location for Guinan to work, same for Eyes in the Dark and Devidian Foragers. And Temporal Narcosis doesn't target any location at all and can thus not be nullified by Guinan anyway.

Leaves us with Dilemmas. Frame of Mind, Maman Picard and Parallel Romance. All not the most common ones to see, but devastating if they hit. Better to get rid of them. Then Empathic Echo (which can easily be a wall and thus very annoying). Conundrum and Interphasic Plasma Creatures also tend to

stall more often than not and are thus Guinan targets. The rest - Android Nightmares, the Royale Casino cards and Quantum Singularity Lifeforms are highly unlikely candidates for nullification - you usually won't encounter any detrimental effect from them in a Fed deck.

Okay, I won't even go into Q-cards, just remember you can't nullify a Gift of the Tormentor gone wrong with Guinan...

A doubled Captain's Log on any Enterprise is also quite okay when you try to make a First Contact inspired Enterprise space dominance deck (which should be quite possible with the new deck sizes. Just don't forget a few Incoming Message: Attack Authorization to get your deck rolling.)

The attributes - inferior only to Data and Soong-Type Androids in total points, well distributed to boot. The only thing I'd have liked to see on top of this would have been one regular skill - Anthropology would have fit nicely...

Favorite combo(s):

* Guinan + Madam Guinan + opponent's Traveler / Thought Fire lock deck.

Card Rating (1=worst 10=best) GUINAN

| | |
|--------------------|------|
| Wesley's rating: | 8.4 |
| Picarde's rating: | 6.5 |
| Rothspar's rating: | 10.0 |
| Tebok's rating: | 7.5 |
| Tony's rating: | 9.0 |

AVERAGE RATING: 8.1

I hate lazy raters. I also hate lazy COTD writers. OOPS ! ;-)

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Wesley Crusher
Temporarily AOLing STCCG Lord :-)

"A couple of lightyears can't keep good friends apart"

1.102 STCCG.guide/ST:CCG Card of the Day/Persistence of Memory

ST:CCG Card of the day

Wesley's STCCG card of the day #400

Hi, folks,

finally, the big "4". And everyone asking what Uncle Wes is doing this time... No way ;-) I'll use a regular card. But not just any card. The mystery card in the Fajo Collection, the new king of ORs...

PERSISTENCE OF MEMORY

Artifact, ultra-rare FJ

Place in hand until played at any time on Horga'hn OR Thought Maker OR Mona Lisa OR Static Warp Bubble OR Kivas Fajo - Collector OR The Traveler: Transcendence OR "Devidian Door" OR Supernova OR Black Hole OR Anti-Time Anomaly. Reverses that card. (Not duplicatable)

"Surreal 1931 Salvador Dali painting stolen by Kivas Fajo."

Wow. Nine ORs. Lots of fun. And some of these actually don't even require your opponent to help you but can just be done alone.

Let's try the big walkthrough:

(1) Horga'hn. Much more rude than just a Devil or Jamaharon, use that Horga'hn your opponent just took so much pain to acquire for yourself. Be sure to thank him for the help. You can also try to acquire the Persistence early (Q's Planet) and watch your opponent squirm in fear of acquiring his own (preferably vital ;-) Artifact. If you have a really cooperative opponent (Hi Quilitz !) he might decline to solve a mission that would make him win the game just because he thinks you could... Talk psyched out ;-)

(2) Thought Maker. This is also rude. An opponent who thinks he can just serve you the ultimate Rakal Shuffle (as if this were necessary with the average player - they get their best cards to the bottom of the deck anyway) will wind up doing the exact opposite. The problem here - Thought Maker plays as an Interrupt, so you need the Persistence early, which will usually discourage your opponent from playing the Thought Maker.

(3) Mona Lisa. This is a fun one. Of course you can use it on the Mona Lisa that wimp of an opponent on the other side is stocking, but why not use your own Mona Lisa? Put it on a shuttle steered by Korris, Konmel and Kova Tholl. Then reverse it with Persistence and bag a whopping 45. Much easier than a Borg Ship ;-) Just don't forget you need some excuse to attack yourself.

Incoming Message: Attack Authorization should do well...

(4) Static Warp Bubble. Now who is the one discarding cards? Might force your opponent to waste an Ux on his own card (or use Mercy Kill)

(5) Kivas Fajo - Collector. More of a threat than an actual damage dealer, a Persistence in hand might discourage your opponent from playing that Kivas he holds, knowing pretty well you'll get the cards and then the next Kivas has just that much more of a chance to get Uxed...

(6) The Traveler: Transcendence. Another one of those that will send your opponent for the Uxes to kill his own Events, but in this particular situation you can be even more rude. Play a Traveler / Thought Fire / Brain Drain deck. Acquire a Persistence and then play a Traveler on your opponent (which you of course immediately reverse) Net result: You get the cards, he gets the trouble from Thought Fire. Keep a few Regenerates to ensure a steady flow of Brain Drains and don't forget the Disruptor Overload to take care of the occasional IP Scanner.

(7) Devidian Door. Ouch, an Artifact AND a D-Door just to get a personnel back to your hand? And yet, this might have its uses. I remember one game where my key personnel (R'Mor) got Cardie-trapped. I had a second R'Mor in hand, but I could not play him. Same goes for uniques that get Frame-of-Minded, Penalty-Boxed, etc. Grab them back, replay them, have fun again.

(8) Supernova. Now this is what I call an easy mission attempt. With everything destroyed by the Nova (including any unwanted seeds), the mission is a piece of cake for your power crew. Move over, revert the Nova, score. Also works well to turn a three-mission deck into something that plays like a two-mission deck. (One mission gets Tox, one gets Persistence, then BOOM and revert, killing all Dilemmas.)

(9) Black Hole. Another fun one, especially if you can get the Artifact before playing the Hole. Just when your opponent thought that stretch of empty space between his missions were span 6, it suddenly becomes 12, then 17, 22, 27, oops ;-)

(10) Anti-Time Anomaly. All Hallow's Eve for the STCCG player. Teach your holo-deck opponent a lesson. You don't really care about the two times you lose six crew while he loses nothing. Wait until the third Anomaly gets reversed and suddenly your entire deck (including the guys that had unfortunate encounters with Dilemmas) plays against his skill-challenged Holo crew. He will of course need another four turns to get another Anomaly to blow, way enough for you to complete a mission or five.

I love this card - it is versatile, complex, full of hidden strategic rudeness, encourages a few mind games and even makes the occasional Motty (aka use****) card useful.

Favorite combo(s):

* Hey, there are enough combos up there ;-)

Card Rating (1=worst 10=best) PERSISTENCE OF MEMORY

Oops??? None at all? Seems my message concerning "please send Fajo ratings as soon as the cards go up on the site" got forgotten in a few places. Sorry :-(

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Wesley Crusher
Still temporarily net-challenged :- (STCCG Lord

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