

# **COTD500**

Ralf Schwate

**COLLABORATORS**

	<i>TITLE :</i> COTD500		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Ralf Schwate	April 18, 2022	

**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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# Chapter 1

## COTD500

### 1.1 COTD500.guide

COTD  
Main

### 1.2 STCCG.guide/ST:CCG Card of the Day/Retask

ST:CCG Card of the day

Wesley's STCCG card of the day #401

Hi, folks,

new year (well, a few days ago), new 100-set of COTDs, new expansion? Oh what the... - why not.

RETASK

Event, rare FC.

Downloads [universal] Borg Cube and seven drones. ( [Borg] x3, [Comm]x1, [Nav] x2, [Def] x1) to replace any Borg Ship Dilemma in play. Discard Event and Dilemma. Draw no cards this turn. [Borg use only]

"Even a Borg cube ship can lose contact with the collective and begin marauding through space. Proper protocol re-establishment reintegrates it into the collective."

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THE card. For the cost of just one measly card, you get not three, not five, not seven but eight cards from your draw deck. And you get to play them all right away. And what's more, you get to choose them. No hoping for that Interlink drone or the Range enhancer drone. No, you get them all right away. A Betazoid Gift box on steroids. Or is it? A card that powerful must

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have a drawback somewhere. More often than not, this drawback in the end kills the card. Here as well? Let's have a look.

First you need a Borg Ship Dilemma in play. That means someone must seed it. As you can't rely on your opponent being that friendly, you'd better do that yourself. And while we're at it, you should also be able to trigger the Borg Ship yourself just in case that person on the other side has no intention of doing you the favor of attempting the mission you seeded the Borg ship at. So, maybe a Scout ship and a green drone would also make a good addition to a retask situation. Oh, and while we're at it, add an Establish Gateway objective, after all, you want to scout the location to trigger the Borg Ship. That makes your investment a bit higher, of course, four draw cards and one seed card (Or three draw and two seed). Eight for five is however still better than a Kivas. Especially as you do have the choice of those cards and you thus get to very selectively thin your deck and you also get to play the cards right away. So still a good investment.

But like every profitable investment this comes with a sizable risk. One measly Uxbridge can spoil your entire plan. Of course you could draw some profit from the Ux by revealing a number of "The Line Must Be Drawn Here". But to be worth the expense of five cards, you'd need to make at least a 20-25 point profit off the card. And as Trelane already noticed on the BBS, this costs you 4-5 seeds. Seeds that could be Maglocks, Yutas or - Borg Ships. Or you can use Q2 to overcome the Ux - a Q2 you need to draw and of course with the Q2 you are exposing yourself to the Line, a fate that is even worse to the Borg whose scoring possibilities are pretty low-point so that a few negatives might hurt twice as much. Of course if the Ux hits, you might have lost five cards for nothing.

So, yes, Retask is powerful. Maybe in sheer and raw power the most powerful STCCG card we've seen yet. But it's balanced by the significant risk you are taking to get it to float. Your best hope is to stock a high number of Retasks (Palors don't work very well if your opponent has the Kivas Fajo personnel card) and hope to get one to float (stock Mirror Image to make parallel use of his Kivases if he has one - you won't want a card disadvantage in a deck relying on the power of a successfully executed Retask.)

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 Favorite combo(s):

\* Oh, guess that's pretty obvious ;-)

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 Card Rating (1=worst 10=best)      RETASK

Wesley's rating:	8.0
Allen's rating:	9.0
Cpt. Targ's rating:	8.5
Dr. R'Mor's rating:	9.8
Gowron's rating:	7.1
Sirol's rating:	9.0

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 AVERAGE RATING:                      8.6  
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Not that many ratings today, but for a request I sent out two hours ago, quite an acceptable turnout. Any hey, would you rather have incurred another delay? ;-)

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With all back issues from #1 up to today !

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LLAP,

Wesley Crusher  
Temporarily immortal STCCG Lord

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

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### 1.3 STCCG.guide/ST:CCG Card of the Day/Ready Room Door

ST:CCG Card of the day

Wesley's STCCG card of the day #402

Hi Folks,

no comments on lags this time except this: "First Contact Demo Tour" ;-)

Okay, now that I set this aside, here's the card:

READY ROOM DOOR

Doorway, uncommon FC.

Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one Captain's Order (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting or any card so marked). After use, discard doorway; place it atop your draw deck; or place it atop one of your Captain's Order events to protect that event from nullification.

Sounds harmless enough, but is possibly the most broken card Decipher ever released for STCCG. And the key to breaking it is in that harmless "...place it atop your draw deck". This means you can use the Ready Room Door an infinite number of times and thus can completely choose

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whatever you want to get from your deck as long as it can be retrieved with the Ready Room Door. And through cascaded downloads, this list is quite long. Via Assign Mission Specialists you can use the Door to download any two mission specialists - which is the key to the infamous AMSQ deck. To win with this deck, you just need two mission specialists and a Ready Room Door in your opening hand (plus a ship or tent). You get 2 mission specialists right away in the seed phase from your first AMS. Turn 1 and 2: Discard AMS, Play a mission specialist, Play Ready Room Door, download AMS, use it to download two mission specialists. On turn 1, you replace the door on the top of your deck, on turn 2, you can also replace it (which would be a good idea if your opponent is using a Q-Flash) or just discard it. On turn 2, solve your outpost mission using a self-seeded Q to nullify all Dilemmas. On turn 3, play a ship and solve two more missions. But you can do basically the same deck without Q - just spend 3 or 4 turns assembling the greatest crew in the Galaxy and then go off solving missions at leisure. Now all this would be much harder if you needed to have a Ready Room Door for each download, but through the eternal recycling of the Door, you can thin your deck so far by just grabbing mission specialists that the few cards left after you're done with the Ready Room Door (use it for a Lower Decks or Yellow Alert on the last time around) will always be exactly what you need. Defense against this thing ? Not many. Subspace Schisms can break the cycle by killing off the Door when it is redrawn after the first use. Mission Debriefing can make the AMSQ deck one or two turns slower. And if you're lucky, you might get an Anti-Time-Anomaly out against the AMSQ player early enough that he can't complete all his missions before it goes off. But that's guesswork. Oh, and here's a dream card to illustrate how bad a Ready Room Door is:

WONDERBOY

Personnel, Fed, universal.

Select two classifications and two skills when reporting.  
 Fulfills the requirement for one command and one staff star. Does not count as your card play. Whenever you report Wonderboy, you may look through your deck and place a Wonderboy on top.  
 INTEGRITY 15  
 CUNNING 14  
 STRENGTH 11.

Sound familiar ? No ? But this is the net effect of a Ready Room Door played with Assign Mission Specialists. Seems a tad bit powerful to me...

Favorite combo(s):

- No, no, no. Decipher, please put a fix on this card.

Card Rating (1=worst 10=best)      READY ROOM DOOR

Wesley's rating:	(N/A, but for power: 12.7)
Allen's rating:	8.0
Cpt. Targ's rating:	7.0
Data's rating:	7.3
Dr. R'Mor's rating:	8.8
EHCCGPP's rating:	8.0

Gowron's rating:	8.4
Hal's rating:	10.0
Locutus' rating:	9.0
Nanite's rating:	9.5
Picarde's rating:	9.2
Ranger's rating:	8.5
Rekar's rating:	9.2
Rothspar's rating:	7.0
Sheskerie's rating:	6.0
Tebok's rating:	9.3
Tony's rating:	9.5
Vox's rating:	8.5
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AVERAGE RATING:	8.3

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## 1.4 STCCG.guide/ST:CCG Card of the Day/A Change of Plans

ST:CCG Card of the day

Wesley's STCCG card of the day #403

Hi, folks,

greetings from Italy ;-) A change of plans from the side of my employer forced me to change my plans as well... A change of plans ? Why not...

A CHANGE OF PLANS

Interrupt, common FC

Borg use only.

Plays to do any or all of the following: discard your current objective; return it to your hand if you have Borg Queen in play; and download one Objective card.

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"Sensing that her plans for the interplexing beacon had been thwarted, the Borg Queen immediately implemented a new goal for the hive."

A must have for the Borg. As you can only have one Objective in play at a time, you can easily run into a situation where you cannot get to complete it. A simple Maglock can stop you from establishing a Gateway if you have neither Locutus, a Queen or an assimilated OFFICER. And without an Objective that lets you battle, you would never be able to do anything constructive. Thus, it's urgent time to change your plans. And there's only one way to do that.

Three functions, two of which you can use simultaneously.

Discarding your Objective or returning it to your hand is the first part of the card. Getting rid of an Objective you don't want is vital. Of course this means wasted resources as you will probably already have lost personnel or other cards in the attempt. So you will often want to have the objective back once you've completed the more urgent task at hand, thus you'll like to get the card back, so a Queen isn't the worst thing to have ;-)

The other function is to download any one Objective. This is a doubly vital function, first you get exactly the Objective you want and second it doesn't count as your card play, speeding up your game by one card play.

So far pretty basic, eh ?

Thought so... Here's a hint or two you can use to very effectively change some plans in order to thwart your opponent's plans. Want to have a constant license to invade his ships and battle and assimilate his crew ? Nothing easier than that.

Get an Assimilate Counterpart card, play it, target whatever unique male you want, beam over, attack. As soon as you've abducted your target, change your plans (after you've surely assimilated a few vital personnel of your opponent) and the very next turn (or if you have some crew left, even on the same turn), beam over some more Borg to battle and eliminate (or assimilate) some more of your opponent's personnel. In a recent game, my opponent got truly frustrated after a fourfold recycled Assimilate Counterpart got ten of his fourteen personnel on my side, six assimilated and four abducted... He had a full three people left in his deck. And with no way to get them back ;-)

Or of course, trick your opponent. Plop down an Assimilate Planet. Start scouting. He'll sure try to get his mission before you can probe. Change your plans, Eliminate Starship, BOOM ;-)

And if you think your A Change of Plans cards dilute your deck:

You can easily stock one per Objective. Each A Change gets an Objective out of your deck, without a card draw wasted. Plus you get a free card play. So this card (and the Awaken card) are truly free deck filters plus they save you card plays and help you speed your Borg deck. So feel free to stock them in rather liberal amounts ;-)

Favorite combo(s):

- Assimilate Counterpart + multiple A Change of Plans

Card Rating (1=worst 10=best)      A CHANGE OF PLANS

Wesley's rating:	9.6
Allen's rating:	9.6
Cpt. Targ's rating:	8.0
Data's rating:	7.0
Dr. R'Mor's rating:	7.4

EHCCGPP's rating:	7.5
Gowron's rating:	8.0
Hal's rating:	5.6
Locutus' rating:	8.5
Nanite's rating:	8.0
Picarde's rating:	9.0
Ranger's rating:	6.1
Rothspar's rating:	8.2
Sheskerie's rating:	8.0
Sirol's rating:	7.0
Tebok's rating:	7.0
Tony's rating:	7.0
Vox's rating:	8.0

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 AVERAGE RATING: 8.0

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"A couple of lightyears can't keep good friends apart"  
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## 1.5 STCCG.guide/ST:CCG Card of the Day/Transwarp Network Gateway

ST:CCG Card of the day

Wesley's STCCG card of the day #404

Hi, folks,

no intro today. Let's jump right into it as if I had come from the Delta Quadrant through some mysterious hole in space...

TRANSWARP NETWORK GATEWAY

Doorway, common, First Contact, Borg Use Only.

Seed one during outpost phase on any spaceline end OR play on any spaceline location where you have a [Nav] Borg. Any player may play a Transwarp Conduit (or another copy of this doorway) to move any or all of that player's ships from this Transwarp Network Gateway

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to another. OR downloads Transwarp Conduit (discard doorway).

A pretty basic card for the Borg, but is it vital ? The function of the card is to quickly get your Borg from one location to another, especially from the Delta Quadrant to the Spaceline. But then, there is the question whether you really need it. Okay, you *\*do\** need two - the one at the spaceline end and the one at your Outpost. You will also need one for each Establish Gateway Objective you want to complete as the Gateway download there is mandatory and if you cannot fulfil it, you will give your opponent the chance to study your strategy. But this is about where the usefulness of the TNG ends. Actually *\*using\** it to trigger the movement makes little sense as you can use the Transwarp Conduit just as well and the Conduit is just as effective without the Gateways by doubling your RANGE and thus getting halfway across the spaceline anyway. (A Caveat: You might want to have *\*one\** Gateway for movement in your tent in case you run into an Amanda-happy opponent to make sure you get your cube to the spaceline. Download it with the Transwarp Drone if you need it.)

So the best strategy for establishing a Transwarp Network is:

- (1) Seed one TNG at the end of the spaceline.
- (2) Play Awaken to get a Transwarp Drone to your Outpost, download the TNG for the Outpost using the Outpost ability.
- (3) Report a Scout to the un-TNGed end of the spaceline, downloading a Gateway there as well.  
You will often be able to have all three done by the end of the first turn.
- (4) Download another Gateway using the drone as soon as you have a staffed cube at your Outpost. Play it to move to the Alpha Quadrant.
- (5) You can now report drones to your cube and move around between your established Gateways using Transwarp *\*Conduits\**. If you really want to build another cube at your outpost, just repeat the process (4) (using a Gateway you download if your opponent Amandas the Conduit even if that means risking a look through your deck in a very late game stage - still better than having useless (Hi Mot!) cards in your deck.)

In the end the TNG works a lot like an Outpost card - you seed it as routine but you don't want to draw one in the actual game unless there are special circumstances.

Favorite combo(s):

- Transwarp Network Gateway (seeded and played early) plus a handful of Transwarp Conduits.

Card Rating (1=worst 10=best)      TRANSWARP NETWORK GATEWAY

Wesley's rating:	5.0
Allen's rating:	7.6
Cpt. Targ's rating:	7.0
Data's rating:	7.5
Dr. R'Mor's rating:	10.0
EHCCGPP's rating:	7.5
Gowron's rating:	9.5

Hal's rating:	9.0
Locutus' rating:	6.6
Nanite's rating:	9.5
Picarde's rating:	9.0
Ranger's rating:	7.6
Rekar's rating:	7.5
Rothspar's rating:	7.6
Sheskerie's rating:	9.0
Tebok's rating:	8.5
Tony's rating:	8.0
Vox's rating:	8.0
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AVERAGE RATING:	8.0

(thanks to Allen for preparing my template with card text and rating data, that makes it that much easier to write this ;-)

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## 1.6 STCCG.guide/ST:CCG Card of the Day/Zefram Cochrane

ST:CCG Card of the day

Wesley's STCCG card of the day #405

Hi, folks,

still remember me ? ;-) Good. Here's something more for you deprived addicts:

ZEFRAM COCHRANE

Personnel, non-aligned, rare FC.

Integrity 5  
Cunning 8  
Strength 6

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CIVILIAN, ENGINEER x2, Computer Skill, Astrophysics, May play Visit Cochrane Memorial on same planet. Command Star (\*), AU Icon, OCD Icon.

"Inventor of Warp Drive. Reluctant Hero. First human to make contact with an alien species. Likes tequila, rock'n'roll, money and naked women."

This card just calls for a Devidian Door or three in your deck if you want to do anything with the Cochrane Memorial. Zefram is a Human ENGINEER, you may play the memorial wherever he is present on a planet and as you need the ENGINEER to be unopposed for the Memorial to work you can send Zef to the most remote corner of the Galaxy where he can safely stay and admire his own memorial in order to speed up your game... Plus, you get a 6th mission to solve and don't need to bother with Earth (a planet that incurs a significant risk if your opponent gets the nasty idea of playing a Borg Deck).

But of course Zefram can do more than just aaah and ooooh at his own memorial. He also creates a viable alternative to a certain female CIVILIAN/ENGINEER (Kareen Brianon who has the added Youth but lacks the Astrophysics and second ENG) who is occasionally seen in Naikos decks for her classification combination and his AU icon helps to do this trick with a cryo crew. While it may occasionally be more desirable to go for Kareen if you want to play without the AU door or are desperately short on females, Zefram will often better supplement your decks with an ENGINEER theme due to his doubled ENGINEER (think Repair Mission and Dyson Sphere!) and the Astrophysics he adds to the equation. For real fun run into a Military Privilege, give Zefram an Engineering Kit and send him off to repair the Argus array all by himself (well almost, he of course needs to be supervised by Mot the Barber to ensure he repairs the array instead of just draining the bar of any drinkable content) And then there is the theme deck department. Not that I've ever seen a Montana Missile Complex in play yet, but miracles might happen someday. Zefram is vital to retrieve and staff the Phoenix if a MMC ever enters play and those are ten pretty easy points to get. (BTW Major - can you play Visit Cochrane Memorial on the MMC? I'd say yes, but I'd like that confirmed - if you can, this would of course be the safest location to get him to)

Not much else - the attributes are pretty solid (though the 8 CUNNING seems a tad low for an inventor of a level comparable to Dr. Soong) and he is immune to the more popular attribute-based killers Hunter Gangs and Firestorm.

Not a card for every deck (but which personnel is?) but definitely a great addition to a few creative strategies.

Favorite combo(s):

- Zefram Cochrane aaahing and oooohing at his own memorial

Card Rating (1=worst 10=best)      ZEFRAM COCHRANE

Wesley's rating:	8.6
Allen's rating:	7.8
Cpt. Targ's rating:	8.0

Data's rating:	8.0
Dr. R'Mor's rating:	7.1
EHCCGPP's rating:	---
Gowron's rating:	7.2
Hal's rating:	9.5
Locutus' rating:	8.0
Nanite's rating:	---
Picarde's rating:	---
Ranger's rating:	8.2
Rekar's rating:	9.0
Rothspar's rating:	5.0
Sheskerie's rating:	---
Tebok's rating:	7.0
Tony's rating:	9.0
Vox's rating:	9.0
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AVERAGE RATING:	8.0

(the number of ---'s is caused to the ratings having been collected at a time when Zef was not yet revealed on [www.decipher.com](http://www.decipher.com))

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## 1.7 STCCG.guide/ST:CCG Card of the Day/Retask

ST:CCG Card of the day

Wesley's STCCG card of the day #406

Hi, folks,

Card Rating (1=worst 10=best)

## 1.8 STCCG.guide/ST:CCG Card of the Day/Retask

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ST:CCG Card of the day

Wesley's STCCG card of the day #407

Hi, folks,

Card Rating (1=worst 10=best)

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

ST:CCG Card of the day

Wesley's STCCG card of the day #408

Hi, folks,

Card Rating (1=worst 10=best)

## 1.10 STCCG.guide/ST:CCG Card of the Day/Retask

ST:CCG Card of the day

Wesley's STCCG card of the day #409

Hi, folks,

Card Rating (1=worst 10=best)

## 1.11 STCCG.guide/ST:CCG Card of the Day/task

ST:CCG Card of the day

Wesley's STCCG card of the day #410

Hi, folks,

Card Rating (1=worst 10=best)

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