

DOTW100

Ralf Schwate

COLLABORATORS

	<i>TITLE :</i> DOTW100		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Ralf Schwate	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DOTW100	1
1.1	DOTW100.guide	1
1.2	STCCG.guide/ST:CCG Deck of the Week/Rom - Arch, Treachery	1
1.3	STCCG.guide/ST:CCG Deck of the Week/Klg - L' Armada	2
1.4	STCCG.guide/ST:CCG Deck of the Week/Fed - Families	3
1.5	STCCG.guide/ST:CCG Deck of the Week/Fed - Harem	4
1.6	STCCG.guide/ST:CCG Deck of the Week/Rom - Planet Power	5
1.7	STCCG.guide/ST:CCG Deck of the Week/Klg - Descent part III	7
1.8	STCCG.guide/ST:CCG Deck of the Week/Rom,Klg - Captains' Prerogative	8
1.9	STCCG.guide/ST:CCG Deck of the Week/Fed - Space Opera	9
1.10	STCCG.guide/ST:CCG Deck of the Week/Fed - Star Trek: Borg	11
1.11	STCCG.guide/ST:CCG Deck of the Week/Fed - A Good Place To Die	13
1.12	STCCG.guide/ST:CCG Deck of the Week/Fed - A Good Day To Die	14
1.13	STCCG.guide/ST:CCG Deck of the Week/Klg - DOOM	16
1.14	STCCG.guide/ST:CCG Deck of the Week/Fed - The Wiser...The Killer	18
1.15	STCCG.guide/ST:CCG Deck of the Week/Rom - Fedspionage	21
1.16	STCCG.guide/ST:CCG Deck of the Week/Fed - Undercover at Romulus	23
1.17	STCCG.guide/ST:CCG Deck of the Week/Fed - The Power of the Mind	25
1.18	STCCG.guide/ST:CCG Deck of the Week/Fed - Points'R'us	27
1.19	STCCG.guide/ST:CCG Deck of the Week/Rom - Six Green Space	29
1.20	STCCG.guide/ST:CCG Deck of the Week/Fed - Space Anomaly	32
1.21	STCCG.guide/ST:CCG Deck of the Week/Fed - The Conference	34
1.22	STCCG.guide/ST:CCG Deck of the Week/Rom - A Matter of Honor	36
1.23	STCCG.guide/ST:CCG Deck of the Week/Klg - Right of Cowardice	39
1.24	STCCG.guide/ST:CCG Deck of the Week/Rom,Fed - Counterparts	41
1.25	STCCG.guide/ST:CCG Deck of the Week/Klg,Fed - Honor is Life	43
1.26	STCCG.guide/ST:CCG Deck of the Week/25 short deck ideas	45
1.27	STCCG.guide/ST:CCG Deck of the Week/Rom - They CAN be mean and the ARE GREEN!	52
1.28	STCCG.guide/ST:CCG Deck of the Week/Rom & Klg - Two Player Game	55
1.29	STCCG.guide/ST:CCG Deck of the Week/Rom,Klg - Speed(ish) Deck	58

1.30	STCCG.guide/ST:CCG Deck of the Week/Klg - Security Overload	60
1.31	STCCG.guide/ST:CCG Deck of the Week/None - Arguably Cool Deck	63
1.32	STCCG.guide/ST:CCG Deck of the Week/Parallax Arguers	66
1.33	STCCG.guide/ST:CCG Deck of the Week/Fed - Bigger is Better	67
1.34	STCCG.guide/ST:CCG Deck of the Week/None - Definitely Cool Deck	70
1.35	STCCG.guide/ST:CCG Deck of the Week/Rom - The Conference, QC ed.	72
1.36	STCCG.guide/ST:CCG Deck of the Week/Rom - Clash of the Titans	75
1.37	STCCG.guide/ST:CCG Deck of the Week/Klg - The Rout of Tebok	78
1.38	STCCG.guide/ST:CCG Deck of the Week/Rom - Beat the Odds	81
1.39	STCCG.guide/ST:CCG Deck of the Week/Fed - Kevinbane	83
1.40	STCCG.guide/ST:CCG Deck of the Week/Fed - Schisms	86
1.41	STCCG.guide/ST:CCG Deck of the Week/Klg - Captain's Logs	90
1.42	STCCG.guide/ST:CCG Deck of the Week/Rom - Lots-O-Point	93
1.43	STCCG.guide/ST:CCG Deck of the Week/Fed - Game Over	96
1.44	STCCG.guide/ST:CCG Deck of the Week/Fed - Mostly Harmless	99
1.45	STCCG.guide/ST:CCG Deck of the Week/Fed - Don't Worry	101
1.46	STCCG.guide/ST:CCG Deck of the Week/Fed - Little Isabella	104
1.47	STCCG.guide/ST:CCG Deck of the Week/Fed - Bonus	106
1.48	STCCG.guide/ST:CCG Deck of the Week/Klg - Anti-Matter	109
1.49	STCCG.guide/ST:CCG Deck of the Week/Fed-Klg-Rom - Mission Impossible	112
1.50	STCCG.guide/ST:CCG Deck of the Week/Fed - A New Hope -	115
1.51	STCCG.guide/ST:CCG Deck of the Week/Klg - The Empire Strikes Back	118
1.52	STCCG.guide/ST:CCG Deck of the Week/Klg - L' Armada II - (QC edition)	120
1.53	STCCG.guide/ST:CCG Deck of the Week/Fed+Rom - Jon's Fast Deck	124
1.54	STCCG.guide/ST:CCG Deck of the Week/Fed - Risa 90201 -	127
1.55	STCCG.guide/ST:CCG Deck of the Week/Klg - The Borg Hunters	129
1.56	STCCG.guide/ST:CCG Deck of the Week/All - The Switcheroo	135
1.57	STCCG.guide/ST:CCG Deck of the Week/Rom -	138
1.58	STCCG.guide/ST:CCG Deck of the Week/Rom -	138
1.59	STCCG.guide/ST:CCG Deck of the Week/Rom -	138
1.60	STCCG.guide/ST:CCG Deck of the Week/Rom -	138
1.61	STCCG.guide/ST:CCG Deck of the Week/Rom -	138
1.62	STCCG.guide/ST:CCG Deck of the Week/Rom -	139

Chapter 1

DOTW100

1.1 DOTW100.guide

DOTW

Main

1.2 STCCG.guide/ST:CCG Deck of the Week/Rom - Arch, Treachery

ST:CCG Deck of the Week

BeeR's Deck Idea #1

Welcome to BeeR's Deck Ideas!

I've been playing STCCG for more than a year now and I've come with a lot of great Decks built around themes (I always built deck around themes because experience showed that no matter how powerful your deck is, it always relies on good drawing order (luck), so why not have fun when building your decks?) In my next post, I will show you how to evaluate the odds when you draw your cards from your deck and believe me, they're low, low, low.

So, here's my first Deck Idea and this one almost doesn't rely on luck.

Romulans -Arch/Trea-

Missions:

Strategic Diversion

Wormhole Negotiations

Plunder Site

Sarthong Plunder

Excavation

Secret Salvage

skills required to complete all missions:

Treachery x 12

Archaeology x 4

Personnel _required_ (you should add 4 more at least,
with complementary skills)

Galathon x 2

Taul x 2
Sela
D'Tan
Pardek
Baran
Ocett
Taibak
Bok
Jo'Bril
Berlingoff Rasmussen

Of course, this is only the core. I once played with 4 Galathon and 4 Taul. Try to stay between 30 and 35 cards for your draw pile, this way you're pretty shure to have the cards you need in no time. With almost everyone having the skills required, you should be able to complete any mission while your opponent stumbles on your 23 dilemmas.

Two problems so far: Thine own self. It's tempting to play a red shirt strategy because (almost) everyone is expendable. Second, you have five missions with multi affiliations so you have to put some of your dilemmas on them just to be sure.

Next time: Klingon - L'Armada- and a small course about the Hypergeometric law!

1.3 STCCG.guide/ST:CCG Deck of the Week/Klg - L'Armada

ST:CCG Deck of the Week

BeeR's Deck Idea #2

Here's my Deck Idea #2, the purest of the purests Klingon Armada decks. It basically includes ALL the Klingons Officers and those with Leadership. It has 10 ships, 8 of wich are K'Vort class. No Non-Aligned whatsoever. Only one Event: a Red Alert. You can put two if you want to be safer.

Klingon -L'Armada- AKA -The Way Of The Warriors-

Personnel:
Batrell
B'Etor
B'iJik
Duras
Governor Worf
Gowron
Kargan
Klag
K'mpec
K'mtar
Konmel
Korris
Kurn
K'Vada
L'Kor
Lursa

Morag
 Nu'Daq
 Toral (I said everyone!)

Ships:
 I.K.C. Bortas
 I.K.C. Buruk
 I.K.C. Hegh'ta
 I.K.C. K'Vort x4
 I.K.C. Pagh
 I.K.C. Qu'Vat
 I.K.C. Vorn
 (No K'Ratak because of it's poor range)

Events:
 Red Alert! (x2?)
 Captain'Log (?)
 Bynars WE (?)

Doorways:
 AU Doorway (seeded)

1.4 STCCG.guide/ST:CCG Deck of the Week/Fed - Families

ST:CCG Deck of the Week

BeeR's Deck Idea #3

Hi everyone!
 It seems I am the only one to write about deck ideas now that we don't hear from Movar. :-(
 I think that this is a great subject and a punishment for all those who don't read r.g.t.s and are stuck with their sole mind to invent new decks while we put our minds together to construct the ultimate deck, the deck that will kill'em all (especially my opponent)! >:-)

This is a quest for many. I shall not succeed alone.

Now, to change the subject completely, here's a not-so-powerful-but-very-funny-to-play deck Not so powerful because if your opponent(s) know the cards well, they can guess what's in your draw pile.

Deck idea #3:
 Fed-Families

Personnel:	
Jack Crusher	Nikolai Rozhenko
Wesley Crusher	Alexander Rozhenko
Beverly Crusher	K'Ehleyr
Beverly Picard	Worf
Jean-Luc Picard	
It (j.g.) Picard	Fed/Romulan
Dr LaForge	Sela
Geordi LaForge	
Lwaxana Troi	Fed/Klingon:

Deanna Troi	Kurn
Ian Andrew Troi	K'mtar
Major Rakal	Gov. Worf
William T.Riker	the four Duras
Thomas Riker	
Tasha Yar	Klin/Rom
Tasha Yar - Alternate	Ba'el
Ishara Yar	Tokath
	the four Duras

Lots of Honor, Diplomacy, Leadership, Navigation and Computer Skill. That should make no problems for choosing your missions.

1.5 STCCG.guide/ST:CCG Deck of the Week/Fed - Harem

ST:CCG Deck of the Week

BeeR's Deck Idea #4

Hi, everyone!

For my fourth Deck Idea, I've decided to postpone my Fed -One Man Show- until I've tested it because it may be a "pure" theme deck (unplayable)

So here's BDI#4: Fed -Harem-
IT IS PLAYABLE and it did win against my 3 affiliation treaty deck

Personnel:

Deanna
Miss Shelby (lots of character)
Jenna (for the Androids)
Linda
Miss Taitt
Miss McKnight
Tasha (both)
Leah (the *real* one...)
Vash (not useful but I couldn't resist)

The Older ones:

Beverly (both)
Rachel
Neela
Alyna
Mrs Shanti

The Aliens:

Vekor
Jaxa
Laren
K'Ehleyr (for the tough ones)
Mrs Selar (a doctor)

Missions: (I will skip the comments, it is PG-13)

Investigate Massacre
Diplomacy Mission
FGC-47 Research
Explore Black Cluster
Study "Hole In Space"
Study Stellar Collision

I know there are better missions for this theme (First Contact?) but it is a playable deck.

Events:

Goddess of Empathy
Red Alert! (after all, there is a lot of personnel)

(*new adds*)
Alien Probe
Mot's Advice

Interrupts:
Alien Groupie
Jamaharon
Amanda Rogers
La Forge Maneuver
Dead in Bed

Artifacts:
Horgan'hn
Thought Maker

Dilemmas:

Parallel Romance
Martriarchal Society
Male's Love Interest
Anaphasic Organism

etc...

1.6 STCCG.guide/ST:CCG Deck of the Week/Rom - Planet Power

ST:CCG Deck of the Week

BeeR's Deck Idea #5

Here's my fifth Deck Idea, this one is not a theme deck but a deck that follows rules #2,3,4 and now 5 of my Holy Deck Rules. To date, it won 2 out of 3 games, the only defeat being against a similar deck of the same affiliation.

BeeR's Deck Idea #5: Romulan -Planet Power-

Missions:

Investigate Raid
Covert Installation
Expose Covert Supply
Strategic Diversion
Covert Rescue
Sensitive Search

Personnel:

Bok
Cmdr Tomalak
Dathon
Lakanta
N'Vek
Major Rakal
Maques
Mendak
Palteth
Roga Danar
Sela
Taibak
Takket x2
Taul x2
Tebok
Toreth
Varel
Vekor x2

Ships:

Decius
Devoras
Haakona
Khazara
Tama

Events:

Thermal Deflector
Red Alert!

The rest is up to you.
Next time a theme deck...

PS:

I did my best start ever with this deck (3 players game):

initial draw:

Taul (SECURITY)
Dathon (OFFICER)
Vekor (SCIENCE/MEDICAL)
Sela (VIP)
Lakanta (CIVILIAN)
Haakona
Taul again

Next draw: Vekor again

...

sixth draw: Roga Danar (SECURITY/ENGINEER)

I had seeded a Kurlan under Sensitive Search and no one put any dilemmas under it, thinking it was a dilemma.

I played Taul, Dathon, Vekor, Sela, Haakona, Lakanta and Roga and got the Kurlan Naiskos after 7 turns!! And I still had another security and another medical in my hand! With the Romulans!!

1.7 STCCG.guide/ST:CCG Deck of the Week/Klg - Descent part III

ST:CCG Deck of the Week

BeeR's Deck Idea #6

Sorry, I was supposed to post a theme deck but I got so crushed, torn apart and humiliated by my partner's deck yesterday that I felt I should share with you my nightmare.

I changed two personnel (after all, it's my post ;-)) to put a sixth Klingon only mission (Med Relief)

BeeR's Deck Idea #6: Klingons -Descent part III-

"The Rogue Borgs have made an alliance with the Klingons. They have reconstructed Lore on a remote planet and are awaiting his return. Will your crew survive the deadliest threat ever encountered?"

Missions:

Investigate Disturbance
Cloaked Mission
Krios Suppression
Fever Emergency
Brute Force (or Plunder Site)
Medical Relief

Personnel:

Bok
Divok
Etana Jol
Governor Worf
Gowron
J'Ddan
Koroth
Kurn
Nu'Daq
Roga Danar
Vekor

Ships:

Qu'Vat
Bortas
Hegh'Ta

Interrupts:

Rogue Bors x10
 Croxis x2
 Q2 x2 (against Amanda)
 Amanda x2 (nullifies Hugh)

Events:

Lore Returns
 Kivas Fajo x2
 The Traveller

Others:

Disruptor OR Varon-T Disruptor OR a Personnel with archaeology if you
 put Plunder Site (possibly a female, Ocett 'caus you have only two)
 AU Doorway
 Klingon Outpost

Dilemmas:

Interphasic Plasma Creature x4
 Male's Love Interest x3 (a lot of SCIENCE are male)
 Female's Love Interest x2
 Chalnoth
 Cardassian Trap
 Hunter Gang
 Armus
 Outpost Raid x2
 Tarelian Plague Ship (get rid of Vekor --> SCIENCE)
 Frame Of Mind

The idea with the dilemmas is to make one IPC hit (it did not in my case, I didn't had the opportunity to attempt even one mission) by killing or removing personnel. After that, the Borgs are unstoppable.

1.8 STCCG.guide/ST:CCG Deck of the Week/Rom,Klg - Captains' Prerogative

ST:CCG Deck of the Week

BeeR's Deck Idea #7

This one is a modification of my partner's treaty attack deck. It's very effective as either a speed deck or an attack deck. Just wait for the few first card and then make your choice...

BeeR' Deck Idea #7: Romulan/Klingon -Captains' Prerogative-

Missions:

Investigate Raid
 Extraction
 Covert Rescue
 Cloaked Mission
 Investigate Disturbance
 Krios Suppression

Personnel/Ships:

The captains and their ships: (total weapon:77 *ouch*)
 Mendak --> Devoras

Tomalak --> Decius
Toreth --> Khazara
Kargan --> I.K.C. Pagh
Kurn --> I.K.C. Hegh'Ta
Baran --> Mercenary Ship
Dathon --> Tama

The crew:

Divok
Governor Worf
J'Ddan (science, exo, fourth Treachery)
Koroth
Major Rakal
Maques
N'Vek
Roga Danar
Stefan DeSeve (Treachery, Dual, AU...)
Takket
Taul
Vekor x2

Events:

Captain's Log x2
Red Alert!
Treaty x2

Interrupts:

Tachyon Detection Grid (?!)
LaForge Maneuver (?!)

Equipments:

Engineering Kit
Medical Kit

The rest is up to you...

Beware of the Neural Servo Device! Two Kevin Uxbridge at least may be a good idea.

1.9 STCCG.guide/ST:CCG Deck of the Week/Fed - Space Opera

ST:CCG Deck of the Week

BeeR's Deck Idea #8

Here's a theme deck based on romantic involvement in TNG.
Did I missed some? Let me know!

BeeR's Deck Idea #8: Fed - Space Opera -

Personnel:

The Picard clan:
Jean-Luc Picard
Neela Daren
Vash
Beverly Crusher

Kareel Odan (with Bev, not with Picard)
The Data clan:
Data
Jenna D'Sora
Tasha Yar
The Castillo clan
Richard Castillo
Tasha Yar-Alternate
The Lwaxana Clan:
Lwaxana Troi
Ian Andrew Troi
The Riker clan:
William T. Riker
Soren
Ro Laren
Etana Jol
Deanna Troi (a big linking card)
Thomas Riker
Devinoni Ral
Worf
K'Ehleyr
The LaForge clan:
Geordi LaForge
Dr Leah Brahms (poor Geordi is waiting for Aquiel)
The Barclay clan:
Reginald Barclay
Holo-Projectors (Event)
Goddess of Empathy (Event)

Ships:
Enterprise
Yamato
Enterprise-C
Runabout

Missions:
Evacuation
Diplomacy Mission
First Contact
Wormhole Negotiations
Investigate Massacre
Study "Hole in Space"

Can't put risa :-(only one CIVILIAN

Interrupts:
Kevin Uxbridge
Amanda Rogers
Howard Heirloom Candle
Alien Groupie
Jamaharon

Events:
Rishon Uxbridge
(Holo-Projectors)
(Goddess of Empathy)

Equipments:

Med Kit (for play purpose)

Doorway:

AU Doorway

Outpost:

Fed

Artifacts:

Horga'hn

Receptacle Stones

Dilemmas:

Anaphasic Organism

Parallel Romance

MLI

FLI

Ktarian Game

Matriarchal Society

Conundrum

Tsiolkovsky Infection

Barclay's Protomorphosis Disease

Worshiper

Tarellian Plague Ship

Punishment Zone

Q (he loves Picard so much...)

1.10 STCCG.guide/ST:CCG Deck of the Week/Fed - Star Trek: Borg

ST:CCG Deck of the Week

BeeR's Deck Idea #9

Here's another Borg Deck, but a theme deck this time.

-----please--use--safe--scissors-----

BeeR's Deck Idea #9: Fed -StarTrek: Borg- The new film from Paramount

"The Borgs are back, they have assimilated the Rogue Borgs and taken Lore as Locutus' successor... But Wesley is back with the Traveller and some yellow friends and together with the Enterprise they will once again save the Quadrant."

Starring:

Patrick Stewart	as Capt'n Jean-Luc Picard
Jonathan Frakes	as Cmdr William Riker
Marina Sirtis	as Counselor Deanna Troi
LeVar Burton	as Lt Cmdr Geordi LaForge
Brent Spiner	as Lt Cmdr Data
Cheryl "Gates" McFadden	as Doctor Beverly Crusher
Micheal Dorn	as Lt Worf
Will Weaton	as Wesley Crusher
Elizabeth Dennehy	as Lt Cmdr Shelby

Tom Jackson	as Lakanta
Natalia Nogulich	as Vice-Admiral Alynna Nechayev
John Neville	as Sir Isaac Newton
Jim Morton	as Albert Einstein
Jeff McCarthy	as Roga Danar
Caitlin Brown	as Vekor
Suzie Plakson	as Dr Selar

also starring:

Olivia D'Abo	as Amanda Rogers
John Anderson	as Kevin Uxbridge
Corbin Bernsen	as Q2
Eric Menyuk	as The Traveller (Transcendance)
Nehemiah Persoff	as Palor Toff
Brian Cousins	as Croxis (x2)
Jonathan Del Arco	as Hugh
Brent Spiner	as Lore (Returns)
Buncho Peepol	as Rogue Borg (x10)
John Snyder	as Aaron Conor (Female Love Interest)
John DeLancie	as Q

with special appearance by:

You	as The One
-----	------------

Thank you to:

the US Navy for the loan of the "U.S.S. Enterprise"
the Japanese Navy for the "Yamato"
the UFP for the "Nebula"

and to ACME for the loan of some stuff and furniture:

a Transwarp Conduit
a Devidian Door (Lakanta on the Borg Ship? Don't, stop, moving baby...)
an Alternate Universe Doorway
a Federation Outpost (boy, that thing was heavy)
an Emergency Transporter Armband (to retrieve Lakanta)

the plot twists:

Nanites (the ultimate weapon against the Borg)
Tarellian Plague Ship (use these two to make Nanites hit)
Tsiolkovsky Infection (" " ")
Borg Ship
Outpost Raid
IP Creature (they work great with the Rogue Borg...)
Hunter Gang
Frame Of Mind
Armus
MLI
(FLI, see above)
(Q, see above)

The sets:

Tarod IX
Peliar Zel
Bre'el IV

The plots:

"Investigate Massacre"
"Diplomacy Mission"
"Restore Errant Moon"

Dorvan V	"Evacuation"
Hakaris Corridor	"Investigate Dissapearance"
Morgana Quadrant	"Study "Hole In Space""

Other possible places:

Velara III	"Evaluate Terraforming"
Sector 97	"Explore Black Cluster"

Ohniaka III (Descent) and Wolf 359 are not Fed missions. Too bad.

Much less powerful than Deck #6. This one is more of a theme deck.

For those who find some card inclusions odd, they were taken mainly from "Q Who?", "TBOBW", "I, Borg", "Descent" and the novel "Vendetta".

---->Next week: a *very* nasty deck...

Check out my previous decks at
<http://step.polymtl.ca/gestion/polytv/beer/>

1.11 STCCG.guide/ST:CCG Deck of the Week/Fed - A Good Place To Die

ST:CCG Deck of the Week

BeeR's Deck Idea #10

Hi everyone! I'm really glad you stopped by because I have something really nasty for you. This is a deck of total annihilation. In fact, if the cards get out right, you can make your opponent forfeit after a few turns. It happened to me (see below). Decks #10 and 11 come from this memorable deck but are more focused and even more destructive. Just hope your opponent doesn't play a six space deck...

BeeR's Deck Idea #10: Fed -A Good Place To Die-

Interrupts (10):

Barclay's Transporter Phobia (BTP)x6
 Thine Own Self (TOS)x4

Dilemmas (22):

Setups (not stopped):

Firestorm x2
 Male's Love Interest (MLI)x2
 Female's Love Interest (FLI)
 Armus
 Alien Abduction
 Hunter Gangs x3
 Punishment Zone x2
 Borg Ship
 Frame Of Mind

Hitters:

Cardassian Trap
 Chalnoth x2
 Nausicaans x2
 Zalidan x2
 Outpost Raid

Other (2):
 AU Doorway
 Outpost

Personnel, Ships and missions:
 Your choice, but Feds suggested. Put 6 planets to be sure he'll have some planets to try.
 Otherwise you could play a 6 Green planets Romulan deck so there will be less chances that you both play the same affiliation.

Here's what I suggest, it's called Fed -The Fewer the Higher- (12):

J.-L. Picard, Data, Tasha-Alternate, Worf, Roga Danar, Richard Galen, Vekor, Geordi LaForge, Bev Crusher, Bev Picard, Jo'Bril, Mjr Rakal.

3 different Science, Medical, Engineer, Security and Officer and only Anthropology, Youth, Mindmeld and Stellar Cartography missing!

The other eight cards are your choice (hey, it's a deck idea, not a Deck Of The Week! ;-). Don't forget to put some ships...

 Analysis:

It's hard to get wrong with this deck. Either you draw a personnel or you draw something to disable your opponent's personnel.

A typical turn should go like this:

-Your opponent's turn. He attempts a mission with 6 crew members.
 -Before he beams down, you put a BTP. 5 to go...
 -Hit MLI. 4 to go...
 -Hit Armus. 3 to go...
 -Chalnoth! Stopped. 2 to go...
 -You finish it with TOS. No more crew.

It's important to put as many BTP and TOS as possible because you want to be able to start this on his first mission attempt.

After two of this, chances are he'll have almost nothing left...

--->Next week: second part.

Check out <http://step.polymtl.ca/gestion/polytv/beer/> for previous decks

1.12 STCCG.guide/ST:CCG Deck of the Week/Fed - A Good Day To Die

ST:CCG Deck of the Week

BeeR's Deck Idea #11

Hi there! Sorry for the delay, I had problems with my news servers... This is, I admit it, a very cheapo deck but it can get you out of

a loosing streak really rapidly. It's not tourney legal (TAK-Alien Probe) but you can play without the probe.

BeeR's Deck Idea #11: Fed -A Good Day To Die-

Events (9):

Telepathic Alien Kidnappers (TAK) x 4

Alien Probe x2

Anti-Time Anomaly (ATA)

Static Warp Bubble (a Kevin magnet)

Klim Dokachin (another Kevin magnet)

Interrupts (6):

Kevin Uxbridge x2 (to remove the Anti-Time if something goes wrong)

Amanda Rogers x2

Q2 x2

Personnel, Missions and ships (21):

Doesn't really matter, but I recommend the same thing as last week:

Fed -The Fewer the Higher-:

J.-L. Picard, Data, Tasha-Alternate, Worf, Roga Danar, Richard Galen, Vekor, Geordi LaForge, Bev Crusher, Bev Picard, Jo'Bril, Mjr Rakal.

3 Ships

6 Missions

Dilemmas (22): Same as

BDI #10

:

Setups (not stopped):

Firestorm x2

Male's Love Interest (MLI)x2

Female's Love Interest (FLI)

Armus

Alien Abduction

Hunter Gangs x3

Punishment Zone x2

Borg Ship

Frame Of Mind

Hitters:

Cardassian Trap

Chalnoth x2

Nausicaans x2

Zaldan x2

Outpost Raid

Other (2):

AU Doorway

Outpost

Variation: you can remove up to 4 dilemmas if you want more personnel or artifacts or whatever...

Analysis:

The idea here is that if you draw the ATA early, put down a TAK first so that your opponent will play his best personnel in a hurry. Then put the ATA and try to look at your opponent in the eyes without smiling... :-) (oops! Just did)

If the ATA doesn't come up, put down the Alien Probe and begin a massive carnage of his hand.

As I said in my previous deck idea, these two decks come from a grand unified deck that has both this strategy and the BTPhobia-TOSelf strategy. Once the latter has worked, switch to the former and your opponent will never be able to put another personnel on the table!

This deck works great with a Klingon Commando (Away Team killer) instead of a Fed crew. By an extraordinary coincidence, next week's deck will be a Klingon Commando. Don't miss it...next monday.

Missed last week's BDI? Check out:

<http://step.polymtl.ca/gestion/polytv/beer/>
(note:the server is down for a few days right now)

Nick
for The Campaign against FS/FT

1.13 STCCG.guide/ST:CCG Deck of the Week/Klg - DOOM

ST:CCG Deck of the Week

BeeR's Deck Idea #12

Hello to all intelligent lifeforms everywhere!
Here we go again for another of those killer deck that make your opponent forfeit after a few turns...

This is a deck entirely based on AT battles.
Now you might say: "What? Away Team battles? Hellllloo? This is only a myth you know..."
Well you'll be surprised how nasty that can be.
Just hope (again) your opponent doesn't play an all-space deck.

Card analysis (chess notation):

!! a winner
! good
? bad or questionable
?? a loser
?! questionable, but has some possibilities
!? seemed good, but turns out to be bad

Hey! If you try this deck, give me some feedback!

BeeR's Deck Idea #12: Klingon - DOOM - aka The Glory of Battle

Missions (6):

The 6 Red planets
(Brute Force, Krios Suppression, Cloaked Mission,
Inv. Disturbance, Fever Emergency, Medical Relief)

Personnel (13):

K'mtar
Governor Worf
Kurak
Nu'Daq
Divok
Gowron
Vekma (?!: Honor)
Kurn
Kargan
Divok
Roga Danar
Dathon
Vekor

Ships (3):

Pagh
Hegh'ta
Buruk

Interrupts (16):

Kevin, Amanda, Q2
Dist. of S/T Cont. x2 (is there any abbreviation for this one? DS/TC?)
Phaser Burns
Honor Challenge (!: very good against Romulans)
Klingon Death Yell (?: you'll never die anyway! Just for the theme)
Barclay Transporter Phobia x3 (to start the work...)
Thine Own Self x2 (...to finish off the work)
Disruptor Overload (?!: many uses, ex: Alien Labyrinth)
Rogue Borg x2 (!: to boost the Echo Papa 607)

Equipments (2):

Echo Papa 607
Klingon Disruptor (!: Brute Force, Zaldan, battles...)

Artifacts (2):

Iconian Gateway
Varon-T Disruptor

Others (2):

AU Doorway
Klingon Outpost

Dilemmas (13):

FLI x2
MLI
Q (!: you can put your Gateway-ed Away Teams near your outpost)
Parallel Romance
Matriarchal Society x2
Hunter Gangs
Frame of Mind x2

Alien Labyrinth
 Outpost Raid
 Punishment Zone
 Armus

3 other cards for you to choose (probably personnel or dilemmas)

Dilemma combos aim to stop your opponent like FLI+Matriarchal.
 Those combos were discussed at large in
 BDI#10
 . It's not necessary to
 put these combos everywhere. Just where your opponent is most likely
 to attempt first.
 If the cards come out well, this can be a total crusher deck.
 Just look what happened to me... (yes, it's again my partner's idea).

11 personnel out. I was testing my deck idea
 #13
 (Feds).

Attempting the mission at my outpost ("Nah! I'm sure there's no
 Outpost Raid here...")
 Hit Armus: lose Roga Danar (ouch).
 Hit Oupost Raid(!): lose Bev Crusher AND Bev Picard (f..k). Stopped.

Enemy attempts a mission, gets Varon-T.
 Enemy goes to my mission, beams AT.
 Plays Phaser Burns... no amanda: 2 down, 6 to go...
 Enemy battles Emeny 1 more down, 5 to go...
 plays Distortion of S/T Continuum... no amanda.
 Enemy splits AT: 1)Roga+Gowron+Varon-T 2)the others.
 First strike: 4 to go...
 Second strike: 3 to go...
 One more and he could have played a Thine Own Self!

I lost 8 crew members in one turn. :-(

Having three different way of boosting your ATs (Disruptors, Varon-T
 and Echo Papa) increases the chances to have at least one early in
 the game.

Another good strategy is to use Brain Drain in combination with such
 dilemmas like Holo Ruse or Shaka to stop your oponent.

Guess what? Yep. It'll be next week's theme...

+++++

Missed the previous deck ideas?
<http://step.polymtl.ca/gestion/polytv/beer/>

1.14 STCCG.guide/ST:CCG Deck of the Week/Fed - The Wiser...The Killer

ST:CCG Deck of the Week

BeeR's Deck Idea #13

'lo there!

I was trying to find a way to use the Vulcan Stone Of Gul (VSOG) for someone (the Giershmeister) when I fell on Brain Drain.

This is one of those times when your start banging your head on the wall, saying: "Why haven't I thought of that before, why haven't..."

BeeR's Deck Idea #13: Fed - The Wiser...The Killer -

Missions (6):

Evacuation
Diplomacy Mission
Evaluate Terraforming
Restore Errant Moon
Investigate Disappearance
Investigate Rogue Comet

Personnel (14):

Jean-Luc Picard
Data
Bev Crusher
Bev Picard
Worf
Tasha - Alternate
Roga Danar
Geordi LaForge
Vekor
Richard Galen
Rachel Garrett
Jo'Bril (!: SCIENCE, treachery, Greed...)
Dathon
Major Rakal

Ships (4):

Enterprise
Yamato
Runabout
Nebula

Interrupts (7):

Amanda
Q2
Kevin
Brain Drain x3 (!! : good with VSOG, CUNNING dilemmas...)
Palor Toff (!! : Brain Drain x4 or Amanda x2...)

Events (4):

Red Alert!
Genetronic Replicator
Kivas Fajo
The Traveller

Others (3):

Vulcan Stone Of Gul
Fed Outpost
AU Doorway

Dilemmas (22):

Cardi Trap
 Edo Probe
 Worshiper
 Hunter Gangs
 Frame Of Mind
 Holographic Ruse
 Parallel Romance x2
 Male's Love Interest
 Female's Love Interest x2
 Matriarchal
 Interphasic Plasma Creatures
 Firestorm
 Rascals
 Nagilum
 Q
 Outpost Raid
 Tsiolkovsky
 Plague Ship
 Armus
 Zaldan

Ok, first my opinion of the Vulcan Stone Of Gul: not a very good card. Most of the good personnel can get passed it and you need to stop your opponent on a planet, wich is somehow difficult. But then with Brain Drain, it's a whole new ball game.

You can now kill those who normally get passed the VSOG by lowering their cunning first! I tried it and my opponent was playing Klingons (low cunning)!! The only two personnel in his (stopped) AT that had CUNNING > 7 where Dathon and Roga Danar. I played three Brain Drain; he nullified one with Amanda; I Brain Drained the two wise guys and then played the VSOG. 8 kills!!

Dedicate four cards in your deck to kill maybe six personnel may not sound well calculated, but BD has many more uses, like removing a critical skill (Exo?) to strenghten a dilemma (Zaldan?) or to prevent your opponent from doing a mission at a critical point... Almost everyone use Vekor, because of her Med skill. She often completes the 3 Med Commando that makes Genetronic Replicator so powerful. Well your opponent might be on for a little surprise... You might want to look at it's effect on Nutational Shields, Warp Core Breach, The Charybdis abd Isabella.

Also Parallel Romance is excellent for the VSOG since it stops two personnel that might be VSOGed after!

+++++

Next week: a tribute to the Major, one of my favorite cards.

check out

<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--

BeeR

1.15 STCCG.guide/ST:CCG Deck of the Week/Rom - Fedspionage

ST:CCG Deck of the Week

BeeR's Deck Idea #14

'lo there!

You like those little surprise decks that make your opponent's jaw drop? Just read further...

...and hope your opponent plays Feds.

BeeR's Deck Idea #14: Romulan - Fedspionage -

Missions (6):

Study Lonka Pulsar

Investigate "Shattered Space"

Covert Rescue

Secret Salvage (!: to attract killer space dilemmas...)

Expose Covert Supply

Strategic Diversion

Personnel (20):

The Commando:

Major Rakal

Stefan DeSeve

Bok

Vekor

Etana Jol

Dr Reyga

Roga Danar

Jo'Bril

Ajur

Boratus

Dathon

Baran

Evek

The Support Crew:

Takket

Sela

Tebok

Mirok

Tarus

Toreth

Taibak

Ships (4):

Tama

Decius

Haakona

Mercenary Ship

Interrupts (6):

Vorgon Raiders
Wolf (!: you don't want your Commando Leader to die)
Amanda
Q2
Kevin Uxbridge
Brain Drain

Events (4):
Genetronic Replicator
Red Alert!
Thermal Deflector
Espionage: Romulan on Federation (!: Major + Stefan + Esp: 3 Teams)

Others (3):
Medical Kit
Romulan Outpost
Alternate Universe Doorway

Dilemmas (17):
Tarellian Plague Ship
Tsiolkovsky Infection
Rascals
Barclay's Protomorphosis Disease
Shaka, When The Walls Fell
REM Fatigue Hallucinations
Interphasic Plasma Creatures
Armus: Skin Of Evil
Coalescent Organism
Chalnoth
Hunter Gangs
Firestorm
Parallel Romance
Worshiper
Edo Probe
Cardassian Trap
Outpost Raid

Ok, now for the analysis:

You might wonder why doing such a deck in a race game like STCCG. Granted it isn't a speed deck, but if the cards come out well, your opponent will be in for a surprise...You don't need the Espionage!

First of all you've placed the dilemmas under the Fed Missions, so you know exactly what to expect (do you?). Nothing new here. The difference is that since this deck relies heavily on NA personnel, you can do all your opponent's missions. The old trick of placing a single dilemma and two or three misseeded dilemmas works really well here.

But this deck really shines in those lazy Sunday afternoon games when you play without the 100 points limit (i.e. until someone's deck runs out). In those games, you can easily do 5 or even your 6 missions before you finish your deck. So one mission less for your opponent can be fatal, and since you're playing Romulan there's no way for him to steal your missions.

Unless...
 ...next week.

+++++

check out
<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--
 BeeR

1.16 STCCG.guide/ST:CCG Deck of the Week/Fed - Undercover at Romulus

ST:CCG Deck of the Week

BeeR's Deck Idea #15

'lo there!

Remember last week's deck? Here's the opposite strategy. Thanks to the power of Fed personnels, this one is a real bulldozer... All I did was change the support crew, and remove Ajur & Boratus since Fed security is much better than Rom.

...hope your opponent plays Romulan.

 BeeR's Deck Idea #15: Fed - Undercover At Romulus -

Missions (6):

Evaluate Terraforming
 Diplomacy Mission
 Evacuation
 Restore Errant Moon
 Investigate Rogue Comet
 Investigate Dissapearance

Personnel (19):

The Commando:
 Major Rakal
 Stefan DeSeve
 Bok
 Vekor
 Etana Jol
 Dr Reyga
 Roga Danar
 Jo'Bril
 Dathon
 Baran
 Evek

The Support Crew:

Beverly Crusher
 Beverly Picard

Worf
Tasha Yar - Alternate
Jean-Luc Picard
Data
Geordi LaForge
Rachel Garrett

Ships (4):

Tama
USS Enterprise
USS Yamato
Mercenary Ship

Interrupts (6):

Wolf (!: you don't want your Commando Leader to die)
Amanda
Q2
Kevin Uxbridge
Brain Drain (!: to spice some dilemmas...)
Palor Toff

Events (4):

Genetronic Replicator
Red Alert!
Lore's Fingernail (?: Data becomes NA)
Thermal Deflector

Others (3):

Medical Kit
Federation Outpost
Alternate Universe Doorway

Dilemmas (18):

Tarellian Plague Ship
Tsiolkovsky Infection
Rascals
Barclay's Protomorphosis Disease
Shaka, When The Walls Fell
REM Fatigue Hallucinations
Interphasic Plasma Creatures
Armus: Skin Of Evil
Coalescent Organism
Chalnoth
Hunter Gangs
Firestorm
Parallel Romance
Worshiper
Edo Probe
Cardassian Trap
Outpost Raid
Zaldan

Ok, now for the analysis:

Since this deck resembles last week's deck, most of what I said is still

true. One thing I didn't said last week: the Med Kit is useful only if you don't remember where you put what and against the Plague Ship (though I would suggest you put the Plague Ship somewhere you're not likely to spy. I've also included Lore's Fingernail but I didn't playtested the deck with it, I preferred to add another dilemma. Only one Security in the Commando isn't a problem if you remember the dilemmas.

Want some stats? 30 Classifications with 19 personnels!
 Diplo x8, Lead x7, Hon x6, Comp x6, Trea x5,
 Nav x4, Bio x4, Astro x4, Greed x4, Exo x3,
 Arch, Phy and Music x2, Anth, Emp, Stel, Geo and Tal Shiar x1

Woah! Even if you don't spy any Rom mission, you'll bulldoze your way through anything. And there's three Fed missions you can do with one personnel. Sounds like the much overdue Fed -One Man Show-...

Think the decks are getting a bit tight these days?
 Ok, next week will be a theme deck.

+++++

check out
<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--
 BeeR

1.17 STCCG.guide/ST:CCG Deck of the Week/Fed - The Power of the Mind

ST:CCG Deck of the Week

BeeR's Deck Idea #16

'lo there.
 Here's a deck I wanted yo do for a while. It's a very psychedelic deck (hehe) and also very versatile
 All the cards are related to mind control or special mind abilities

 BeeR's Deck Idea #16: Fed -The Power of the Mind- aka Psychodeck

Personnel (17):
 The Mindmelders
 Satelk
 Dr Selar
 Sarek
 Taurik
 T'Pan (don't forget she has Mindmeld)
 The Empaths
 Devinoni Ral
 Maques
 Major Rakal
 Deanna Troi
 Lwaxana Troi

Tam Elbrum
The Travellers
Lakanta
Wesley Crusher
The Others
Roga Danar ("my improved memory lets me remind...")
Bok (the Thought Maker guy)
Etana Jol (psychotropically addictive game)
Baran (Neural Servo Device)

Missions (6):
Investigate Sighting
First Contact
Investigate Massacre
Sensitive Search
Diplomacy Mission
Evacuation

Ships (4):
Gomtuu
Yamato
USS Enterprise
USS Brittain (It's in the theme. I have no choice. I'm sorry...)

Interrupts (9):
Eyes In The Dark
Wolf
Brain Drain
Howard Heirloom Candle
Q2
Amanda
Kevin
Vulcan Mindmeld
Vulcan Nerve Pinch

Events (4):
Telepathic Alien Kidnappers
Neural Servo Device
The Traveller: Transcendance
Interrogation

Others (4):
Federation Outpost
Alternate Universe Doorway
Thought Maker
Receptacle Stones

Dilemmas (16):
Cytherians
Thought Fire
2D Creatures
Conundrum
Empathic Echo
Ktarian Game
REM Fatigue Hallucinations
Male's Love Interest
Female's Love Interest

Frame of Mind
 Maman Picard
 Cardassian Trap
 Alien Parasite
 Q
 Anaphasic Organism
 interphasic Plasma Creatures

This deck was very interesting to play, as it permitted me to try cards I never tried before. With Howard Heirloom Candle, you can actually make Anaphasic Organism and Empathic Echo work by doubling the requirement for those two dilemmas. Now before you tell me that the card reads "doubles the effect" and that effect isn't the same as requirement, read the FAQ carefully. It clearly says that the card doubles the requirement, NOT the effect. That's probably the oddest ruling in the entire game but the FAQ is the law so...

Receptacle Stones can have very interesting effects too. Since it is written "...also apply to..." we decided that the dilemma would affect your opponent after. So if you hit Q, you would be the last to modify the spaceline! Correct me if I'm wrong Q(!). Also, you'll be able to capture someone right when you want! Just hit Cardi Trap. Chances are your opponent won't have Empathy.

The combo Brain Drain-Ktarian Game is also very good since your opponent loses two crew members before the 30 Cunning is calculated.

Vulcan Nerve Pinch? Oh well, I guess you can remove that card for now in favor of a Nagilum maybe, to justify the Yamato...

Next week, how about a game of Black Jack?

+++++

check out

<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--

BeeR

1.18 STCCG.guide/ST:CCG Deck of the Week/Fed - Points'R'us

ST:CCG Deck of the Week

BeeR's Deck Idea #17

'lo there!

Recently, some people complained that the decks me and the others were posting contained too much high-priced rares.

Well, when I see a new deck design, I never try it before analysing it myself and making a few adjustment if I feel necessary. For example, I almost never put The Traveller in my deck designs simply because we don't play with it. We feel it's too powerful so we just don't use it. If your partner always play with it, I suggest you remove one dilemma in favour of that card. Also, if you don't have Picard, you can replace him with two other characters with the same skills... you get the idea.

This deck was designed back in June so it may seem a little out of touch (I saw a few Music-Ressikan Flute deck designs since). Anyway, here it is...

BeeR's Deck Idea #17: Fed - Points'R'us -

Personnel (16):

Mickey D. x2
Data
Jenna D'Sora
Jean-Luc Picard
Beverly Picard
Neela Daren
Ian Andrew Toi
Jack Crusher
Beverly Crusher
Roga Danar
Vekor
Worf
Thomas Riker
William Riker
Richard Galen

Ships (4):

Future Enterprise
Enterprise
Yamato
Runabout

Interrupts (9):

Emergency Transporter Armband (ETA) x4 (!: beam me up, Scotty)
Amanda Rogers x2 (against Thine Own Self)
Q2 x2 (to protect your ETAs and the Ressikan Flute)
Kevin Uxbridge

Events (2):

Red Alert!
The Traveller (!: really important in this case because of Music)

Others (4):

Fed outpost
AU Doorway
Engineering Kit
Ressikan Flute (RF)

Missions (6):

Diplomacy Mission
Excavation
Restore Errant Moon
Avert Disaster
Evaluate Terraforming
Investigate Massacre

Dilemmas (19):

Royale Casino: Blackjack (BJ)x6
 The Higher...The Fewer x2
 Punishment Zone x4 (*Four*. Ouch!)
 Edo Probe x2
 Sarjenka
 Holographic Ruse
 Q
 Worshiper
 Alien Labyrinth

You've probably guess, the idea is to put the six BJ dilemmas under you own missions. You'll be able to gain as much as a 60 point lead over your opponent (30:-30). After that, the RF takes charge with up to 40 points plus the mission where you seeded RF (about 30 points). Speaking of Blackjack, I'm really looking forward to the Royal Casino: ____ side games coming (probably) in the next expansion.

How do you attempt those six missions without losing Mickey D.? Chances are you'll have a couple of missions with BJ as your first encounter. In that case your ETAs and Q2s are all you need to beams safely up once the job is done. Sarjenka will also come in handy to stop Mickey. Once you've used all your ETAs, start doing the missions with Mickey as a crew member, backed with another one in your hand.

The Edo Probe-Q and Edo Probe-Worshiper combos are almost sure hitter, as most people will choose to continue...

One big weakness in this deck: only 12 dilemmas. Normally I would scream against this, but in that case each time you succede a BJ, it's as if your opponent had hit a -10 dilemma. Hopefully you'll be able to make 100 points before your will-be fast opponent.

Oh, and one more thing: try not to send Vekor and Thomas Riker together in an Away Team as they are the only two that can solve Evaluate Terraforming. I know what I'm talking about. ;-)

Next week: Rommies go in space.

+++++

check out

<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--

BeeR

1.19 STCCG.guide/ST:CCG Deck of the Week/Rom - Six Green Space

ST:CCG Deck of the Week

BeeR's Deck Idea #18

'lo there!

I know there's no such thing as 6 "green" space missions (yet) but this deck is probably the closest you can get while keeping the requirements to an acceptable minimum...

BeeR's Deck Idea #18: Romulan - Six Green Space - (6GP)

Missions (6):

Investigate "Shattered Space"
Study Lonka Pulsar
Quash Conspiracy
Explore Typhone Expanse
Compromised Mission
Secret Salvage

Personnel (20):

Jera
Major Rakal
Mendak
Mirok
Palteth
Taibak
Takket
Tarus
Taul
Tebok
Tomek
Toreth
Sela

Bok
Dr Reyga
Jo'Bril
Lakanta
Maques
Roga Danar
Vekor

Ships (4):

Pi
Devoras
Khazara
Haakona

Interrupts (4):

Amanda Rogers
Q2
Kevin Uxbridge

Events (2):

Red Alert!
Holo-Projector

Others (2):

Romulan Outpost

AU Doorway

Dilemmas (22):

The "Bashers":

Rascals
 Tsiolkovsky Infection
 Tarellian Plague Ship
 Frame of Mind
 Edo Probe
 Armus - Skin of Evil
 Firestorm
 Male's Love Interest
 Female's Love Interest
 Alien Abduction
 Hunter Gangs
 Punishment Zone
 Parallel Romance

The "Show Stoppers"

Borg Ship
 Outpost Raid
 Shaka, When the Walls Fell
 Coalescent Organism
 Cardassian Trap
 Barclay's Protomorphosis Disease
 Q
 Zaldan
 Alien Parasites

Simple, straightforward, no fuss, no mess. This is probably the most boring deck I've ever written (except maybe

#2
)...

First you put the three Green Space. Here's how to do Quash Conspiracy: wait 'till the Major and hopefully the Pi come out, attempt the mission with one well staffed ship while the Major in her Pi is waiting at the mission opposite to the direction a Borg Ship would follow (I know, I made the mistake).

Next there is Explore Typhone Expanse, with Klingons having no good Stellar Cartographers and poor Cunning; Secret Salvage, where you should beat the Klingons again with 7 Treachery, 4 Computer Skill and 3 Navigation in your deck; And finally Compromised Mission with 2 Treachery that a Fed opponent will have trouble getting out before you.

Palteth? Tomek? Tarus? Jera?! Sounds like a deck from my early days... I had to blow the thick layer of dust from those cards ;-) since I don't usually play Romulans in space.

Palteth is good for is ENGINEER classification and the fourth Computer Skill he brings, which important.

With Mendak around, now's a good time to put Captain's Log, or you could put a second Holo-Projector or Hugh to be on the safe side, but there is a reason why I included 22 dilemmas...

With a deck design so dull, now's the best time to draw your attention to the second, but no less important, part of a deck design: the dilemmas.

You all know, dilemmas are good when they are combined. Those combos are even better when arranged in a way that will prevent your opponent from withdrawing after an unpleasant encounter.

Keeping this in mind, I chose my dilemmas in a way that would allow me to put two dilemmas under each mission in the case of a six space and three dilemmas under each planet in the opposite situation. That brings me to a 4 space, 8 either and 10 planets setup. I then chose those dilemmas trying to have a basher-stopper combo for each space and a basher-basher-stopper combo for each planet. If your opponent decides to mix space and planet missions, things get even better... So I'm leaving you to your thoughts, trying to find the best setup for each possibility.

Next week, let's investigate some space anomalies...

+++++

check out

<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--

BeeR

1.20 STCCG.guide/ST:CCG Deck of the Week/Fed - Space Anomaly

ST:CCG Deck of the Week

BeeR's Deck Idea #19

'lo there!

Here's a theme deck that went well despite the fact that less than half the draw deck consists of personnel (a common thing for a theme deck).

BeeR's Deck Idea #19: Fed - Space Anomaly -

Missions (6):

Explore Dyson Sphere

Study Nebula

Investigate Disappearance

Repair Mission

Explore Black Cluster

Study "Hole In Space"

Personnel (16):

Jean-Luc Picard

Data

Beverly Picard

Beverly Crusher

Worf
Roga Danar
Geordi LaForge
Vekor
Dr. Reyga
Albert Einstein
Wesley Crusher
Jenna D'Sora
Neela Daren
Dathon
Major Rakal
Jo'Bril

Ships (4):
Enterprise
Yamato
Nebula
Runabout

Interrupts (9):
Distortion of S/T...
Kevin Uxbridge
Amanda
Q2
Senior Staff Meeting
Temporal Rift
Hugh
Wormhole x2

Events (6)
Where No One Has Gone Before
Red Alert!
Tetryon Field
Subspace Warp Rift
Gaps In Normal Space
Q-Net

Others (3):
Federation Outpost
AU Doorway x2 (one seeded)

Dilemmas (16):
Q
Coalescent Organism
Alien Abduction
Csmic String Fragment
Null Space
Temporal Causality Loop (No, I didn't use this one myself. Theme has a limit sometimes)

10 others. Space/Planet dilemmas preferably.

This deck is a mixing of several space-oriented theme decks with about the same personnel, notably a Wormhole x10 one (very effective

against Klingon attack decks), a Q-Nets one (my opponent played a Fed Diplo deck :- (), a Warp Rift-Gaps Tetryon-Gaps heavy deck (these combos are very effective: place one combo on each side of the outpost and move away your missions using Q...) and a space defensive deck (Hugh, Senior Staff, Asteroid Sanctuary...). Try them, they are very fun to play, especially the wormhole heavy one if you have at least 8 of them.

I like playing six spaces. I will probably end up nullifying 8 to 10 dilemmas just by doing so. Watch out for the multi affiliation missions, you opponent will often put one or no space dilemma, followed by tons of misseeded ones to scare you out. It's even more obvious when he places his outpost near that mission.

Only two wormholes is dangerous, but the deck don't rely on these two cards, so they can show up late in the game. The Q-Net might poses a problem for your ships, so use one AU Doorway.

Distortion of S/T Continuum: simply one of the most usefull cards of the game. Good for battle decks, speed decks, theme decks, defensive decks...

Next week: Diplomatic Conference (and how to win with it).

+++++

check out

<http://step.polymtl.ca/gestion/polytv/beer/> for previous deck ideas.

--

BeeR

1.21 STCCG.guide/ST:CCG Deck of the Week/Fed - The Conference

ST:CCG Deck of the Week

Tebok's Deck of the Week #20

'lo there!

This week we have a guest!

Let me introduce you to my usual opponent, the guy (with Dom also) who dragged me into the CCG world (who "drowned" me may be more appropriate... thanks guys ;-)). His name is Phil, but you'll probably see him as Koroth, and I as Tebok on Decipher's WebBoard.

-Hi Phil!

-Helloww.

Phil is an old contributor to this column. He designed decks

#4

and

12

an contributed to decks

#10

and

#11

(yes, I know those are the four best deck designs I've ever posted). He's gonna be with us this fall, as I persuaded him to join the net (that's for dragging me to "another" money pit ;-)).

Now that presentations are made, let Phil talk to you about his latest idea, shall I say the first "Tebok & Koroth's Deck of the Week"...

BeeR's Deck Idea #20: Fed - The Conference -

Missions (6):

Diplomatic Conference

Hunt for DNA

Investigate Massacre

Evaluate Terraforming

Evacuation

Diplomacy Mission

Personnel (17):

Major Rakal

Governor Worf

Maques

Sarek

Tasha Yar-Alternate

Jack Crusher

Beverly Picard

Jean-Luc Picard

Beverly Crusher

Dr. Selar

Richard Galen

Data

Dathon

Lakanta

Dr. Reyga

Baran

Roga Danar

Ships (3):

Future Enterprise

U.S.S. Enterprise

U.S.S. Galaxy

Interrupts (7):

Q2 X2

Amanda Rogers

Kevin Uxbridge X2

Dist. Time/Space Cont.

Vulcan Mindmeld

Events (1):

Res-Q

BeeR's STCCG Deck Idea sounded good, but here's another idea more in the net.tradition:

Tebok's STCCG DOTW!

And what could be more appropriate to this new name than a Romulan theme deck...

Tebok's STCCG Deck of the Week #21: Romulan - A Matter of Honor -

Missions (6):

Secret Salvage
Investigate Massacre
Investigate Raid
Relief Mission
Excavation
Covert Rescue

Personnel (18):

Toreth
Tokath
N'Vek
D'Tan
Bochra
Jaron
Cmdr Tomalak
Tomalak
Tebok
Takket
Varel
Thei
Evek
Ocett
Vekor
Maques
Roga Danar
Dathon

Ships (4):

Devoras
Haakona
Khazara
Pi

Interrupts (4):

Amanda Rogers
Q2
Kevin Uxbridge
Distortion of Space/Time Continuum

Events (2):

Red Alert
Lower Decks

Others (4):

Romulan Outpost
AU Doorway
Medical Kit
Engineering Kit

Dilemmas (22):
Space (4):
Rascals
Tsiolkovsky Infection
Tarellian Plague Ship
Borg Ship
Planet (9):
Armus - Skin of Evil
Firestorm
Male's Love Interest
Female's Love Interest
Alien Abduction
Zaldan
Alien Parasites
Hunter Gangs
Punishment Zone
Parallel Romance
Either (8):
Outpost Raid
Shaka, When the Walls Fell
Coalescent Organism
Cardassian Trap
Barclay's Protomorphosis Disease
Frame of Mind
Edo Probe
Q

That new D'Tan card gave my Romulans an all new purpose in life: to live with honor and a sense of integrity. So I grabbed my cards and looked for all those who could pass The Great Test with the help of our little Romulan friend. A few people from the yellow world came to join them and they even admitted a misfit for medical and science reason.

What's great about this deck is that with the help of Lower Decks, your personnel have an average integrity of 6.6! Not bad for Romulans. Using Dathon and Maques, I was even able to pass the Q dilemma with eight personnel! My Q dilemma! With only one space mission, I was sure to attract a lot of nasty dilemmas there (why waste them?) so I seeded Q there last and did the mission first. Then I went to the more hazarous planet missions and got destroyed on my way by a Klingon armada but that's another story...

Another note: with 10 officers out of 18 personnel, the two kits are quite powerful. The rest is obvious.

Next week:

The wise Koroth has spoken again: some Klingons are honorless.

+++++

check out the revamped web site!

<http://www.info.polymtl.ca/~gouache/stccg/>

--

Commander Tebok
Romulan Star Empire

1.23 STCCG.guide/ST:CCG Deck of the Week/Klg - Right of Cowardice

ST:CCG Deck of the Week

Tebok's Deck of the Week #22

'lo there!

Here's another deck from my friend Koroth.
I wonder where he got the inspiration...

BEGIN TRANSMISSION
RECEIVING FROM: Koroth@Monastery.Boreth

Honorless Klingons outmatch honest Rommies anytime... Nice try Tebok.

Tebok's STCCG Deck of the Week #22: Klingon - Right of Cowardice -

Missions (6):
Fever Emergency
Medical Relief
Sarthong Plunder
Plunder Site
Secret Salvage
Compromised Mission

Personnel (18):
Koroth
Duras
Lursa
B'Etor
Toral (If you don't play him now, when will you ???)
K'mpec
Koral
J'Ddan
Divok
Nu'Daq
Devinoni Ral
Baran
Vekor (X2)
Roga Danar
Bok
Ajur
Boratus

Ships (5):
I.K.C Vorn

I.K.C Hegh'ta
 I.K.C. Pagh
 I.K.C. K'Vort
 Mercenary Ship (Tama tons better, but less fitting)

Interrupts (5):

Q2
 Amanda Rogers
 Security Sacrifice
 Vorgon Raiders
 Latinum Payoff

Events (3):

Espionnage: Klingon on Federation
 Neural Servo Device
 Thermal Deflectors

Others (4):

A. U. Doorway
 Klingon Outpost
 Medical Tricorder
 Thought Maker
 (a good time as ever to put to use the old ferengi dog device)

Dilemmas (19):

Punishment Zone-Armus-Alien Parasites
 Male's Love Interest-Punishment Zone-Alien Labyrinth
 Borg Ship-Tarellian Plague Ship-Cytherians
 Frame of Mind-Outpost Raid-Cardassian Trap
 Parallel Romance-Hunter Gangs-The Gatherers-Barclay's PD
 Tarellian Plague Ship-Rascals-Nagilum
 (the ONLY way I ever witnessed Nagilum kill anyone)

 At first glimpse, an honorless Klingon is as sorry an excuse for a living entity as a fishless sea. So I thought that since we're probably going to end up soon with the later, might as well get used to the idea by fumbling with the former...

And remember, "The wind does not respect a fool"

Honorably yours, Koroth

END TRANSMISSION

Wow. That was deep. I admit there's not much to say about this deck. Every card speaks for itself. You forgot to include Kell, though (but that was probably intentional).

That about wraps it up for now. See you all next week!

+++++

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Commander Tebok
10289 Main Street
Gal Gath'thong, Rumulus
Beta Quadrant

1.24 STCCG.guide/ST:CCG Deck of the Week/Rom,Fed - Counterparts

ST:CCG Deck of the Week

Tebok's Deck of the Week #23

'lo there!

Enough about theme decks for now, let's investigate something I neglected for a long time: Treaty decks.

Tebok's STCCG Deck of the Week #23: Romulan/Federation - Counterparts -

Missions (6):

Study Lonka Pulsar
Investigate "Shattered Space"
Study Nebula
Repair Mission
Investigate Dissapearance
Study Stellar Collision

Personnel (21):

The main crew:
Mirok
Tarus
Dr. Reyga
Jo'Bril
Roga Danar
Data
Rachel Garrett
Taitt
Neela Daren
Jenna D'Sora
Geordi LaForge
Wesley Crusher

The support crew:

Sela
Tebok
Major Rakal
Takket
Vekor
Maques
Beverly Crusher
Beverly Picard
Jean-Luc Picard (or Dathon if you want more NA)

Ships (4):

USS Enterprise
USS Yamato
Devoras
Khazara

Interrupts (5):

Amanda Rogers
Kevin Uxbridge
Q2
Senior Staff Meeting (It destroyed Outpost Raid! Whoohoo!)
Hugh

Events (3):

Red Alert!
Treaty: Fed/Rom x2

Others (3):

Fed Outpost
Rom Outpost
AU Doorway

Dilemmas (18): (3 per mission)

Planet (8):
Hunter Gangs
Firestorm
Alien Parasite
Punishment Zone
Zaldan
Female's Love Interest
Male's Love Interest
Armus - Skin Of Evil
Space (3):
Tarellian Plague Ship
Tsiolkovsky Infection
Rascals
Either (7):
Outpost Raid
Cardassian Trap
Q
Parallel Romance
Barclay's Protomorphosis Disease
Frame Of Mind
Edo Probe

One good thing about mixing these two affiliations together is that they are complementary in many ways. Rommies tend to be stronger whereas Feds tend to have higher integrity. Roms have more treachery and Feds have more honor, etc.

The first mission set you can built is the obvious one, the diplo set. Start with Investigate Massacre, add Diplomacy Mission, Evacuation and Covert Rescue and finally, take Excavation plus another one.

Skills: Diplomacy, Leadership and probably Treachery. That's it!

The one problem with this idea is that you'll need a *lot* of officers and you know how much this classification is useful...

So let's look at the space missions. Romulan have two missions perfectly suited for the Feds: Lonka Pulsar and Shattered Space. After including the Astrophysicians, the Stellar Cartographers and a couple of support crew, you end up having enough skills to complete most of the Fed and Romulan missions. Look like a simplified version of my two espionage decks!

One major difference: A third of your crew are Engineers and a quarter are Sciences. That will help you get passed a couple of space dilemmas easily.

The only problem I had with this deck is that it's very low in offensive interrupts. A Temporal Rift and a Thine Own Self would have been very useful in more than one occasions. But then again a lot of personnel is also powerful and I won't go below 18 dilemmas so I decided to post it without any modifications.

Next week: Klg/Fed

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Commander Tebok
 Romulan Star Empire

1.25 STCCG.guide/ST:CCG Deck of the Week/Klg,Fed - Honor is Life

ST:CCG Deck of the Week

Tebok's Deck of the Week #24

'lo there!

Another deck from my partner-in-crime Phil (alias Korothe).

 Tebok's STCCG Deck of the Week #24: Klg/Fed - Honor is Life -

Missions (6):

Krios Suppression
 Cloaked Mission
 Investigate Disturbance
 Diplomacy Mission
 Evacuation
 Investigate Massacre

Personnel (16):

Governor Worf
 Worf
 K'Ehleyr (the Force is strong in this family...)
 Alexander Rozhenko
 K'mtar

Kurn

Kargan

William T. Riker (for the sentimentals out there...)

Vekma

Kurak

Kahless (not that useful, but quite essential...)

Gowron

Jean-Luc Picard

Tasha Yar-Alternate

Rachel Garrett

Dathon

Ships (5):

I.K.C. Fek'Ihr

I.K.C. Hegh'ta

I.K.C. Pagh

Tama

U.S.S. Enterprise

Interrupts (6):

Honor Challenge

Klingon Death Yell

Phaser Burns

Kevin Uxbridge

Amanda Rogers

Q2

Events (5):

Treaty: Federation/Klingon (x2)

Captain's Log

Red Alert

Others (5):

A. U. Doorway

Klingon Outpost

Federation Outpost

Klingon Disruptor

Medical Kit

Dilemmas (18): (recommended combos, if possible)

Armus - Frame of Mind - Ferengi Attack

Parallel Romance - Male's Love Interest - Chalnoth

The Higher... - Frame of Mind - Q

Interphasic Plasma Creatures- Outpost Raid - Borg Ship

Firestorm - Hunter Gangs - Zaldan

Edo Probe - Cardassian Trap - Shaka

Who said treaties were peaceful in nature?

Actually, nothing quite stirs away the boredom of diplomatic agreements like pouring a little chaos into your neighbor's lives! With enough Klingon/Non-Aligned personnel to man 4 warships (3 of them under captain's log), and a few battle interrupts, you just might achieve exactly that... But most of all, even if your intentions might not be,

your hand is ENTIRELY honorable!

This, however, brings forth a few problems: no Bio (not so bad for planet missions), no Exo (counter Zaldan with Disruptor), no Anthropology (try to avoid religious centers...), only 1 Science (keep an eye open for those freak leaches, and hope you don't tear apart the flat once you're protomorphosized...), no empathy (bah, F*** Tam!), and only 1 Engineer (unless you carry around Scotty, but I guess he's seen enough already...).

By the way, if you manage to beam down the Kargan/Riker/Vekma trio from the Pagh, and to match the Riker/Vekma duo in a Parallel Romance, score 44 points (just 1 shy of the Borg Ship)!...

And remember, "The wind does not respect a fool"

Honorably yours, Korothe
+++++

Not bad he? Thanks again Korothe. Stay tuned for upcoming deck ideas by Tania Taylor, Robbie Clark alias Mortal Q and Peter Veeren alias Ian Christopher Troi.

Next week: A special 25th edition DOTW!.

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Commander Tebok
Romulan Star Empire

1.26 STCCG.guide/ST:CCG Deck of the Week/25 short deck ideas

ST:CCG Deck of the Week

Tebok's Deck of the Week #25

Jolan tru! Welcome to the 25th edition of Tebok's DOTW.

25? Sounds like a magic number to me!

What could be appropriate to such a number? 25 decks you won't see in DOTW? Nah. Been done. How about...

...25 short deck ideas? That's not bad... I have tons of unfinished deck ideas that are to "ordinary" for a DOTW. I was waiting for QC to get a couple of missions that could fit in the themes, but I guess we'll have to wait another six months for that.

So, here are 25 short deck ideas to give you a head start, and a quick step by step guide to built an effective deck with those ideas:

- 1) Select a mission set. The best are those with few skill requirements.
- 2) Choose your personnel to match the required skills. Try to have at least three personnel for each required skill, more if required more than once.

- 3) Adjust your crew to have at least 3 different SEC, MED, SCI and ENG.
- 4) Watch out for Exo and Empathy.
- 5) Interrupts, Events, Artifacts.
- 6) Dilemmas. At least 18. 9 planet, 9 either and 3 space ideally.

If you can come up with good decks based on these ideas, I'll be delighted to read them.

Tebok's STCCG Deck of the Week #25: 25 short deck ideas

Romulan - Archaeology - (Pre AU) (5)

- Excavation
- Iconia Investigation
- Plunder Site
- Sarthong Plunder
- Hunt for DNA Program
- Strategic Diversion

*Arch x8, Trea x4, Comp x3, Bio x1, Lead x1.

Taul x2, Galathon, Ocett, Baran, Palteth, Vekor, Bok, Takket, Tebok, Sela, Taibak...

+++++

Romulan - Arch w/ space - (4)

- Sarthong Plunder
- Plunder Site
- Excavation
- Iconia Investigation
- Secret Salvage
- Expose Covert Supply

*Arch x5, Trea x4 or x8, Nav x3 or x1, Comp x2 or x1

+++++

Romulan - Astro II - (6)

- Investigate "Shattered Space"
- Study Lonka Pulsar
- Explore Typhone Expanse
- Secret Salvage
- Study Stellar Collision
- Study Plasma Streamer

*Astr x5, Stel x4, Nav x3, Comp x2, You x1, Lead x1.

+++++

Romulan - 6GP - (Pre AU) (8)

Covert INstallation
Covert Rescue
Expose Covert Supply
Extraction
Investigate Raid
Strategic Diversion

*Trea x8, Lead x2, Dipl x2, Nav x1, Bio x1, Exo x1, Med x1, ENG x1.

Toreth, Tebok, Alidar Jarok, Pardek, Sela, Taibak, Mendak, Takket, Jera,
Taul x2, Evek, Vekor, Roga Dinar.

+++++

Romulan - DNA - (5)

Hunt for DNA...
Iconia Investigation
Extraction
Covert Installation
Plunder Site
Sarthong Plunder

*Arch x7, Comp x3, Trea x3, Bio x2, Lead x2, ENG x1, MED x1.

+++++

Romulan - Pegasus - (4)

Pegasus Search
Secret Salvage
Strategic Diversion
Expose Covert Supply
Covert Installation
Covert Rescue

*Trea x12, Lead x3, Dipl x2, Nav x2, ENG.

+++++

Romulan - Diplo/Treachery - (2)

Secret Salvage
Strategic Diversion
Investigate Massacre
Excavation
Explore Typhone Expanse
Wormhole Negotiations

*Dipl x6(1), Trea x7(11).

+++++

Romulan - Secret Salvage - (3)

Secret Salvage
Wormhole Negotiations

Compromised Mission
Sensitive Search
Expose Covert Supply
Strategic Diversion

*Trea x12(16), Comp x3(2), Navx3(1).

+++++

Romulan - Exo - (3)

Investigate Sighting
Investigate Raid
Investigate Anomaly
Strategic Diversion
Secret Salvage
Wormhole Negotiations

*Trea x12(8), Exo x3, Diplo x1(6)

+++++

Fed - 6BS - (8)

Investigate Rogue Comet
Repair Mission
Study Nebula
Explore Dyson Sphere
Investigate Dissapearance
Test Mission (Fed/Klg)

*ENG x6, Astro x4, Phys x2, Comp x3, Nav x1, Stel x1, Exo x1, Arch x1.

+++++

Fed - Lot'O'Feds - (7) (based on Wesley's STCCG Card*list* of the day)

Evacuation
Diplomacy Mission
Restore Errant Moon
Investigate Dissapearance
Investigate Rogue Comet
Explore Dyson Sphere

*Dipl x4, Astro x1(4), Comp x2, Phy x2(1), Nav x2(1), Arch x1, Lead x1.

Bev Picard, Bev Crusher, Rachel Garrett, Tasha Yar-Alt, Wesley Crusher,
Data, Geordi LaForge, Jenna D'Sora, Worf, J-L Picard, Richard Galen,
Neela Daren, Exocomp, Roga Danar, Vekor, Dr Reyga, Maques, Dathon,
Baran, Jo'Bril.

20 personnel + 4 ships + 4 inter. + 2 Red Alert! The Ultimate Bulldozer

+++++

Fed - Diplodeckus - (1)

Wormhole Negotiations
 Investigate Massacre
 Diplomacy Mission
 Evacuation
 Explore Black Cluster
 Excavation

*Diplomacy x10 !!!

Jean-Luc Picard, Worf, Deanna Troi, Sarek, Major Rakal, Dathon...

+++++

Fed - Q-Netted - (3) (very good against Klingon Armadas)

Wormhole Negotiations
 Investigate Massacre
 Diplomacy Mission
 Evacuation
 FCG-47 Research
 First Contact

*Diplo x12(7), Youth x2, Emp x1, Hoor x0(4).

Lot's O'Diplomats + lot's O'Q-Nets

+++++

Fed - SimpleSpace - (4)

Study Nebula
 Investigate Dissapearance
 Test Mission
 Fissure Research
 Study Stellar Collision
 Explore Black Cluster

*Astro x5(2), Stel x3, Phys x2(3), Lead x1, Nav x0(1).

+++++

Romulan/Klingon - Treaty Astro - (7)

Seek Life-form
 Survey Mission
 Study Lonka Pulsar
 Explore Typhone Expanse
 Investigate "Shattered Space"
 Secret Salvage

*Astro x5, Stel x4, Nav x3, Comp x2, Exo x1, Phys x1, Lead x1.

Gowron, Kurak, Kurn, Gorath, K'Tesh.
 Tebok, Toreth, Takket, Tarus, Mirok, Taul.
 Baran, Dr Reyga, Vekor, Jo'Bril, Data (Fingernailed)

+++++

Klingon - Bio - (5)

- Fever Emergency
- Investigate Disturbance
- Investigate Alien Probe
- Investigate Anomaly
- Seek Life-form
- Medical Relief

*Bio x4, Exo x3, Comp x1, Anth x1, Astro x1, Gowron, OFF, ENG.

+++++

Klingon - 6RP - (6)

- Cloaked Mission
- Fever Emergency
- Investigate Disturbance
- Krios Supression
- Medical Relief
- Brute Force

*Honor x3, Dipl x2, Bio x2, Nav x1, Lead x1, Exo x1.

Gowron, Kurn, Koral, Nu'Daq, Koroth, Gorath, Divok, Kle'eg. J'Ddan, Governor Worf, B'Etor, Vekma, Dathon, Evek, Roga Danar, Vekor x2, Baran, Bok, Etana Jol. Disruptor.

+++++

Klingon - Astro/Stel - (5)

- Explore Black Cluster
- Seek Life-form
- Survey Mission
- Test Mission
- Explore Typhone Expanse
- Study Stellar Collision

*Stel x4, Astro x2, Phys x2, Exo x1, Lead x1, ENG x1.

+++++

Klingon - Astro - (5)

- Seek Life-form
- Investigate Anomaly
- Test Mission
- Warped Space
- Fissure Research
- Study Plasma Streamer

*Astro x4, Exo x2, Phys x2, Nav x1, Youth x1.

+++++

Klingon - Archaeology - (6)

- Hunt for DNA...
- Plunder Site
- Sarthong Plunder
- Fever Emergency
- Investigate Disturbance
- Investigate Alien Probe

*Arch x6, Bio x4, Comp x2, Lead x1, Trea x1, Anth x1, Gowron, OFF.

+++++

Klingon - Big Points - (12)

- Hunt for DNA...
- Pegasus Search
- Seek Life-form
- Wormhole Negotiations
- New Contact
- Investigate Alien Probe

*Honor x4, Arch x3, Lead x3, Diplo x2, Comp x2, Bio x2, Anth x2, Exo x1, Emp x1, Nav x1, Trea x1, Astro x1.

+++++

Klingon - Honor/Diplo - (6)

- Cloaked Mission
- Krios Suppression
- Investigate Disturbance
- Wormhole Negotiations
- Pegasus Search
- Secret Salvage

*Honor x7(3), Diplo x3(8), Nav x4, Lead x2, Comp x1, Trea x1.

+++++

Klingon - 3-3 All Red - (10)

- Cloaked Mission
- Investigate Alien Probe
- Fever Emergency
- Krios Suppression
- Seek Life-form
- Survey Mission

*Bio x2, Diplo x2, Hon x2, Anth, Comp, Exo, Astro, Phys, Stel, Nav.

+++++

Klingon - Diplo II - (4)

- Cloaked Mission
- Krios Suppression

Investigate Disturbance
 Explore Typhone Expanse
 Explore Black Cluster
 Study "Hole in Space"

*Diplo x3, Hon x3, Lead x2, Nav x1.

+++++

Klingon - Diplo/Honor III - (3)

Krios Suppression
 Investigate Disturbance
 Explore Typhone Expanse
 Explore Black Cluster
 Study "Hole in Space"
 Wormhole Negotiations

*Honor x2(6), Diplo x7(2), Lead x2. (Stel x2, Astr x1)

 Well, that about wraps it up.

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--
 Riov Tebok
 (Commander Tebok)

1.27 STCCG.guide/ST:CCG Deck of the Week/Rom - They CAN be mean and the ARE GREEN!

ST:CCG Deck of the Week

Tebok's Deck of the Week #26

Jolan tru!

The countdown to QC decks is commencing. Will we have QC in time for

Deck of the Week #30
 ?

Until then...

Here's a submission from Robbie Clark aka Mortal Q...

 Tebok's STCCG DOTW #26: Rom - They CAN be mean and they ARE GREEN! -

Missions (6):

Covert Installation
Covert Rescue
Expose Covert Supply
Strategic Diversion
Extraction
Plunder Site

Personnel (15):

Sela
Pardek
Lakanta
Bok
Baran
Tomalak
Toreth
Galathon
Palteth
Mirok
Jera
Vekor
Taibak
Taul
Amarie

Ships (3):

Decius
Khazara
Haakona

Interrupts (6):

Temporal Rift
DS/TC
Barclay Transporter Phobia
Q2
Kevin UxBridge
Amanda Rogers

Events (6):

Captain's Log
Klim Dokachin
Red Alert
Nutational Shields
Metaphasic Shields
Bynars Weapon Enhancement

Others (2):

Romulan Outpost
Alternate Universe Doorway

Dilemmas (22): (GROUPED)

FLI
MLI
Punishment Zone
Cardassian Trap
Outpost Raid

Tarellian Plague Ship

Frame Of Mind
Rascals

FLI
Matriarchal Society
Hunter Gangs

Higher...Fewer
Edo Probe
Punishment Zone
Hunter Gangs

Tarellian Plague Ship
Rascals
Edo Probe
Maman Picard*

MLI
Frame of Mind
Hunter Gangs

The Missions:

I got all the Romulan only planet missions I have. This will keep your opponent from doing your missions and get rid of almost half their dilemmas.

[Iconia Investigation would also fit nicely here instead of Plunder Site, it's Romulan only and you got enough Computer Skill to do it. -Tebok]

The Personnel:

Lakanta is here just so you can get to those unlucky people who were sent off to the far off planets. Amarie is in just to get past any dilemmas that need Music (SINCE NO ROMMIES HAVE MUSIC!)

[It is possible to get around those dilemmas without Music, though.]

The Ships:

These are the best that the Romulans have and 2 of them get Captain's Log benefits.

[The Decius is difficult to staff here, the Devoras is easier, if you have it. You could then replace Amarie with Mendak for another CL.]

The Dilemma Groups:

These are based on divide and conquer. This is the best way to have a good Away team/Space fight deck. Then there are the Male and Female Love Interest's these are the divide and conquer cards. Then we have Hunter Gangs for fun!

[Divide & Conquer! I like that terminology! Most definitely the best way to build effective combos.]

The Events:

These slow your opponent down and power you up.

The Interrupts:

The TR's are to give you a while longer to get to those stranded folks. The Barclay TP's are to see your opponents face contort when Jean-Luc is too scared to beam down. DS/TC is for attack then kill strategy.

[Barclay TP with Tarellian Plague Ship is also a very good combo]

+++++

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.28 STCCG.guide/ST:CCG Deck of the Week/Rom & Klg - Two Player Game

ST:CCG Deck of the Week

Tebok's Deck of the Week #27

Jolan tru!

I got a few requests lately from readers who wanted a deck with few or no rares. So I designed a deck with only commons and uncommons and went to playtest it against my usual opponent... only to discover that his deck had very few rares too!

This was a great opportunity to post a Two Player Game before Decipher, that could pretty easily be reproduced by anyone who wants to introduce someone to STCCG.

Tebok's STCCG Deck of the Week #27: Rom & Klg - Two Player Game -

The Romulan Deck (a semi-speed deck):

Missions (6):

Covert Rescue

Excavation

Expose Covert Supply

Strategic Diversion

Plunder Site

Covert Installation

Personnel (22):

Taul x2

D'Tan

Tebok

Varel

Takket x2

Mirok

Tallus (!)

N'Vek

Galathon

Pardek
Taibak
Maques
Evek
Baran
Ajur
Boratus
Bok
Vekor x2
Dr. Reyga

Ships (4):
D'Deridex x2
Mercenary Ship
Science Vessel

Interrupts (4):
Kevin Uxbridge
Amanda Rogers
Q2
Distortion of Space/Time Continuum

Events (3):
Red Alert!
Lower Decks
Genetronic Replicator

Others (2):
Romulan Outpost
Alternate Universe Door

Dilemmas (19):
Planet (9):
Worshiper
Male's Love Interest
Female's Love Interest
Parallel Romance
Hunter Gangs
Firestorm
Alien Labyrinth
Punishment Zone
Alien Parasite
Space (3):
Rascals
Menthari Booby Trap
Tarellian Plague Ship
Either (7):
The Higher...The Fewer
Cardassian Trap
Frame Of Mind
Interphasic Plasma Creatures
Edo Probe
REM Fatigue Hallucinations
Outpost Raid

The Klingon Deck (a semi-attack deck):

Missions (6):

Fever Emergency
Krios Suppression
Cloaked Mission
Test Mission
Study Plasma Streamer
Sensitive Search

Personnel (18):

Koroth
Torin
Gorath x2
K'Vada
Nu'Daq
J'Ddan
Divok
Deninoni Ral
Evek
Bok
Dr. Reyga
Jo'Bril
Vekor x2
K'mpec
Toq

Ships (6):

IKC Vorn
IKC K'Vort x3
IKC Vor'cha
Combat Vessel

Interrupts (8):

Senior Staff Meeting
Tachyon Detection Grid
Auto-Destruct Sequence
Kevin Uxbridge
Amanda Rogers
Hail
Distortion of Space/Time Continuum x2

Events (2):

Metaphasic Shields
Red Alert!

Others (2):

Klingon Outpost
Alternate Universe Door

Dilemmas (18):

Planet (9):

Female's Love Interest x3
Matriarchal Society x3
Hunter Gangs
Anaphasic Organism
Parallel Romance

Either (7):

Cardassian Trap
 Interphasic Plasma Creature
 Outpost Raid x2
 The Higher...The Fewer
 Frame Of Mind x2
 Space (2):
 Rascals
 Tarellian Plague Ship

The Romulan deck is based around Lower Decks, since almost half of the personnel can benefit from it. D'Tan also adds to the total Integrity and with four Medical and a Genetronic Replicator, you end up pretty safe in every situation.

Overall, the Klingon deck doesn't look very good, I had to change my opponent's missions, which were a six space, and add more personnel to replace the big ones (Kurn, Gov Worf, Kurak...). That's why I would suggest playing it and let your opponent have the Rommie deck. Or you could play the Rommie deck against a normal deck and after you've won, look your opponent straight in the eyes and say: "You see, I don't even need rares to beat you!"

+++++

That's all for now!

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--
 Riov Tebok
 Rihannsu Star Empire

1.29 STCCG.guide/ST:CCG Deck of the Week/Rom,Klg - Speed(ish) Deck

ST:CCG Deck of the Week

Tebok's Deck of the Week #28

Jolan tru!

Here's a deck design by Peter Veeren aka Ian Christopher Troi...

Tebok's STCCG Deck of the Week #28: Rom/Klg - Speed(ish) Deck -

Missions (6):
 Cloaked Mission
 Covert Installation
 Covert Rescue
 Krios Suppression
 Secret Salvage
 Diplomatic Conference

Personnel (16):
 Governor Worf
 Gorath

J'Ddan
Kle'eg
Nu'Daq
Major Rakal
Stefan DeSeve
Palteth
Sela
Bok
Devinoni Ral
Vekor x2
Ishara Yar
Dathon
Lakanta

Ships (4):
I.K.C. Pagh
I.K.C. Qu'Vat
Scout Vessel
Devoras

Interrupts (5):
Full Planet Scan
Amanda Rogers
Kevin Uxbridge
Palor Toff - Alien Trader
Q2

Events (5):
Genetronic Replicator
Red Alert!
Res-Q
Treaty: Romulan/Klingon
Thermal Deflectors

Others (7):
Engineering Kit
Medical Kit
Iconian Gateway
Kurlan Naiskos
Klingon Outpost
Romulan Outpost
Alternate Universe Door

Dilemmas (17):
Planet (3):
Armus - Skin of Evil
Chalnoth
El-Adrel Creature
Space (3):
Rascals
Borg Ship
Gravitic Mine
Either (11):
Empathic Echo
The Higher... The Fewer
Interphasic Plasma Creatures
Edo Probe

Frame of Mind x3
 Shaka, When the Walls Fell
 Cardassian Trap
 Outpost Raid x2

 This deck presents a different way of accomplishing Diplomatic Conference than DOTW#20: instead of the Devidian Door, it uses the Iconian Gateway to safely bring your valuable VIPs to the Conference. The good variety of classification in this deck makes it a perfect choice for the second artifact, the Kurlan Naikos.

Like many decks that relies on difficult missions, however, this deck needs a lucky draw or maybe a BG Box to get, in this case, the Fed and the NA VIP early in the game. Unfortunately, these two are the only empathes of the deck: you need them so they're likely to get killed. That's why a Res-Q is very important.

Equally important is Palor Toff, in case your Treaty is destroyed, An even safer idea is to put two Treaty cards, but then you lose the versatility of PT, that can retrieve many other useful cards.

That reminded me of a way to bust the game (and your opponent's patience). First, load your deck of Palor Toffs. When you lead in the points, simply use a Palor Toff to retrieve another Palor Toff from your discard pile, and repeat the procedure until your opponent decides to withdraw from the game to get home! You lost a friend, but you won the game!!!

+++++

To quote Heather Scott of the long defunct Heather's STCCG DOTW:
 "Keep those decks coming in! Your deck could be next!"
 Please don't forget to put some comments, a deck is as good as people know how to use it.

Check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Tebok
 10470 Main Street
 Ihhliae
 ch'Rihan (Romulus)
 Beta Quadrant

1.30 STCCG.guide/ST:CCG Deck of the Week/Klg - Security Overload

ST:CCG Deck of the Week

Tebok's Deck of the Week #29

Jolan tru!

I wanted to wait DOTW#30 for the first QC deck but after tonight's game, I can't think of anything else than QC. QC! QC!

So tonight was our first showdown of QC decks. I decided to play a Klingon battle deck because I knew that my opponent could not resist the call the K'chiQs... and won!

But, being a fair player, I have to recognise that Koroth's deck was better designed than mine, so I'm going to post his deck instead, with both my and his comments about some cards.

So here goes the first QC DOTW...

Tebok's Deck of the Week #29: Klingon - Security Overload -

Missions (6):

Brute Force
Fever Emergency
Medical Relief
Krios Suppression
Cloaked Mission
Investigate Disturbance

Personnel (15):

K'chiQ (x2)
Kitrik
K'nera
Kahlest
Governor Worf
Divok
Kurn
Kargan
Nu'Daq
Zon
Galen
Madred
Dathon
Roga Danar

Ships (5):

I.K.C. T'Ong (a handy teeny-weeny Red-Alert. It can even enable you to score a quick 15 points if, while K'nera is in play, you load up Korris & Konmel on a suicide mission againsts ennemy/Borg ship & utter a Klingon Death yell for the thus lost Korris)
I.K.C. Maht-H'a
Tama
I.K.C. Hegh'ta
I.K.C. Pagh

Interrupts (6):

Data's Medals
Kevin Uxbridge (x2)
Q2 (x3) (I post-mortemly traded Klingon Death yell for the third Q2; another Q2 is never lost, and I'm not supposed to die with Genetronic Replicator & 2 K'chiQ nurses, right???)

Events (5):

I am not a merry man!
Brainwash
Captain's Log
Interrogation
Genetronic Replicator

Others (5):

Klingon Outpost
AU Doorway (seeded)
Q-Flash (seeded)
Q-Flash (x2) (another post-mortem trade: Korris & Konmel for those two,
for I got genuinely fu...dged with the Naked truth/Mortal-Q
combo

Dilemmas (18):

The Higher... - Q-Flash - Chinese Finger Puzzle
Female's Love - Q-Flash - Matriarchal Society
Yuta - IPC - Android Nightmares
Male's Love - Q-Flash - Alien Parasites
Armus - Q-Flash - Cardassian Trap
Hunter Gangs - Punishment Zone - Q's Vicious Animal Things

Q's Tent side deck (0)

Q-Continuum side deck (30):

Mandarin Bailiff (x8)
His Honor, the High Sheriff (x5)
Penalty Box (x4)
The Issue is Patriotism (x3)
Pla-net (x3)
Frigid (x2)
You will in Time (x2)
Door-net (x2)
Guilty-Provisionally

Tebok's Comments:

Personnel:

K'chiQ: this card is incredible! You need an Empath? You got it!
Oh you're playing Klingon and don't have enough Stellar Cartography?
Tada! You lost your only Anthropologist? Tada! Your opponent's K'chiQ
has a valuable skill and he just hit The Naked Truth? Put one more!

Mortal Q: this is the big absent of this deck and the reason I won the
game. Not because he didn't have one in his deck, but because I was able
to report mine using The Naked Truth. And since he couldn't get his
Immortal Again ["wich, by the way, I didn't have" -Koroth], I didn't had
to face the numerous Q-Flash I encountered...

Dilemmas:

Yuta: ouch! Both of us encountered a Yuta and we both lost Galen!
With a Yuta number of 7, we could kill Galen, Gov. Worf, Kitrik...

Koroth's Comments:

The 6 trios answer perfectly to an all-planet strategy & can take into account without a budge 2 space missions. And even in a case where the slimy opponent chooses 6 space missions (as Tebok did), you can leasurely re-arrange the dilemmas & Q-Flashes to cover them all fairly well.

The Q-Continuum side-deck (and a part of the crew rowster) is focused on capturing foes (call it sort of a Q-net...) The Mandarin Bailiff/High Sheriff combo is the heart of it all: capture one, show a security ('cause you have enough to keep one in your hand at all time), capture two more (whom you can brainwash or interrogate under Cardassian supervision, at your discretion).

And remember, "The wind does not respect a fool"

Honorably yours,
Koroth

+++++

Check out
<http://www.info.polymtl.ca/~gouache/stccg> for previous DOTW.

--

Riov Tebok
Rihanssu Star Empire

1.31 STCCG.guide/ST:CCG Deck of the Week/None - Arguably Cool Deck

ST:CCG Deck of the Week

Tebok's Deck of the Week #30

Jolan tru!

This week I have a very cool (5pts) deck for you! It is so cool (5pts) that I even thought of not posting it and using it at the next tournament in my region.

And what's *very* cool (5pts!) about this deck is that it's relatively easy to build and I can only find one way to beat it: to play the exact same deck!

!
!!
!!!

Tebok's STCCG Deck of the Week #30: None - Arguably Cool Deck -

Missions (12):
Space x12

Personnel (0):

Ships (0):

Interrupts (24):

Parallax Arguers x24

Events (6):

Kivas Fajo x4

The Traveller x2

Others (1):

Q-Flash

Q's Tent side deck (0):

Q-Continuum (40):

Where's Guinan? x2

Frigid x2

Mandarin Bailiff x8

The Higher... The Q-er x3

Penalty Box x4

Aldebaran Serpent x4

Scottish Setter x8

Door-Net x3

Subsection Q, Paragraph 10 x3

Amanda's Parents x3

Dilemmas (23):

The Sheliak + The Higher... The Fewer + Q-Flash + Q

Armus + Yuta + Cardassian Trap

Firestorm + Hunter Gangs + Q-Flash + Zaldan

Security Precautions + Q-Flash + IPC + Android Nightmares

Tarellian Plague Ship + Q-Flash + Rascals + Barclay

Parallel Romance + Frame of Mind + Q-Flash + Outpost Raid

Are you still trying to find a weakness? We did.

We did *try*, that is.

First, It has Q's seal of approval. It is Legal. For now.

Second, before you ask the question: no, you don't *have* to play an affiliation. The rule book says on p.6:

"... you must have:

*...

*one Outpost card for each affiliation you decide to control."

So you don't HAVE to control an affiliation. If, however, that ruling is ever changed, put a Romulan Outpost (so that you can say you won a tourney with a Romulan deck) and play with only 22 dilemmas...

If you have to include at least one personnel, then my friend Koroth suggests that you put a Klingon Outpost and K'chiQ (the coolest card in STCCG). She will of course instantly die the second you report

her (cool!).

Example for a first turn:

In your initial 7 cards, you have 6 PAs and 1 Kivas.

Play Kivas, draw 2 other PAs and 1 Kivas.

Play 7 PAs. Your opponent will surely start an argument: put another PA, play Kivas for free.

Draw 3 PAs, play them all.

Draw your end-of-turn card (another PA) play it. After all, that turn was pretty cool. :-)

One turn, 55 points. That's what I call a speed deck.

Now you have only 16 cards left in your draw deck. With a Traveller coming in about 3 turns and two other Kivas, that means your opponent has less than 10 turns to make 100 points, with 12 space missions and 23 dilemmas to slow him/her down!

Let's put this deck to the test even more.

- 1) Telepathic Alien Kidnappers: Nope. PA are interrupts so you can play them as soon as you draw them. You will most probably lose your events, but if you can put down a Kivas and draw a Traveller along with your PAs, just start an argumentation, play the Traveller for free and start draining your deck at double speed.
- 2) Amanda, Res-Q, Palor Toff, Immortal Again, Plexing, Subspace Schism: unless your opponent has LOT'S of those cards, you are safe here. Remember, even if you lose 5 PA and can only score 95 points, chances are you will exhaust your draw deck way before your opponent.
- 3) Q's Planet (from opponent's Q's Tent): Same as 2).
- 4) Revolving Door: your Q-Continuum is closed. Don't worry, you still have 3 dilemma combos everywhere.
- 5) What're You Tryin' To Push On Us?: Oops! Wrong game. Would've been very annoying though.
- 6) Kevin: OK, so you lose a Traveller. Put another one.
- 7) Parallax Arguers: ah! That can hurt. Your opponent might even win if he/she has enough PAs to counter you 10 times. But who's gonna play with 10 PAs? Another DOTW reader maybe? :-)

+++++

Did we find the Ultimate-Works-Everytime-Knocks-Everything deck?

Is my Quest for the Holy Deck finally over?

Will Batman ever see Robin alive again?

Answers and more next week.

Check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.32 STCCG.guide/ST:CCG Deck of the Week/Parallax Arguers

ST:CCG Deck of the Week

The card works because it forces your opponent to choose the lesser of two evils: (1) deem the action "cool" and give you 5 points, or (2) argue with you and give you a "free" Event play. The secret to successful use of the card is to play it at a time that creates maximum anxiety for your opponent as to which Event cards you might be holding. Examples:

1. Opponent moves a ship to the location of your ship, and it's pretty obvious to you that she plans to attack. Play Parallax Arguers. You get a quick 5 points unless she wants to risk a Bynars Weapon Enhancement or Metaphasic Shields coming out before her battle is initiated.

2. Your opponent has a lot of ships and personnel at her outpost. You play your Tox Uthat, say "now THAT was cool" and drop a Parallax Arguers. Your opponent will probably give you the 5 points, rather than risk your Supernova going boom before she can scatter her ships away from her outpost.

These examples are admittedly very specific, but I think they show how the Parallax Arguers can have great psychological value if played at the right time. 8-) Here are some situations in which you would hope the card *doesn't* work (that is, you hope she argues, thus giving you the free Event play):

1. Ever wish you could play Kivas Fajo as an interrupt?

2. Ever want to play a Warp Core Breach *and* a motion-hampering Event card both before the end of your opponent's next turn?

3. Suppose she just resolved a dilemma and you remember that the next one you seeded there is a Thought Fire. I'd say now's a great time to generously play your Traveller next to her draw deck.

4. I'm sure people will find many additional reasons to play Event cards during their opponent's turn. How about the Neural Servo Device? I use your non-aligned ship during *your* turn -- oops, I attacked one of your other ships. Oops again, I got them both "stopped" for you! Clumsy me.... ;-)

-Bill

Bill Martinson Product Development Assistant
Decipher Inc. The Art of Great Games (tm)

1.33 STCCG.guide/ST:CCG Deck of the Week/Fed - Bigger is Better

ST:CCG Deck of the Week

Tebok's Deck of the Week #31

Jolan tru!

This week, I'm gonna post something nice and easy. :-)
Why? For those who read this on the newsgroup, let's say that last week's deck was, well, just a little of the track...
Bottom line: it does not work. See the upcoming FAQ (or the dotw web site) for more infos. Next week, Tebok strikes back. :-)

Do you play with decks bigger than 60 cards? That one's for you.
It's Tania Taylor's super-duper-mumbo-jombo 120 cards deck, to use in a 150 to 200 points game. Very reliable, and the duplication allows you to use it in a 90 or 80 cards game too! It's a non-QC deck.

Tebok's STCCG Deck of the Week #31: Fed - Bigger is Better -

Missions (12):

Restore Errant Moon
Evacuation
Repair Mission
Diplomacy Mission
First Contact
Explore Dyson Sphere
Excavation
Investigate Time Continuum
Investigate Massacre
Hunt For DNA Program
Wormhole Negotiations
Pegasus Search

Personnel (23):

Jean Luc Picard
Rachel Garrett [seeded under Repair Mission]
Data
Deanna Troi
Leah Brahms
Albert Einstein
William T. Riker
Tasha Yar - Alternate [seeded under Repair Mission]
Beverly Picard
Lakanta
Tam Elbrun
Dr. Selar
T'Pol
Roga Danar
Ro Laren
Montgomery Scott
Jenna D'Sora
Toby Russell

Richard Galen
Riva
Nikolai Rozhenko
Maques
Berlingoff Rasmussen

Ships (6):
Runabout
USS Galaxy x2
USS Sutherland
USS Yamato
Husnock Ship

Interrupts (21):
Thine Own Self
Destroy Radioactive Garbage Scow
Countermanda x2
Dead In Bed x2
Palor Toff-Alien Trader x4
Amanda Rogers x2
Kevin Uxbridge x2
Q2 x2
Crosis
Rogue Borg Mercenaries x4

Events (15):
Red Alert!
Res-Q x3
Genetronic Replicator
Kivas Fajo-Collector x2
Supernova
Captain's Log
The Traveler:Transcendence
Wartime Conditions
Yellow Alert
Lore Returns
Rishon Uxbridge x2

Others (7):
AU Doorway
Federation Outpost
Starfleet Type II Phaser
Kurlan Naikos
Tox Uthat [Aim is to destroy the Borg Ship with the Tox/Supernova
 combo. Tox is seeded with Cryosatellite under Repair
 Mission]
Data's Head [Seeded under First Contact mission]
Cryosatellite

Dilemmas (36):
[If possible, seed the dilemmas as follows (with the first dilemma
on each list being the last one seeded; the first one your opponent
will encounter.)]

Dilemmas for Planet missions (18):

Firestorm The Firestorm will kill all with INT>5. The

The Gatherers Gatherers requires INT>36 (not likely after
Outpost Raid Firestorm). Enough dead that STR>18 may not
be possible.

Rebel Encounter
Chalnoth
Malfunctioning Door

Armus-Skin Of Evil
Nausicaans
Barclay's Protomorphosis Disease

Male's Love Interest
Female's Love Interest
REM Fatigue Hallucinations

Archer
Hunter Gangs
Thought Fire

The Higher... The Fewer
El-Adrel Creature
Punishment Zone

Dilemmas for Space missions (18):

Outpost Raid Hopefully this works, then play the
Quantum Singularity Lifeforms Ded In Bed cards to kill one or more
Borg Ship crew members in stasis.

Rascals Rascals makes some crew STR 2. IPC-2.
Interphasic Plasma Creatures Therefore some crew will have STR 0.
Outpost Raid Then try to get past Outpost Raid. :)

Interphasic Plasma Creatures
Tsiolkovsky Infection
Nagilum

Radioactive Garbage Scow
Nanites
Cosmic String Fragment

Menthar Booby Trap
Microbiotic Colony
Coalescent Organism

Edo Probe
Empathic Echo
Frame Of Mind

It's not a savage deck but if you play carefully it can be fairly
leathal. You have to seed it just right and focus on the game. It's
not one of those 'shoot 'em up' decks, either. Typical federation
deck, I suppose.

+++++

Lot's of different missions and personnel, this deck can do anything,
depending on which cards get out first. Less than one third of your

draw deck consists of personnel, but you have two Kivas and a cryosat to help you. A BG Box would be very useful here.

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok

STCCG Player's Association

1.34 STCCG.guide/ST:CCG Deck of the Week/None - Definitely Cool Deck

ST:CCG Deck of the Week

Tebok's Deck of the Week #32

Jolan tru!

DOTW #30

was a rehearsal, now this is it. The corrected-and-working (but weaker and a little more expensive) Parallax Arguers Deck...

Tebok's STCCG Deck of the Week #32: None - Definitely Cool Deck -

Missions (12):

Space x12

Personnel (1):

Samuel Clemens

Ships (0):

Interrupts (16):

Parallax Arguers x16

Events (12):

Kivas Fajo x14

Others (4):

Q-Flash (seeded)

Alternate Universe Door (seeded)

Neutral Outpost (seeded)

Devidian Door

Q's Tent side deck (0):

Q-Continuum (40):

Where's Guinan? x2

Frigid x2

Mandarin Bailiff x8

The Higher... The Q-er x3

Penalty Box x4
 Aldebaran Serpent x4
 Scottish Setter x8
 Door-Net x3
 Subsection Q, Paragraph 10 x3
 Amanda's Parents x3

Dilemmas (21):

The Sheliak + Q-Flash + Q
 Armus + Yuta + Cardassian Trap
 Firestorm + Hunter Gangs + Q-Flash + Zaldan
 Security Precautions + Q-Flash + IPC + Android Nightmares
 Tarellian Plague Ship + Q-Flash + Rascals + Barclay's PD
 Parallel Romance + Q-Flash + Outpost Raid

Here we are (here we are *again*)! That one's a little more difficult to built (12 Kivas) and will give two choices to your opponent...

The Not Cool Variation: the guy doesn't get it. Each time he doesn't agree you play a Kivas. After a couple of this, it is useless to agree on subsequent PAs because your draw deck will be very depleted and you will score 5 points each time. Worst scenario for your opponent. You can even exhaust your deck in two turns (play Samuel on the last but one turn, show Devidian Door, score 10 points for Samuel and draw your last card). If your not lucky and don't draw any Kivas at first, this may extend to 5-6 turns. Don't fear Masaka because you will have only one card left in your draw deck (you will re-draw all your cards except for one, chances are it won't be your Devidian Door).

The Cool Variation: the guy is Cunning > 6. If all your PAs are cool, you will only be able to put one Kivas per turn. You will still draw 4 cards per turn, though. This will give your opponent about 8 turns (a few Uxbridged Kivas) to score 60 points (worst case scenario: your last four cards are PAs). Bottom line: your opponent needs to complete two missions in 8 turns, with 21 dilemmas seeded under his missions.

In Between: not a very good idea.

Decks/Cards to watch:

Wesley's Anti-DOTW30 deck. Although this deck will demolish my deck, it is not viable against anything else.

Revolving Door (in a Q's Tent): could be dangerous against the "Not Cool" variation (you won't be able to play Samuel) but your opponent needs to retrieve it on his first turn (assuming he starts to play first) or he won't be able to stop you. Worst case will be a draw anyway.

Pronostic: this deck will win 75% of the games if your opponent is unprepared. Not bad...

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.35 STCCG.guide/ST:CCG Deck of the Week/Rom - The Conference, QC ed.

ST:CCG Deck of the Week

Tebok's Deck of the Week #33

Jolan tru!

Do you remember Koroth's Diplomatic Conference deck (
DOTW#20
)?

Well, here's a QC way of using that difficult mission. Again, it
needs the power of the Devidian Door and the dual aff. personnel...

...and it's also from my Kll'inghann friend.

Tebok's STCCG Deck of the Week #33: Rom - The Conference, QC ed. -

Missions (6):

Diplomatic Conference
Covert Installation
Covert Rescue
Extraction
Iconia Investigation
Investigate Raid

Personnel (13):

Gowron
Sirol
Taris
Telak
Mirok
N'Vek
Pardek
Sela
Marouk
Samuel Clemens
Devinoni Ral
Roga Danar
Vekor

Ships (2):

Terix
Haakona

Interrupts (5):

Amanda Rogers
Kevin Uxbridge

Parallax Arguers x2
Q2

Events (4):
Drought Tree x3
Red Alert

Others (12):
Seeded:
AU Door
Q-Flash
Q's Tent
Horga'hn
Romulan Outpost
Draw Deck:
Devidian Door x2
Q-Flash
Q's Tent x4

Q's Tent side deck (13):
Governor Worf
Madred
Major Rakal
Maques
Red Alert
The Traveller: Transcendence
Arbiter of Succession
Kevin Uxbridge
Colony
Devidian Door
Devoras
Romulan Outpost
Security Precautions

Q-Continuum (30):
Aldabaran Serpent
Door-Net x3
Go Back Whence Thou Camest
Incomming Message - The Continuum
Frigid x2
Guilty - Provisionally
Jealous Amanda
Lemon-Aid x3
Mandarin Bailiff x5
Penalty Box x4
Scottish Setter x6
Where's Guinan?
You Will In Time

Dilemmas (18):
Barclay's Protom. Disease
Microvirus
Chinese Finger Puzzle - Q-Flash - Security Precautions
Yuta - Frame of Mind - Cardassian Trap
Frame of Mind - Q-Flash - Interphasic Plasma Creatures
Punishment Zone - Hunter Gangs - Q's Vicious Animal Things
Q-Flash - Q

Borg Ship - Outpost Raid

The missions:

Five standard green planets and the big scorer. You could also trade one of the green missions for Kithomer Research. Although the Klingons will be able to do it, someone playing Romulan probably won't so he'll place a couple of nasty dilemmas he doesn't want to encounter himself.

The personnel:

Not many. You will need your Q's Tents. If you're lucky and draw all the VIPs, you will only need to retrieve Major Rakal from your Q's Tent.

The ships:

Only two! You will not need to move early in the game so that will not be a problem... unless your opponent gets a really lucky starting hand.

The Interrupts and Events:

The combo Parallax Arguers-Drought Three is very cool! After you've completed Diplomatic Conference, play a DT for 7 points, then play a PA. What will it be? 5 pts or a possible second DT for 7 pts? That's what I call a dilemma!

The other draw cards:

Four Q's Tent should be enough to retrieve the replacement VIPs for those in the bottom of your draw deck and maybe an arbiter of succession for ten extra points if you have both Gowron and Governor Worf in play.

And then there's the hick: three Devidian Door!

Those of you lucky enough (but not as lucky as Koroth) to have two of those will have to remove the one in your Q's Tent and forget about Arbiter of Succession... unless you put a couple of Trust Me in your Q-Continuum and one of two Palor Toffs in your deck. If you have only one DDoor... well... replace 'couple' with 'lots' in the last sentence. :-)

The Q-Continuum:

Lemon-Aid: because you probably won't be the first to score. :-)

The Dilemmas:

Barclay and Microvirus to seed under the Conference for an additional 15 points!

Let's do some maths:

Barclay:	10
Microvirus:	5
Dip. Conference:	60
Drought Three:	7
Parallax Arguers:	5 could be another Drought Three
Another one:	5 idem
Arb. of Succ.:	10
Total:	102

Be careful when defending your Drought Threes: your VIPs cannot work

together after the completion of the mission.

Hteij!

+++++

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.36 STCCG.guide/ST:CCG Deck of the Week/Rom - Clash of the Titans

ST:CCG Deck of the Week

Tebok's Deck of the Week #34

Jolan tru!

On november 28th, a day after the miraculous Decipher announcement, another big event took place on the Internet, but this time on Jonathan's Chat Page <<http://www.geocities.com/Area51/6850/chat.html>>.

That event was "Clash of the Titans", the 'net game between myself and Wesley Crusher. OK, I know this title sounds presumptuous but you don't get people's interest with "Confrontation of two ordinary guys"... ;-)

After a whopping 3h30 of play, Wesley came on top 100-35. He was never in real danger, having taken a 65-0 lead before I was able to threaten him (\$#"%?@ Klim Dokachin).

So, without any further delay, here's the winning deck...

Tebok's STCCG Deck of the Week #34: Romulan - Clash of the Titans -
by Wesley Crucher

Seed Deck (30):

Missions (6):

Extraction
Investigate Raid
Covert Installation
Strategic Diversion
Covert Rescue
Expose Covert Supply

Dilemmas (17):

Q-Flash x5

The Sheliak
Zaldan
Cytherians

Yuta x2
Rem Fatigue Hallucinations
Frame of Mind
Thought Fire
Shaka, When The Wall...
Crystalline Entity
Q
Barclay's Disease

Other seed cards (7):

Romulan Outpost
Q's Tent
Q-Flash
AU Door
Kurlan Naikos
Betazoid Gift Box
Thought Maker

Draw Deck (30):

Personnel (14):

Taris
Mirok
Sirol
N'Vek
Mendak
Roga Danar
Dr. Reyga
Devinoni Ral
Baran
Vekor
Galen
Maques
Kareen Brianon
Nick Locarno

Ships (4):

Devoras
Haakona
Mercenary Ship
Pi

Interrupts (3):

Palor Toff
Kevin Uxbridge
Amanda Rogers

Events (4):

Red Alert
Kivas Fajo
The Traveler: Transcendence
Res-Q

Others (5):

Q's Tent x4
Medical Kit

Side Decks:

Q's Tent (13):

Q's Planet
 Distortion of S/T Continuum
 Soong-Type Android
 Klim Dokachin
 Brain Drain
 Bynars Weapon Enhancement
 Genetronic Replicator
 Captain's Log
 Static Warp Bubble
 Full Planet Scan
 Immortal Again
 Espionage: R on F
 Espionage: R on K

Q-Continuum (33):

Penalty Box x5
 Mandarin Bailiff x5
 Door-Net x4
 Trust Me x2
 The higher... the Qer x4
 Frigid x2
 Incoming Message: the Continuum x3
 Are these truly your friends... x4
 Guilty - Provisionally x2
 Lemon-Aid x2

 I will dare to comment on this deck, but since I lost against it don't take what I say for granted...

The missions:

6 green planets. Classic, effective. Romulans are probably the best affiliation for a 6 planet since most requirements are alike.

The personnel:

Just enough duplication to easily accomplish the missions and overcome the dilemmas. The Medical Kit helps to have enough MEDICAL. 65% Non-aligned is a bit high, though.

The Tent:

Definetely an offensive Tent with all the SWB, Klim, Espionages, etc. Having an offensive Tent means that you need enough Tents in your draw deck to (almost) always have one in your hand when needed. 4 is just enough and a Kivas in your draw deck should enable you to catch up for those turns without any draw. Also you want to be prepared against a similar deck, hence a Kevin in reserve.

Next week, my deck...

+++++

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.37 STCCG.guide/ST:CCG Deck of the Week/Klg - The Rout of Tebok

ST:CCG Deck of the Week

Tebok's Deck of the Week #35

Hello everyone!

You've all been waiting for this: the deck I used for Clash of the Titans. Here it is! Of course, I didn't play Romulans. I suspected that Wesley had a feeling I would go for my favorite affiliation, so I played Klingons instead. I estimated a 50% chance Wes would go for Klingons too. It's a shame I was wrong, I would've liked to see some good battles. Anyway...

Tebok's STCCG Deck of the Week #35: Klingon - The Rout of Tebok - formerly known (before the game) as The Rout of Wesley. ;-)

Seed Deck (28):

Missions (6):

Fever Emergency
Medical Relief
Investigate Disturbance
Cloaked Mission
Krios Suppression
Plunder Site

Dilemmas (17):

Chinese Finger Puzzle - Q-Flash - Security Precautions
Yuta - Q-Flash - Cardassian Trap
Frame of Mind - Q-Flash - Interphasic Plasma Creatures
Armus - Hunter Gangs - Q's Vicious Animal Things
Q-Flash - The Sheliak - Q
Borg Ship - Outpost Raid

Other seed cards (5):

Klingon Outpost
Alternate Universe Door
Q's Tent
Q-Flash
Horga'hn

Draw Deck (32):

Personnel (15):

Nu'Daq
Kitrik

Gowron
Koroth
Galen
K'nera
K'chiQ x2
Kurn
Vekor
Devinoni Ral
Divok
Governor Worf
Kahlest
Roga Danar

Ships (5):
Maht-H'a
Hegh'ta
Pagh
Vorn
Buruk

Interrupts (5):
Distortion of S/T Continuum
Q2
Palor Toff
Kevin Uxbridge
Amanda Rogers

Events (2):
I Am Not A Merry Man! <--- replace with Red Alert!
The Traveler

Others (5):
Q's Tent x3
Q-Flash
Engineering Kit

Side Decks:

Q's Tent (13):
Alien Parasite
Arbiter of Succession
Kevin Uxbridge
Madred
Dr. Reyga
Soong-Type Android
Klingon Outpost
The Traveler
Masaka Transformation
Yellow Alert
Maques
Revolving Door
The Devil

Q-Continuum (30):
Mandarin Bailiff x6
Scottish Setter x6

Penalty Box x4
 Jealous Amanda x3
 Door-Net x3
 The Higher...The Q-er x2
 Where's Guinan? x2
 Frigid x2
 Aldebaran Serpent x2

This deck is a mission solver with enough ships to give a good battle to anyone.

The missions:

Plunder Site was a mistake. I should've put Brute Force even if it would've been very difficult to attempt. I was forced to break one of my combos to prevent an easy 30 points for Wes.

The Dilemmas:

17 was a mistake! I should've put 18. Why? Because in the case of a 6 planet, a third card in the Borg-Outpost Raid combo could've made a big difference. When Wes encountered it, he had 19 Strength!!
 3 is the name of the game. Period. Another example: you should always triple any skill required by one of your missions.

The draw deck:

One big absent: Red Alert! I can't believe I forgot to put one. At least it should be in Q's Tent.

The Q-Continuum:

I really like Scottish Setter. Before a Security Precaution it can remove a much needed SECURITY and before IP Creatures it's a good way to remove a SCIENCE.
 Mandarin Bailif is always an annoyer. It's almost like a free 'The Higher... The Fewer'.

Q's Tent:

A defensive Tent...
 Alien Parasite in case your opponent uses a Q's Planet.
 Arbiter of Succession for a quick 10 points if you have 90 points.
 Kevin Uxbridge against an annoyer like Klim Dokachin.
 Madred in case you need quickly get passed Security Precautions.
 Dr. Reyga if you want to attempt your opponent's space missions.
 Soong-Type Android in case you loose a vital classification.
 Klingon Outpost. Just in case. :-)
 The Traveler to nullify SWB, otherwise wait for the draw deck one.
 Masaka Transformation, against Devidian Door and Kurlan Naikos
 Yellow Alert against an early Red Alert!
 Maques, to cure Frame of Mind with Devinoni Ral
 Revolving Door, to shut off the Q-Continuum at a critical moment.
 The Devil, against Horga'hn (and Treaties sometimes).

Since it was a defensive Tent, I only had three Q's Tents in my draw deck. When I ran out of Tents with a Klim Dokachin still affecting me, I wish I had put one more. 4 seems to be the ideal number in this case.

That about wraps it up folks!

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--
Riov Tebok
Rihannsu Star Empire

1.38 STCCG.guide/ST:CCG Deck of the Week/Rom - Beat the Odds

ST:CCG Deck of the Week

Tebok's Deck of the Week #36

Hello everyone!

I lost my usual partner these days. It seems The Dominion has invaded the Alpha Quadrant on DSMUSE so things are a little rough there...

...so while I wait for him, let's take a look at some old stuff. With QC and it's new personnel, now's the best time to revamp my very first DOTW, probably the easiest to build but still one of the best Romulan decks: The Archaeology & Treachery deck.

Tebok's STCCG Deck of the Week #36: Rom - Beat the Odds -

Seed Deck (30):

Missions (6):
Strategic Diversion
Plunder Site
Sarthong Plunder
Excavation
Secret Salvage
Wormhole Negotiations

Dilemmas (18):
Q-Flash x4
Q
Yuta
Armus
Zaldan
Cytherians
The Sheliak
Hunter Gangs
Frame of Mind
Cardassian Trap
Security Precautions
Chinese Finger Puzzle
Shaka, When The Wall Fell
Interphasic Plasma Creatures
Barclay's Protomorphosis Disease
(cute eh? ;-)

Others seed cards (6):

Romulan Outpost
Q's Tent
Alternate Universe Door
Q-Flash
Betazoid Gift Box
Thought Maker

Draw Deck (30):

Personnel (16):

Galathon
Taul x2
Telak
Baran
Taris
Galen
Sirol
Bok
Sela
Taibak
Devinoni Ral
Major Rakal
Takket
Vekor
Roga Danar

Ships (4):

T'Pau
Haakona
Terix
Devoras

Interrupts (4)

Q2
Palor Toff
Kevin Uxbridge
Amanda Rogers

Events (3):

Red Alert!
Kivas Fajo
The Traveler

Others (3):

Q's Tent x3

Side Decks:

Q's Tent (13):

Vekor
Dr. Reyga
Maques
Madred
Dathon
Galathon
Alien Parasite
Kevin Uxbridge

Romulan Outpost
 The Traveler
 Yellow Alert
 Revolving Door
 Thermal Deflectors

Q-Continuum (30):
 Mandarin Bailiff x6
 Scottish Setter x6
 Penalty Box x4
 Jealous Amanda x3
 Door-Net x3
 The Higher...The Q-er x2
 Where's Guinan? x2
 Frigid x2
 Aldebaran Serpent x2

In CCGs, where the name of the game is the draw, the first thing a good deck should try to do is to minimize this factor. Q's Tent, duplication and a BG Box are all things that come in mind when you want to beat the odds. In this deck for example, all you need to complete the missions is Treachery x4 (Secret Salvage & Wormhole) and Arch x2 (Sarhong Plunder). The only 3 personnel that don't have one or both skills are Vekor Roga and Takket because their classifications are very useful.

Don't worry about the fact that 5/6 missions are multi-affiliation. Normally this could be dangerous and would force you to put some of your dilemmas under your own missions, but in this case you will very likely be the first one to be able to complete them. In fact, you have a 20% probability of getting 4 or more Treachery personnel on your initial draw! If you don't know where those numbers come from, check out <http://www.info.polymtl.ca/~gouache/stccg/tebok000.txt> (or ask).

Artifacts: as I said, BG Box will get you the cards you need quickly and the Thought Maker will do the exact opposite for your opponent. If you know your opponent uses BG Box too, replace it with a Thermal Deflector in your draw deck or a Q's Tent (Firestorm can be *really* dangerous for this deck).

Other things to know: do not use your Q'Tent unless you really badly need something. And remember: in this deck, everyone is expendable.

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
 Rihannsu Star Empire

1.39 STCCG.guide/ST:CCG Deck of the Week/Fed - Kevinbane

ST:CCG Deck of the Week

Tebok's Deck of the Week #37

Hello everyone!

Have you read Wesley's COTD #322? Well here's the attachment...

Tebok's STCCG Deck of the Week #37: Fed - Kevinbane -
The deck that loves nullifiers! By Wesley Crusher.

Seed Deck (30):

Missions (6):

Investigate Time Continuum
Evacuation
Investigate Sighting
Investigate Massacre
First Contact
Diplomacy Mission

Dilemmas (18):

Q-Flash x4
The Sheliak
Zaldan
Cytherians
Yuta
Rem Fatigue Hallucinations
Frame of Mind
Thought Fire
Shaka, When The Wall...
Crystalline Entity
Q
Barclay's Protomorphosis Disease
Hunter Gangs
Cardassian Trap
Punishment Zone

Others seed cards (6):

Federation Outpost
Neutral Outpost
Betazoid Gift Box x3
Horga'Hn

Draw Deck (30):

Personnel (22):

Major Rakal
Devinoni Ral
Maques
Lwaxana Troi
Ves Alkar
Lal
Juliana Tainer
Ira Graves
Data
Mr. Homn x2
Soong-Type Android x11

Ships (4):
 Combat Vessel x4

Interrupts (2):
 Kevin Uxbridge x2

Events (0)

Others (2):
 Colony x2

Side Decks:
 Q's Tent (0)
 Q-Continuum (0)

Strategy: Use Tainer or Graves to quickly get your classifications into play using STA's. Make sure you get a Homn into your away team. Then, move all that stuff and play the Empaths to Homn while traveling.

Several BGBs help you get cards faster and the Horga'Hn is there to build Colony points. The only things you really like to use Kevins on are SWBs, TAKs and Klim Dokachim.

I used the Combat Vessels because I am short on *'s but have plenty of +'s on my crew and they have Range 8.

An ideal game:

Turn 1: Tainer / Graves + 4 STAs. Attempt Outpost Mission and overcome Dilemmas using 1 each of ENGINEER, SCIENCE, MEDICAL, SECURITY.

Turn 2: Bring in an Empath and solve Mission. Get BGB.

Turn 3: Build a Colony. Play any retrieved STAs / Lal as CIVILIANS.

Turn 4: Play a ship, score from Colony.

Turn 5: Play Homn, move non-CIVILIANS and Empath to ship, fly to next location.

Turn 6: Play another Empath to Homn, solve another mission using two teams (Androids for Dilemmas, Empaths for mission requirement)

Turn 7: Repeat Turn 6 with a different mission. Win.

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Tebok
 10470 Main Street
 Ihhliae
 ch'Rihan (Romulus)
 Rihannsu Star Empire
 Beta Quadrant

1.40 STCCG.guide/ST:CCG Deck of the Week/Fed - Schisms

ST:CCG Deck of the Week

Tebok's Deck of the Week #38

OK, holidays are over I guess...

You like Telepathic Alien Kidnappers? Here's something that adds even more bite to the strategy... no, I'm not talking about Alien Probe.

Oh, before I go on with my deck, I'd like to mention a *very good* deck design program (CGI, actually) created by Jos Vollering. It's at Joskefet's STCCG Page <<http://ford.twi.tudelft.nl:8080/~jos/st/st.html>> Check it out! It's awesome. I've included an example of the results you get with these missions at the end of this post.

Tebok's STCCG Deck of the Week #38: Fed - Schisms -

Seed Deck (27):

Missions (6):

Restore Errant Moon
Investigate Massacre
First Contact
Diplomacy Mission
Evaluate Terraforming
Evacuation

Dilemmas (17):

Q-Flash x4
Shaka, When The Wall Fell
Outpost Raid
Frame of Mind
Cardassian Trap
Yuta
Interphasic Plasma Creatures
Q
Barclay's Protomorphosis Disease
Tarellian Plague Ship
Zaldan
Hunter Gangs
Armus
Chalnoth

Others seed cards (4):

Federation Outpost
Alternate Universe Door
Q's Tent
Q-Flash

Draw Deck (33):

Personnel (14):

Wesley Crusher
Beverly Picard
Data
Tasha Yar-Alternate
Beverly Crusher
Jean-Luc Picard
Worf
Richard Galen
Rachel Garrett
Keiko O'Brien
Lal
Major Rakal
Roga Danar
Devinoni Ral

Ships (4):
USS Enterprise
USS Nebula
USS Yamato
Runabout

Interrupts (8):
Life-form Scan
Palor Toff
Q2
Kevin Uxbridge
Amanda Rogers
Subspace Schism x3 (SS)

Events (4):
Heisenberg Compensators (HC)
Red Alert!
Telepathic Alien Kidnappers x2 (TAK)

Others (3):
Q's Tent x3

Side Decks:

Q's Tent (13):
Federation Outpost
Heisenberg Compensator
Telepathic Alien Kidnappers
Yellow Alert
Kevin Uxbridge
Masaka Transformation
Immortal Again
Rescue Captive
Revolving Door
Alien Parasite
Soong-Type Android
Dr. Reyga
Maques

Q-Continuum (30):
Mandarin Bailiff x6
Scottish Setter x6

Penalty Box x4
 Jealous Amanda x3
 Door-Net x3
 The Higher...The Q-er x2
 Where's Guinan? x2
 Frigid x2
 Aldebaran Serpent x2

The main strategy of this deck is the combination of TAK and HC. While you get rid of the cards in your opponent's hand with the TAK and a well (early?) played Life-form Scan, you can also prevent him >from getting up to four good cards with the combo SS + HC. The equation "5 cards to nullify 4 cards" does not apply since the HC is also useful for the TAK and you have control over the quality of the cards you're nullifying.

If you're out of SS, you can still know (with a little memory effort) which cards your opponent has in his hand, thanks to the HC and the Scan. There's also an HC in your Q's Tent in case you didn't draw it in your first few turns. Since there are only three Q's Tents, I suggest you don't waist them unless it's very necessary.

Missions and personnel are pretty straightforward and can be changed for about anything else with a low skill/personnel requirement (Try Joskefet's program!).

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--
 Riov Tebok
 Rihannsu Star Empire

+++++

Personel selection screen

You selected the following affiliation(s)

- * Federation
- * Non alligned

You selected the following missions:

Name	Affil	Sp	Pl	point	Span	Requirements
Evaluate Terraforming	F	P	35	3		MEDICAL Biology Exobiology
Diplomacy Mission	F	P	30	3		INTEGRITY>30 CUNNING>30
Diplomacy						
Evacuation	F	P	30	3		STRENGTH>35 Diplomacy*3
First Contact	F	P	30	2		Diplomacy Empathy
Restore Errant Moon	F	P	30	3		ENGINEER Astrophysics
Leadership						
Inv. Massacre	FR	P	35	3		INTEGRITY>35 CUNNING>35

Diplomacy

I selected the following 14 personel cards for you:

Name	type	Affil	m/f	Int	Cun	Str	Abilities/Skills
Rachel Garrett Astrophysics	[Image]	F	9	7	5	OFFICER ENGINEER	Diplomacy Honor Leadership
Roga Danar Astrophysics	[Image]	M	5	9	12	ENGINEER SECURITY ComputerSkill Leadership OFFICER ENGINEER	Biology
Data's Body	[Image]	M	8	2	12	ComputerSkill Exobiology Music Android	
Beverly Crusher Exobiology	[Image]	F	8	8	5	MEDICAL*2 Biology	
Beverly Picard	[Image]	F	8	8	4	OFFICER MEDICAL*2 Leadership	Biology
Dr. Reyga Astrophysics	[Image]	M	6	9	5	ENGINEER SCIENCE	StellarCartogr CIVILIAN ComputerSkill
Lal	[Image]	F	8	8	10	Android Choose: Diplomacy Empathy	
Worf	[Image]	M	8	6	10	SECURITY Diplomacy Honor*2 Navigation	
Major Rakal fed.	[Image]	F	8	7	4	VIP Diplomacy Empathy	
Keiko O'Brien	[Image]	F	7	7	3	SCIENCE Biology Exobiology	
Maques	[Image]	M	8	7	4	VIP Diplomacy Empathy*2	
Vekor	[Image][Image]	F	2	7	6	SCIENCE MEDICAL Geology Navigation OFFICER Archeology	
Jean-Luc Picard Leadership	[Image]	M	9	8	6	Diplomacy*2 Honor	Music Navigation
Tasha Yar-Alternate	[Image]	F	8	7	8	SECURITY Honor Leadership	

	Tot	Avg	Min	Max
Integrity	102	7.29	2	9
Cunning	100	7.14	2	9
Strength	94	6.71	3	12
Federation	9			
Non alligned	5			
Unique personel	13			
Universal personel	1			
Male	6			
Female	8			
Command ability	9			
Staff ability	4			
Alternate Universe	5			

OFFICER	4	
ENGINEER	4	3+
SCIENCE	3	3
MEDICAL	5	3+
SECURITY	3	3
VIP	2	
CIVILIAN	1	
Archeology	1	
Biology	4	3
Computer skill	3	
Diplomacy	7	5+
Empathy	4	3
Exobiology	3	3
Honor	5	
Leadership	5	3
Navigation	3	
Treachery	0	
Youth	1	
Android	2	
Cybernetics	0	
Astrophysics	3	3
Geology	1	
Music	2	
Stellar cartography	1	
Choose yourself	2	

Thank you for using this program, if you have questions or remarks e-mail me <jos@galaxy.twi.tudelft.nl>.

1.41 STCCG.guide/ST:CCG Deck of the Week/Klg - Captain's Logs

ST:CCG Deck of the Week

Tebok's Deck of the Week #39

Hello everyone!

Another defeat, another of Koroth's decks.

You are probably aware that the new FAQ rules that "Gowron's Flagship" is close enough to get Captain's Log benefit. Although it doesn't really make sense (the Neg'Var is now "Gowron's Flagship" but it was "commanded" by General Martok) they could either do that or remove "Commander Toreth's Warbird" and "Subcommander Taris' warbird" from the list, which wouldn't be very good for the Romulans. Also note that Taris' warbird doesn't have a capital W. Probably because she's just a Subcommander (or is it subcommander?). ;-)

So now that we have this great 'new' card for the Klingons, why not make the best use of it...

Tebok's STCCG Deck of the Week #39: Klg - Captain's Logs -

Seed Deck (28):

Missions (6):

Cloaked Mission
Fever Emergency
Medical Relief
Investigate Disturbance
Krios Supression
Investigate Alien Probe

Dilemmas (18):

Q-Flash x4
Frame Of Mind x2
Interphasic Plasma Creatures
Outpost Raid
Shaka, When The Walls Fell
The Higher... The Fewer
Borg Ship
Hunter Gangs
Q's Vicious Animal Things
Chinese Finger Puzzle
Security Precautions
Parallel Romance
Nausicaans
Male's Love Interest

Other seed cards (4):

Alternate Universe Door
Q's Tent
Q-Flash
Klingon Outpost

Draw Deck (32):

Personnel (15):

Gowron
Nu'Daq
Kargan
Kurn
Governor Worf
Kitrik
Koroth
K'chiQ
Kahlest
K'Nera
Roga Danar
Soong-Type Android x3 (STA)
Ira Graves

Ships (4):

IKC Bortas
IKC Maht-H'a
IKC Pagh
IKC Hegh'ta

Interrupts (6):

Q2 x4
Amanda Rogers
Kevin Uxbridge

Events (2):

Captain's Log
I Am Not A Merry Man

Others (5):

Q's Tent x4
Q-Flash

Side Decks:

Q's Tent (13):

Q's Planet
Kurlan Naikos
Q
Captain's Log
Espionnage: Klingon on Federation
Temporal Rift
Klingon Civil War
Arbiter of Succession
Klingon Outpost
Rescue Captive
Immortal Again
Madred
Dr. Reyga

Q-Continuum (25):

Go Back Whence Thou Camest
Frigid
Incomming Message - The Continuum
Amanda's Parents
Guilty - Provisionaly
Jealous Amanda
Penalty Box x4
Aldebaran Serpent x2
Door-Net x2
Mandarin Bailiff x5
Scottish Setter x5
The Higher... The Q-er

A deck of powerful ships. The simple idea here is to use Q's Planet to get the Kurlan Naikos fast, and use your dual-classification personnel (6 out of 15), K'chiQ, STAs (reported via Ira Graves) and finally Q's Tent to staff it *very* fast. If you're lucky enough to have Nu'Daq and his Maht-H'a or Gowron and his Bortas out by that time the game is almost over! If you're not lucky then you'll have to wait for a second ship. Still not bad... >:->

What about Kevin Uxbridg-ing the Kurlan? You though about that. That's why you have 4 Q2s in your deck. But there's another reason for those Q2s...

Q! Under Q's Planet! The best way to make sure your opponent won't succede before you do. Actually, that's exactly what happened to me. I managed to attempt Q's Planet before my opponent and I got stopped by Q. The next thing I knew my Outpost was right next to my opponent's, he

had a Kurlan in his hands and a nasty Klingon away team boosted with STAs was attacking my poor away team.
In other words, the game wasn't going as expected.

How do you think I lost the game? Yup. Poof went the Outpost.

The rest of the deck is pretty obvious. Easy missions, nasty dilemmas and "I Am Not A Merry Man" because it's sooo good.

+++++

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.42 STCCG.guide/ST:CCG Deck of the Week/Rom - Lots-O-Point

ST:CCG Deck of the Week

Tebok's Deck of the Week #40

Hello everyone!

Here's a deck for multiplayer games...

Tebok's STCCG Deck of the Week #40: Rom - Lots-O-Point -

Seed Deck (26):

Missions (6):

Pegasus Search	(50 points)
Wormhole Negotiations	(45 pts)
Investigate "Shattered Space"	(45 pts)
Study Lonka Pulsar	(40 pts)
Quash Conspiracy	(40 pts)
Compromised Mission	(35 pts)

Dilemmas (16):

Q-Flash x3

Planet (7):

Zaldan
Armus - Skin of Evil
Hologram Ruse
Parallel Romance
Matriarchal Society
Female's Love Interest
Alien Labyrinth

Space (1):

Tarellian Plague Ship

Either (5):

Barclay's Protomorphosis Disease (goes under Pegasus Search)

Cardassian Trap

Yuta

Frame of Mind

Shaka, When the Walls Fell

Other seed cards (4):

Alternate Universe Door

Q's Tent

Q-Flash

Romulan Outpost

Draw Deck (34):

Personnel (17):

Major Rakal

Sela

Tebok

Takket

Taris

Mirok

Tarus

Sirol

Telak

Roga Damar

Dr. Reyga

Jo'Bril

Devinoni Ral

Soong-type Android x2

Samuel Clemens

Galen

Ships (4):

Khazara

Terix

Haakona

Devoras

Interrupts (7):

Amanda Rogers

Kevin Uxbridge x2

Q2

Distortion of Space/Time Continuum

Thine Own Self

Ship Seizure

Events (1):

Red Alert

Others (5):

Devidian Door

Q's Tent x4

Side Decks:

Q's Tent (13):

Maques
Soong-type Android
Where No One Has Gone Before
Captain's Log
Tarus
Romulan Outpost
Alien Parasite
Rescue Captives
Yellow Alert
Masaka Transformations
Immortal Again
Revolving Door
Red Alert

Q-Continuum (30):

Scottish Setter x6
Mandarin Bailiff x6
Penalty Box x4
The Higher... The Q-er x3
Door-Net x3
Aldebaran Serpent x3
Frigid x2
Incoming Message - The Continuum x2
Where's Guinan?

When you play in a multiplayer game, there's one thing you should always keep in mind when building your deck: you're not playing against someone, you're playing against *everyone* else. Rogue Borgs for example are very powerful in normal games because they can completely neutralize your opponent, leaving you all the necessary time to complete your missions. A Rogue Borg deck in a multiplayer game is not very wise because you're devoting a quarter of your deck to neutralize only one adversary, helping the others at the same time. Unless you're playing each Borg separately, in which case this strategy is X times less powerful where X is the number of other players.

So what should you do then? Simple, play an individualistic game. Race for the points. Keep a few stalling cards, because the "usual" strategy is to hit whoever has more points until someone else takes the lead and so on, but don't build your deck around a strategy like Heisenberg + Subspace Schisms.

In this deck I included as many big points missions as I could, while playing a space only set. There're two big reasons for this: if you had play Pegasus Search along with normal, 30-35 points missions, chances are a lot of nasty dilemmas would've ended under it. Second, seed Barclay's Disease under Pegasus Search and you now have a 60 points mission and only need to complete any 40 points mission to win. I know, Pegasus needs Integrity > 40, but that should take you 8-9 personnel. Not that difficult, especially considering that you probably won't encounter a Borg Ship, a Cytherians or another unavoidable dilemma there: your opponents will have difficulties resisting the call of a 50 points steal.

If you loose some points and are short by less than 10, use the Devidian Door and Samuel Clemens to score a quick 10. Watch out for Masaka though. Around here, it's in everyone's Q's Tent.

Here's how the game ended, very typical of the Devidian Door:

I was stopped by a Shaka on the Quash Conspiracy mission, where my outpost was. I had 77 points and there was no other dilemmas left. I had only one diplomacy in my Away Team (Rakal). On his turn, one of my opponents destroyed my Outpost. :-(My turn. I played Q's Tent and retrieved Maques. I said "Devidian Door" and played Maques to my ship. I then re-attempted the mission, solved Shaka, solved the mission... ..won, and showed Devidian Door!

+++++

Send me your decks if you'd like them to be reviewed!

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.43 STCCG.guide/ST:CCG Deck of the Week/Fed - Game Over

ST:CCG Deck of the Week

Tebok's Deck of the Week #41

Hello everyone!

This deck was submitted to me by Sean Stevens aka Locutus...

Tebok's STCCG Deck of the Week #41: Fed - Game Over -

Seed Deck (29):

Missions (6):

Repair Mission

Study Nebula

Investigate Sighting

Fissure Research

Investigate Disappearance

Explore Dyson Sphere

Dilemmas (15):

Armus-Skin of Evil x2

Interphasic Plasma Creatures

Chalnoth x2

Yuta x3

The Sheliak

Q

Frame of Mind
REM Fatigue Halucinations
Barclay's Proto. Disease x2 (Seed one under Explore Dyson Sphere)
Cytherians (Seed at Study Nebula)

Other seed cards (8):

Betazoid Gift Box
Cryosatellite
Lakanta
Beverly Picard
Tasha Yar-Alternate
Alternate Universe Door
Q's Tent
Federation Outpost

Draw Deck (31):

Personnel (15):

Data
Wesley Crusher
Worf
Beverly Crusher
Jean-Luc Picard
Geordi La Forge
Katherine Pulaski
Spock
Admiral McCoy
Commander Troi
Mordock
Robin Lefler
Rager
Dr. Reyga
Roga Danar

Ships (2):

Future Enterprise
USS Enterprise

Interrupts (5):

Parallax Arguers
Q2 x2
Kevin Uxbridge
Amanda Rogers

Events (4):

The Traveller: Transcendance
Kivas Fajo-Collector
Res-Q
Red Alert!

Others (5):

Plasmadyne Relay
Q's Tent x4

Side Decks:

Q's Tent (13):
 Revolving Door
 USS Enterprise-C
 Federation Outpost
 Devidian Door
 William T. Riker
 USS Yamato
 Hugh
 Wartime Conditions
 The Devil
 Klim Dokachim
 Red Alert!
 Rachel Garrett
 Kevin Uxbridge

Q-Continuum (0)

 Strategy:

Seed Outpost at Repair Mission also seed the Cryosatellite there.

As soon as possible attempt Repair Mission after its completed move to Study Nebula and encounter your Cytherians. With Lakanta move to the other end very quickly scoring 15 pts and attempt Explore Dyson Sphere (have rager and/or Mordock) encounter your Barclay's and pass it. Complete Dyson Sphere for 35 (or up to 45 more points depending on if you have Rager and/or Mordock) Game Over.

-Locutus

A few thoughts, if I may (after all, this deck won a big game recently).

This seems to be a break it or make it kind of deck. With only two ship (including the Future Enterprise) and a very difficult mission (Fissure Research), you will probably rely on your Q's Tent more than you should. And since you also have much needed cards like Red Alert!, Klim Dokachim and Kevin Uxbridge in your Tent, you run the risk of running out of Q's Tent sooner than you thought. On the other hand, cards like Mordock and Rager which can make the five points difference you need to win should go in the Tent.

Also, I am a big fan of the Q-Continuum side deck. With cards like Penalty Box and Mandarin Bailiff, at worst your Q-Flash is worth an Armus/Higher. Not bad...

A few more things. I wonder why he chose to put Robin Lefler in his deck and Rachel Garrett in the Tent instead of the other way around. I mean, what does she got that the other one does not? Asides from that. Also, I personally prefer Vekor and her Navigation to Katherine Pulaski and her nothingness...

+++++

If you'd like your deck to be reviewed, send it to me with the subject "DOTW Review".

Check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.44 STCCG.guide/ST:CCG Deck of the Week/Fed - Mostly Harmless

ST:CCG Deck of the Week

Tebok's Deck of the Week #42

Hello everyone!

I know I'm a bit late, but I was about to post the sceduled article when I realised it was #42. I HAD to do something for such an important number.

So here goes, a tribute to the world of the infinite improbability generator and the Bistromath drive...

Tebok's STCCG Deck of the Week #42: Fed - Mostly Harmless -

Seed Deck (22):

Missions (6): (impossible missions)

Diplomatic Conference

Fissure Research

Investigate Legend

Qualor II Rendez-Vous

Space x4 ("Space, is big. Really big. You don't...")

Dilemmas (13):

Malfunctioning Door (with a personality)

Ancient Computer (7.5 million years old)

System-Wide Cascade Failure (the ship that committed suicide)

Android Nightmares (actually, Marvin IS the nightmare)

Shaka, When The Wall Fell (those guys have lost their Babel Fish)

Punishment Zone (where you hear Vorgon peotry)

Conundrum (the aliens that forgot who they where)

Worshiper ("we apologise for the inconvenience")

Parallel Romance (wasn't the earth demolished, Fenchurch?)

The Gatherers (...would appreciate a Sandwich Maker)

Chinese Finger Puzzle (I'd *love* to see Marvin stuck with that)

Hologram Ruse (A great way to shop for a planet)

Security Precautions ("Click, hum. Click, hmm. Click, - . ??")

Other seed cards (4):

Federation Outpost

Iconian Gateway (To reroute the Perfectly Normal Beast)

Varon-T Disruptor (the Kill-O-Zap)

Draw Deck (38):

Personnel (26):

Darian Wallace	as Arthur Dent
Christopher Hubson	as Ford Prefect
Data	as Marvin
Mendon and Mordok	as Zaphod Beeblebrox
Sonya Gomez	as Tricia McMillian
Richard Galen	as Slartibartfast
Robin LeFler	as Fenchurch
Lal	as Random
Targ	as a Perfectly Normal Beast and a Boghog
Boratus	as Prostetnic Vogon Jeltz
Ajur	as the Vogon guard's aunt
Exocomp	as Colin
Sirna Kolrami	as Agrajag
Narik	as Frankie Mouse
Gorta	as Benjy Mouse
Worf	as the Sperm Whale
Geordi LaForge	as the Bowl of Petunias
Bok	as Loonquawl
Dr. Reyga	as Phouchg
Zon	as Deep Thought
Mot the Barber	as Pizpot Gargravarr
Dathon	as Hotblack Desiato
Jean-Luc Picard	as The Captain
Will Riker	as Number One
Deanna Troi	as Number Two

Ships (5):

Husnock Ship x2	as Vogon Constructor Fleets ships
Zalconian Vessel	as The Hearth of Gold and Eddie
Combat Vessel	as Hotblack's ship
USS Enterprise	as the dead Blagulon Krappa ship

Interrupts (4):

Vogon Raiders	(Vogons, Vorgons...)
Rescue Captives	(...floating in space)
Energy Vortex	(the Total Perspective Vortex)
Humuhmunukunukuapua'a	(translation: so long and thanks for all the fish).

Events (1):

Where No One Has Gone Before	(Magrathea)
------------------------------	-------------

Others (2):

Echo Papa 607 Killer Drone	(the Krikkit Robots)
----------------------------	----------------------

and

Federation Padd as "The Hitch Hiker's Guide to the Galaxy"

That's all folks! May Almighty Bob bless you all.

+++++

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
 Rihannsu Star Empire

Anything that happens, happens.
 Anything that, in happening, causes something else to happen,
 causes something else to happen.
 Anything that, in happening, causes itself to happen again,
 causes itself to happen again.
 It doesn't necessarily do it in chronological order, though.
 -Douglas Adams

1.45 STCCG.guide/ST:CCG Deck of the Week/Fed - Don't Worry

ST:CCG Deck of the Week

Tebok's Deck of the Week #43

Hoch Savan! (I salute you all)

I'm practicing my Klingon. You never know when it might be useful.
 I also learned the word "pahtk", in case the negotiations don't go
 well... ;-)

Here's a deck sent to me by Daniel Pandre...

 Tebok's STCCG Deck of the Week #43: Fed - Don't Worry -

Seed Deck (23):

Missions (6):

Hunt For DNA Program
 Pegasus Search
 Wormhole Negotiations
 Cultural Observation
 Avert Disaster
 Evaluate Terraforming

Dilemmas (10):

Q x2
 Barclay's Protomorphosis Disease
 The Higher... The Fewer
 Yuta x2
 Tsiolkovsky's Infection
 Tarellian Plague Ship
 Male Love Interest
 Female Love Interest

Other seed cards (7):

Horga'hn
Betazoid Gift Box
Data's Head
Time Travel Pod
Alternate Universe Door
Q's Tent
Federation Outpost

Draw Deck (37):

Personnel (19):
Jean-Luc Picard
Jack Crusher
Beverly Crusher
Baran
Bok
Montgomery Scott
Geordi La Forge
Taitt
Vekor
Vash
Roga Danar
Rachel Garrett
Nikolai Rozhenko
Tasha Yar-Alternate
Worf
Beverly Picard
Jo'Bril
Dr. Reyga
Evek

Ships (3):
U.S.S Enterprise
U.S.S. Yamato
U.S.S. Nebula

Interrupts (4):
Kevin Uxbridge
Q2
Amanda Rogers
Palor Toff

Events (6):
Res-Q
Red Alert
Nutational Shields
Metaphasic Shields
Where No One Had Gone Before
Revolving Door

Others (5):
Q's Tent x3
Medical Kit
Plasmadyne Relay

Side Decks:

Q's Tent (13):
 Darian Wallace
 Taitt
 Richard Galen
 Toby Russel
 U.S.S. Nebula
 Res-Q
 Spacedock
 Revolving Door
 Kevin Uxbridge
 Q2
 Amanda Rogers
 Palor Toff
 Federation Outpost

Q-Continuum (0)

This deck is designed to not worry about the probabilities. It has multiple redundies in many areas, and has few disadvantages. One is that it does not have enough KU, Amandas, and Q2s (all those people with Q's Tent have more). Another disadvantage(advantage?) is that it has no Q Continuum (I don't see the point). All it has is two revolving doors.

--Dan Pandre

And now my analysis...

With 19 personnel in the draw deck, and 4 more in the Q's Tent, this deck sure is safe on the personnel side! Dan made use of Q's Tent primarily as a "backup" deck, one wich duplicates almost all necessary skill and interrupts/events in his draw deck. That's not a bad idea, though it requires more than 3 Tents to be effective IMO (4-5 should be good).

I would also add a Q-Continuum, for the bluff. Even if you don't seed Q-Flashes it's still a good idea to place a fake Q-Continuum because the power of the QC also lies in the threat it represents. If it can convince your opponent to send a trimmed Away Team, thereby making your dilemmas more effective, then it has fulfilled its mission and the "waisted" Q-Flash is justified.

Perhaps this deck's biggest enemy is... itself! To quote my friend Hugh, "this deck needs *more* dilemmas". With only ten to slow down your opponent, your margin of error is VERY thin and your timing must be impeccable. If your opponent gets a good draw, you're in big trouble...

may'Daq bIQapjaj!

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.46 STCCG.guide/ST:CCG Deck of the Week/Fed - Little Isabella

ST:CCG Deck of the Week

Tebok's Deck of the Week #44

Hello everyone!

Here's a deck I wanted to do for a while. It's based on the combo Brain Drain - Isabella. Just remember to space out the nebulas (if you can). When I played the deck, I completely forgot about that, with disastrous consequences (I didn't seed Q)...

Tebok's STCCG Deck of the Week #44: Fed - Little Isabella -

Seed Cards (25):

Missions (6):

Nebula
Study Nebula
FCG-47 Reseach (also a nebula)
Investigate Disapearance
Repair Mission
Explore Black Cluster

Dilemmas (16):

Q-Flash x 3
Outpost Raid
Firestorm
Borg Ship
Shaka, When The Wall Fell
Cardassian Trap
Yuta
Interphasic Plasma Creatures
Parallel Romance
Frame of Mind
REM Fatigue Hallucinations
Hunter Gangs
Q (now it's there)
Barclay's PD

Other seed cards (4):

Alternate Universe Door
Q's Tent
Q-Flash

Federation Outpost

Draw Deck (35):

Personnel (15):

Rachel Garrett

Wesley Crusher

Lal (give her Stellar Cartography if possible)

Neela Daren

Jean-Luc Picard

Data

Worf

Jenna D'Sora

Beverly Crusher

Commander Troi (or Devinoni Ral)

Major Rakal

Soong-type Android (give MEDICAL)

Dr. Reyga

Roga Danar

Vekor

Ships (3):

USS Enterprise

USS Yamato

USS Nebula

Interrupts (10):

Isabella x2

Rogue Borg x2

Brain Drain x2

Q2 x2

Amanda Rogers

Kevin Uxbridge

Events (3):

Subspace Warp Rift x2

Red Alert!

Others (3):

Q's Tent x3

Side Decks:

Q's Tent (13):

Federation Outpost

Tetryon Field

Red Alert!

The Traveller: Transcendance

Maques

Immortal Again

Rescue Captive

Yellow Alert

Masaka Transformation

Soong-type Android

Holographic Ruse

Distortion of S/T Continuum

Kevin Uxbridge

Q-Continuum (30):
 Trust Me x2 (to get the Stargazer)
 Penalty Box x5
 Mandarin Bailiff x5
 Scottish Setter x5
 Guilty - Provisionally x2
 Aldebaran Serpent x2
 Door-Net x2
 Incoming Message - The Continuum x2
 The Higher... The Q-er x2
 Frigid x2
 Where's Guinan?

The strategy is simple, wait until your opponent stops on a nebula (you can also use the Warp Rifts to help it) and play Isabella, backed with Brain Drain to remove youth and Rogue Borgs to prevent other ships from coming to the rescue. BOOM!
 Of course, you need to carefully select your target too: the combo costs 3-4 cards (Isa + Borg + Drain + Rift) so unless you destroy a whole bunch'o people, it ain't worth it.
 Not a tourney-level deck, but it's soooo fun when it works you don't even care if you win or lose afterward...

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out
<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--
 Riov Tebok
 ch'Rihan
 Beta Quadrant

1.47 STCCG.guide/ST:CCG Deck of the Week/Fed - Bonus

ST:CCG Deck of the Week

Tebok's Deck of the Week #45

'lo there!

There's an old saying: "Too much of something is WONDERFUL"...

In this case, too much of something is counterproductive.

Tebok's STCCG Deck of the Week #45: Fed - Bonus -

Seed Deck (30):

Missions (6):

Investigate Dissapearance
Diplomacy Mission
First Contact
Repair Mission
Explore Dyson Sphere
Restore Errant Moon

Dilemmas (19):

Sarjenka
Chinese Finger Puzzle + Q-Flash + Security Precautions
Shaka, When the Walls Fell + Hunter Gangs + Zaldan
Q-Flash + Interphasic Plasma Creatures + Outpost Raid
Yuta + Frame of Mind + Cardassian Trap
Edo Probe + Q-Flash + Q
Hologram Ruse + Q-Flash + The Higher... The Fewer

Other seed cards (5):

Alternate Universe Door
Q's Tent
Q-Flash
Mirasta Yale
Federation Outpost

Draw Deck (30):

Personnel (13):

Kova Tholl
Devinoni Ral
Samuel Clemens
Beverly Picard
Jean-Luc Picard
Rachel Garrett
Roga Danar
Worf
Vekor
Data
Major Rakal
Tasha Yar-Alternate
Beverly Crusher

Ships (3):

Runabout
USS Enterprise
Yamato

Interrupts (7):

Hail
Amanda Rogers
Q2
Kevin Uxbridge
Distortion of S/T Continuum
Thine Own Self
Asteroid Sanctuary

Events (1):

Red Alert

Others (6):

Devidian Door

Q's Tent x5

Side Decks:

Q's Tent (13):

Kevin Uxbridge

Alien Parasite

Red Alert

Masaka Transformation

Immortal Again

Revolving Door

Soong-Type Android

Jo'Bril

Maques

Dr. Reyga

Mordok

Rager

Federation Outpost

Q-Continuum (31):

Scottish Setter x5

Mandarin Bailiff x4

Penalty Box x4

Guilty - Provisionally x3

Door-Net x3

Trust Me x2

Aldebaran Serpent x2

Frigid x2

Where's Guinan? x2

Jealous Amanda x2

The Higher... The Q-er x2

This deck features several ways to get bonus points so you don't have to complete more than three missions. Of course, it's a bit ineffective to try all those strategies at the same time (you need too many resources for some bonus) but a theme deck is a theme deck...

First, there is Timicin and Test Mission, The 5 poi...

-Hey! Waitaminute. There's no Timicin in your deck!

Oops. Right. In fact, it was there during gameplay but it's so ineffective that I replaced both with Repair Mission for the same point value. 'Nuff said.

Then comes Mirasta Yale, uncovered just before Sarjenka. An easy 10 points is always a good thing. The only problem is that you have to protect her during the whole game. For example, my opponent played Klingon. I had to get Mirasta very early in the game or else my 'rescue' Team would've been attacked by a Klingon commando right after it was stopped by Sarjenka.

Rager is safer. Slight problem though: if she's near the bottom of your deck you'll be tempted to wait before you attempt Dyson Sphere.
Solutions: Q's Tent or BGBox. But then you (again) have a two cards combo.

Kova Tholl: Interesting. 10 points is good but you need your opponent's cooperation. You also need to carefully select his crewmates if you want to trigger his bonus. Tholl + Runabout + Borg Ship works fine but a three cards combo is not something I rely on.

Mordok: the kind of card you don't show early if your opponent's isn't playing Federation. In my case, his bonus was nullified when I got attacked without provocation by my opponent's Away Team, before Mordok was even in play. You can also stack a couple of helper cards like Hail or Asteroid Sanctuary, but then you end up with a 3+ combo for 5 puny points...

Samuel Clemens: Ah. Now we're talking. Very easy 10 points, if you can show your Devidian Door that is. You should wait 'till you have 90+ points for maximum efficiency. Declare DDoor, play a personnel, complete a mission for 90 points, next turn report Clemens and show DDoor. Tada! For more safety you should have a second DDoor in your Q's Tent. Slight problem: Masaka (always in my opponent's Q's Tent) and Wrong Door. Solution: Zalkonian Storage Capsule. Uh, did I say 3+ cards combo?

Conclusion: if you want a fast bonus, put a Barclay's Disease under your own mission instead. Easiest 10 points you'll ever make.

ghIj qet jaghmeyjaj!

(May your enemies run with fear) My Klingon is improving... :-)

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out

<http://www.info.polymtl.ca/~gouache/stccg/> for previous DOTW.

--

Riov Tebok
RSE Headquarters
Ra'tleihfi
ch'Rihan (Romulus)
Beta Quadrant

1.48 STCCG.guide/ST:CCG Deck of the Week/Klg - Anti-Matter

ST:CCG Deck of the Week

Tebok's Deck of the Week #46

"They say time is the fire in which we burn".
I do not burn anymore. I'm already completely burned.

Anyway, here's one more toward the magical number 50. At the current rate, it should be reached in less than six month... ;-)

BTW, the DOTW archives' URL has changed. It's now <http://www.info.polymtl.ca/~cgoyette/stccg/>

And now...

Tebok's STCCG Deck of the Week #46: Klg - Anti-Matter -

Seed Deck (26):

Missions (6):

Explore Typhone Expanse
Warped Space
Survey Mision
Study "Hole in Space"
Investigate Alien Probe
Seek Life-form

Dilemmas (16):

Q-Flash x4
REM Fatigue Hallucinations
Q
Interphasic Plasma Creatures
Outpost Raid
Q's Vicious Animal Thing
Armus - Skin of Evil
Nausicaans
Yuta
Cardassian Trap
Frame of Mind
Shaka, When The Walls Fell
Zaldan

Other seed cards (4):

Alternate Universe Door
Q's Tent
Q-Flash
Klingon Outpost

Draw Deck (34):

Personnel (16):

K'chiQ
Jo'Bril
Nick Locarno
Evek
Korothe
K'nera
Dathon
Kurn
Kitrik
Gov Worf
Roga Danar

Devinoni Ral
Dr Reyga
Kurak
Nu'Daq
Vekor

Ships (4):
IKC Hegh'ta
IKC Maht-H'a
IKC Bortas
Tama

Interrupts (4):
Amanda Rogers
Kevin Uxbridge
Distortion of S/T Continuum
Q2
Brain Drain

Events (2):
Captain's Log
Red Alert!

Others (8):
Q's Tent x4
Anti-Matter Pod x3 (AMP)

Side Decks:

Q's Tent (13):
IKC Qu'Vat
Rescue Captive
The Traveler: Transcendence
Yellow Alert
Kevin Uxbridge
Soong-type Android
Where No One Has Gone Before
Masaka Transformation
Captain's Log
The Devil
Maques
Immortal Again
Alien Parasite

Q-Continuum (30):
Scottish Setter x5
Mandarin Bailiff x5
Penalty Box x5
Door-Net x3
Aldebaran Serpent x3
Frigid x2
Where's Guinan? x2
The Higher... The Q-er x3
Incoming Message- The Continuum x2

Simple startegy, yet not very effective. The idea is to mine the spaceline with AMPs and then finish the job with your ships. Here's what to keep in mind...

1)AMPs are easy to nullify.

Although Transporter Skill is not a common skill in all decks, having only one can give a 4 cards advantage to your opponent. :(NOT having Transporter Skill will force your opponent to stack his personnel on one single ship, to have the 3 Nav requirement. A perfect target for your Armada. Brain Drain can also help you.

2)AMPs are slow to seed.

You need to actually put the AMPs where you want them to be. That can slow you down very much. The best thing is to seed your outpost near your opponent's, and then place AMPs nearby.

Are AMPs worthwhile?

I've seen combos with fewer cards getting better results. Right now, I'd say their best use is to nullify Manheim's Dimensional Door, and even that isn't great. Maybe stock one in Q's Tent...

That doesn't mean it's not fun to play though. The joy of being able to pull off the combo is worth playing the game by itself! But in tourney, this is a card that'll stay in your binder, just between Baryon Buildup and Warp Core Breach.

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out

<http://www.info.polymtl.ca/~cgoyette/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.49 STCCG.guide/ST:CCG Deck of the Week/Fed-Klg-Rom - Mission Impossible

ST:CCG Deck of the Week

Tebok's Deck of the Week #47

Hoch Savan. chay' DaHjaj taDI'oS 'IwlIj...

???

tlhIngan Hol Dajatlh'a' ?

{Oops. Wrong language. Let's try Federation instead}

One, two, test? Ah!

Thank you for joining us.

This week we have a theme deck submitted by Nobody (that's not a joke). What a perfect undercover name for...

Tebok's STCCG Deck of the Week #47: Fed/Klg/Rom - Mission Impossible -
by Walter D Smith (nobody0@juno.com)
Comments by Walter D Smith

Seed Cards (24):

Missions (6):

Nebula (a truly Impossible mission)
Diplomatic Conference
Reunion
Hunt for DNA Program
Pegasus Search (note the lack of an interphase generator)
Wormhole Negotiations

Avg. points = 50 Damn close to impossible. Then again you only need
to solve two missions to win.

Dilemmas (13):

Borg Ship (virtually impossible mission)
Shaka When the Walls Fell
El-Adrel Creature
Female Love interest x2
Matriarchal Society x2
Frame of mind
Rascals
Cardassian trap
Tarellian Plague Ship
Menthar Booby Trap
Q-Flash

Other seed cards (5):

Alternate Universe Door
Q-Flash
Federation Outpost
Neutral Outpost
Iconian Gateway

Draw Deck (39):

Personnel (19):

Spock
Scotty
McCoy
JL Picard
Lt. Picard
Jack Crusher
Richard Galen
Rachel Garrett
Ro Laren
Gov. Worf
B'etor
Major Rakal
Sirol

Neral
 Baran
 Dathon
 Ocett
 Devinoni Ral
 Maques

Ships (6):
 USS Stragazer
 IKC Hegh'ta
 Decius
 Scout Vessel
 Tama
 Mercenary Ship

Interrupt (1):
 Thine own Self

Events (8):
 Treaty F/R x2
 Treaty F/K x2
 Treaty R/K
 Red Alert x2
 Klim Dokachin

Others (2):
 Colony x2 (Nimbus III anyone? <EG>)

Side Deck:

Q-Continuum (7):
 Q's Planet
 Door net's x2
 The Higher the Q-er x2
 Wesley gets the point
 Into the breach

Everybody should have its own version of the Mission Impossible deck. It's The Ultimate Challenge. The Rite of Ascension. The Maso-Deck. The If-you-win-with-that-I-will-strip-naked-and-walk-outside-to-shout-your-name deck.

One mission I would never leave out, though, is Qualor II, *THE* most impossible mission of all (unless of course your opponent has very few dilemmas). Use instead of the Nebula and you now have the perfect set.

Also, the heavy duplication marks the need for a Q's Tent. Or does it? Here's the catch: if you put all three Treaties plus the Red Alert in the Tent and retrieve them one by one, it'll be slow. Really slow. On the other hand, if you double each treaty card, you'll loose some valuable space for, say, interrupts maybe?
 The simple answer is: no three way treaty. In normal game, that is. This is a theme deck and theme decks work under a different set of rules...

Finally, a small Q-Continuum side deck is never a good idea. Using a seven cards QC is like telling your opponent "I seeded only one Q-Flash, so don't bother trimming your Away Teams after that". If you really want your opponent to hit a specific Q-card, *this* is the time to use duplication.

'nuff said. Try it and enjoy, you little perverse... ;-)

Press 'next'. This message will not autodestruct.

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out

<http://www.info.polymtl.ca/~cgoyette/stccg/> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.50 STCCG.guide/ST:CCG Deck of the Week/Fed - A New Hope -

ST:CCG Deck of the Week

Tebok's Deck of the Week #48

Hello everyone and welcome to yet another episode of DOTW!

Which one is better? Star Trek or Star Wars? Hey, why not have the best of both worlds...

(music)

CHAPTER IV: A NEW HOPE

It is a period of war. Federation spaceships, striking from a hidden base, have won a big victory against the evil Klingon Empire. During the battle, Federation spies managed to steal secret plans to the Empire's ultimate weapon, the Tox Uthat, an artifact with enough power to destroy an entire planet. Pursued by the Empire's sinister agents, Robin Lefler races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the quadrant...

Seed Cards (23):

Missions (6):

Investigate Massacre	- Total destruction of a colony
Investigate Dissapearance	- Boom! Went Alderaan
Evaluate Terraforming	- After Yavin IV, Velara III?
Repair Mission	- Spy radio telescope
Distress Mission	- "Help me Obi-Wan Kenobi"
Evacuation	- We've been dicovered! Prepare for

evacuation!

Dilemmas (15):

Cardassian Trap	"It's a trap!
Security Precautions	"The code's changed. We need Artoo!"
Nausicaans	"Let the Wookiee win"
Frame of Mind	"They never even asked me any questions"
Zaldan	"I don't like you either"
REM Fatigue Hallucinations	"You will go to the Dagobah system."
Female Love Interest	L:"I love you." H:"I know."
Male Love Interest	H:"I love you." L:"I know."
Parallel Romance	"You're imagining things."
Alien Abduction	"Over here! Help! Please, help!"
Malfunctioning Door	"I think I got it."
Outpost Raid	"I got it!"
Worshiper	"Absolutely, Your Worship."
System-Wide Cascade Failure	"Oh, no! I've been shot!"
Android Nightmares	"I, don't, no, no, no...Please don't get
up.	

No!"

Other seed cards (2):

Alternate Universe Door
Federation Outpost

Draw Deck (37):

Personnel (17):

Wesley Crusher	as Luke Skywalker
Robin Lefler	as Leia Organa
Will Riker	as Han Solo
Worf	as Chewbacca
Data	as C-3P0
Exocomp	as R2-D2
Lakanta	as Obi-Wan Kenobi
Geordi La Forge	as Lando Calrissian
Jean-Luc Picard	as Owen Lars
Beverly Picard	as Beru Lars
Beverly Crusher	as Swilla Corey
Roga Danar	as Talon Karrde
Tasha Yar-Alternate	as Sena
Major Rakal	as Brindy Truchong
Commander Troi	as Mon Mothma
Vekor	as Mara Jade
Rachel Garrett	as Winter

Ships (4):

USS Enterprise	as Millennium Falcon
USS Nebula	as Tantive IV
Tama	as Wild Karrde
Runabout	as Red 5

Interrupts (9):

Amanda Rogers	Alter
Kevin Uxbridge	Sense
Q2	Altense? Senter?
Dead in Bed	Yoda...

Transwarp Conduit	The jump to hyperspace
Off Switch	no need to explain...
Ship Seizure	"We're doomed!"
Parallax Arguers	"Listen. I don't know who you are..."
Disruptor Overlode	"Uh...had a slight weapons malfunction."
Events (4):	
Wartime Conditions	It's a period of war...
Warp Core Breach	"We had a reactor leak here now."
Red Alert!	"All craft prepare to retreat."
The Traveler: Transc.	"a Jedi can feel the Force flowing through him"
Others (3):	
Federation PADD	the stolen plans
Echo Papa 607 Killer Drone	to practice your Jedi skills
Plasmadyne Relays	"They told me they fixed it. I trusted them to fix it. It's not my fault!"

----- Cut Here -----

Here's how to play this deck:

- 1)Each time you report a main character, quote one of his/her line. Worf has the easiest one to remember...
 - 2)Then, redshirt with Lakanta and say: "I don't think you boys can help. I must go alone."
 - 3)After that, each time you attempt a mission with Wes, say: "Use the Force, Luke."
 - 4)If you succeed, say: "Remember, the Force will be with you...always."
 - 5)If you're about to destroy a ship with Will Riker and the Enterprise, say: "Now let's blow this thing and go home!"
 - 6)If Wes is in one of your attacking ships, add: "Great shot, kid. That was one in a million."
 - 7)If Exocomp is killed, shout: "Oh, my! Artoo! Can you hear me? Say something!" Start to do the CPR (no wait, that'll be for the Baywatch theme ;-)
 - 8)Growl at random as long as Worf is alive.
 - 9)Just before you reach 100 points say, in your best imitation of Red Leader's voice: "Almost there!"
 - 10)If you win, start to hum the 'ceremony' theme from A New Hope.
 - 11)If you loose, hum the 'empire' theme from The Empire Strikes Back.
- +++++

Want your deck to appear in DOTW? Let me know!

check out

<http://www.info.polymtl.ca/~cgoyette/stccg/> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.51 STCCG.guide/ST:CCG Deck of the Week/Klg - The Empire Strikes Back

ST:CCG Deck of the Week

Tebok's Deck of the Week #49

(music)

CHAPTER V: THE EMPIRE STRIKES BACK

It is a dark time for the Federation. Although the Tox Uthat has been destroyed, Imperial troops have driven the Federation forces from their hidden base and pursued them across the quadrant.

Evading the dreaded Klingon fleet, a group of freedom fighters led by Wesley Crusher has established a new secret base on the remote ice world of Hoth.

The evil lord Gowron, obsessed with finding young Crusher, has dispatched thousands of remote probes into the far reaches of space...

Seed Cards (26):

Missions (6):

The Empire is informed of "Reported [Rebel] Activity" in the Krios sector. They send a ship to "Investigate [the] Disturbance" and use "Brute Force" to set up "Krios Suppression" and "Plunder [the] Site. If you are a Rebel sympathizer, it is indeed "A Good Place to Die"...

Dilemmas (17):

Q	allmighty Emperor
Worshiper	"What is thy bidding, my master?"
The Sheliak	"There is a great disturbance in the Force."
Malfunctioning Door doors!"	"Open the blast doors! Open the blast
Ktarian Game	"Don't play games with me, Your Highness."
Rebel Encounter	says it all...
Rascals	"Aren't you a little short to be a
stormtrooper?"	
Outpost Raid	"They found the remains of a Rebel base..."
Hidden Entrance	"...there's a secret entrance on the other side..."
Punishment Zone	"Prisoner transfer from Block
one-one-three-eight."	
Hunter Gangs	Bounty Hunters.
Empathic Echo	"...a presence I haven't felt since..."
Frame of Mind	"They never even asked me any questions."
Armus	"Terminate her...immediately!"
Edo Probe	"And, now Your Highness, we will
discuss..."	
Security Precautions	"I wasn't aware of that"
Q's Vicious Animal Things	...which look like Gamorrean Guards

Other seed cards (3):

Alternate Universe Door
Klingon Outpost
Tox Utath

...which, as we know, will be destroyed.

Draw Deck (34):

Personnel (14):

Mortal Q	as Emperor Palpatine
Gowron	as Darth Vader
K'mpec	as Grand Moff Tarkin
Gevernor Worf	as Moff Jerjerrod
Kurn	as Admiral Piett
Mogh	as General Veers
Ja'rod	as Admiral Ozzel
Roga Danar	as Talon Karrde
Vekor	as Mara Jade
Galen	as Boba Fett
Koroth	as General Tagge
Divok	as Captain Needa
Kitrik	as General Motti
Bok	as Bossk

Ships (4):

IKC Bortas	as Conquest
IKC Pagh	as Black 2
IKC Hegh'ta	as Black 3
IKC Maht-H'a	as Devastator

Interrupts (10):

Amanda Rogers	Alter
Kevin Uxbridge	Sense
Q2	Control
Transwarp Conduit hyperspace"	"They have just made the jump into
Ship Seizure	"We're caught in a tractor beam!"
Asteroid Sanctuary	"Asteroids do not concern me, Admiral."
Full Planet Scan	"Com-Scan has detected an energy field..."
Humuhunukunukuapua'a	URoRRuR'R'R
Seize Wesley	"He will join us or die, my master."
Thine Own Self	"All to easy."

Events (6):

Alien Probe searching..."	"We have thousands of probe droids
Wartime Conditions	It's a period of war...
Red Alert!	"All craft prepare to retreat."
The Traveler: Transc.	"a presence I haven't felt since..."
Supernova	"Commence primary ignition."
Interrogation	"Where is the Rebel base?"

----- Cut Here -----

How to play:

Breath like Darth Vader all the time because "you are asthmatic".

If your opponent survives a dilemma, say: "The Force is strong with him."

When you complete a mission, say: "Everything is proceeding as I have foreseen."

If your opponent is winning, say: "Join me, and we can rule the galaxy..."

If you're winning, say: "now release your anger."

If you win, hum the 'empire' theme from The Empire Strikes Back.

If you loose, hum the 'Massassi Throne Room' theme.

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out
<http://www.info.polymtl.ca/~cgoyette/stccg/> for previous DOTW.

--

Riov Tebok
 Rihannsu Star Empire

1.52 STCCG.guide/ST:CCG Deck of the Week/Klg - L'Armada II - (QC edition)

ST:CCG Deck of the Week

Tebok's Deck of the Week #50

IT'S A BIRD! IT'S A PLANE! IT'S...

D O T W # 5 0

Finally made it! Wheeee!

After a few months of thinking and deck building, I couldn't decide on what to do for this special edition. Well, I have decide not to do anything special/strange/unusual. Instead, I'm just going to post a *very* nasty deck, one that was only thwarted by a well placed Q-Net. It's the kind of deck that you don't, I repeat *don't*, play against someone in a friendly sunday afternoon game. Unless you want your opponent to have a pretty disapointing afternoon.

I also take this opportunity to announce that wy web site has moved! It is now located at: <http://pages.infinit.net/tebok/dotw.html>

More features are coming to the site, including the long awaited (and long delayed) "STCCG Deck Designer Strategy Guide" so stay tuned!

Now on to the show...

 Tebok's STCCG Deck of the Week #50: Klingon - L'Armada II - (QC ed.)

Draw Deck (30):

Personnel (11):

Mogh
Kurn
Governor Worf
Gowron
Nu'Daq
B'Etor
Duras
K'nera
K'mtar
K'Vada
Kargan

Ships (11):

I.K.C. Hegh'ta
I.K.C. Pagh
I.K.C. Vorn
I.K.C. Buruk
I.K.C. K'Vort x7 (!)

Interrupts (0):

Events (7):

Kivas Fajo x5
Red Alert! x2

Others (1):

Q's Tent

Seed Cards (30):

Missions (6):

Investigate Disturbance
Fever Emergency
Cloaked Mission
Krios Suppression
Gault
A Good Place to Die

Dilemmas (20):

Q-Flash x 4

Planet (2):

The Sheliak
Armus - Skin of Evil
Nausicaans

Space (2):

Borg Ship
Tarellian Plague Ship

Either (12):

Q
Yuta x2
Frame of Mind x2
Outpost Raid

Barclay's Protomorphosis Disease
 Shaka, When the Walls Fell
 Cardassian Trap
 The Higher... The Fewer
 Interphasic Plasma Creatures

Other seed cards (4):

Alternate Universe Door
 Q's Tent
 Q-Flash
 Klingon Outpost

Side Decks:

Q's Tent (9):

Divok
 Koroth
 K'chiQ
 Kitrik
 Kevin Uxbridge
 Distortion of S/T Continuum
 Alien Parasite
 I.K.C. K'Vort
 Red Alert!

Q-Continuum (30):

Scottish Setter x6
 Penalty Box x4
 Mandarin Bailiff x4
 Aldebaran Serpent x3
 Tijuana Crass x3
 Door-Net x3
 Incoming Message - The Continuum x3
 The Higher... The Q-er x2
 Frigid x2

Soooo... an armada deck eh? Nothing special about this, except this one will usually take 4 to 7 turns to work...

The beauty of this deck (compared to the previous version) is that the combo Kivas + Q's Tent allows you to get all your necessary crew out fast, while still having enough time to complete 3-4 missions by retrieving at random from your Q's Tent to prevent deck exhaustion.

If you like numbers, take a look at the numbers below. They're based on the Hypergeometric formula, used to calculate the outcome of a series of dependant events. Suffice is to say it is pretty fast.

It has some drawbacks though: for it to be so effective, I had to limit the 'extra' cards to a strict minimum, thereby no interrupts. That means no Kevins, Q2s or Amandas in the deck. Crazy? A little bit. You have to be very careful about the Sheliak-Q combo or a well placed Q-Net. Retrieve Distortion or Kevin if you hit Sheliak-Q or Q-Net.

Once your opponent's outpost is destroyed, start completing missions!

Sounds simple? Check closer. You don't have any MEDICAL or SCIENCE, so you'll have to Red Shirt to clear the dilemmas, unless you're lucky enough to draw one of them from your Q's Tent. Also note that Nu'Daq and B'Etor are the only personnel in your draw pile that can complete "Gault" and "A Good Place to Die" respectively so take good care of them.

A treaty deck will also give the deck a good fight since your opponent has more than one outpost in play.

If possible, start using your Q's Tent at least 4 cards before the end of you draw deck or your opponent could play a Kivas on you to limit your win to 1 point.

L'Armada III will probably have only 10 ships and 10 Leaders or less dilemmas because your Q's Tent is essential or you'll run out of cards too soon. It can also be used as a last resort against a Yellow Alert or other nasty events...

Finally, the dilemma selection needs a little tuning , I believe.

Try it out! Don't forget to take a picture of your opponent's face when you report 7 K'Vorts at the same time... :-)

Next week, Jon Berry brings us his common deck...

-Tebok

For more info about the Hypergeometric formula, check out <http://pages.infinit.net/tebok/text/tebok000.txt>

X+: the probability of having X or more of a certain card in your hand.
---> probability that all the necessary events happen.

Initial hand (7 cards):
1+ Kivas: 76.4%

After one Kivas (11 cards):
1+ Kivas: 85.7%

After two Kivas (15 cards):
1+ Kivas: 88.8%

After three Kivas (19 cards):
1+ Kivas: 87.4%
1+ RA: 87.6%

After 20 cards (RA then draw): 5th turn
6+ ships: 92.9%
6+ pers.: 92.9%

--->44.0%

After four Kivas (23 cards):
1+ RA: 95.2%

After 24 cards (RA then draw): 6th turn

6+ ships: 99.9%

6+ pers.: 99.9%

--->48.3%

+++++

If want your deck to be reviewed in DOTW, let me know!

check out

<http://pages.infinit.net/tebok/dotw.html> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.53 STCCG.guide/ST:CCG Deck of the Week/Fed+Rom - Jon's Fast Deck

ST:CCG Deck of the Week

Tebok's Deck of the Week #51

Hi there!

This week, we have a treaty deck! It's been quite a long time since the last one of those...

But before we go on, I would like to apologize to Jon for the delay. This deck has been on my desk for almost three months now but I haven't been able to do many DOTW lately. To all the others who sent their decks, don't despair! Your turn will come...

Tebok's STCCG Deck of the Week #51: Fed/Rom - Jon's Fed/Rom fast deck -
By Jon Berry

Draw Deck (31):

Personnel (12):

- Pulaski
- N'vek
- Madred
- Dathon
- Jack Crusher
- Rakal
- M. Guinan
- Taris
- STA
- Neela Daren
- Ocett
- Maques

Ships (2):

Husnock Ship
Decius

Interrupts (7):

Palor Toff x2
Kevin Uxbridge
Amanda Rogers
Q2
Temporal Rift
Distortion of space-time

Events (8):

Traveller Trancendance
Red alert
Res-Q
TAK
Treaty:FED/ROM
Thermal D.
Revolving Door
Where no one has gone before

Others (2):

Plasmadyne Relay x2

Seed Cards (29):

Missions (6):

Investigate Shattered space
Quash Conspiracy
Hunt For DNA program
Sensitive Search
Cultural Observation
Paxan Wormhole

Dilemmas (18):

Planet (6):

El-Adrel creature
Fire storm
Hunter gangs
Zaldan
Punishment Zone
Maulfunctioning door

Space (6):

Rascals
Tarellian plauge Ship
2DC
Mentharr Boobytrap
Conundrum
Microbiotic colony

Either (6):

The Higher...The Fewer
IPC
Chinese Finger Puzzle
Cardassian Trap
Outpost Raid
Yuta

Other seed cards (5):

Alternate Universe Door
Federation Outpost
Romulan Outpost
Data's Head
Data's Body

Jon's comments:

This deck is designed so that you put the DH and PR's on either ship and move fast to get missions done. On the Decius, you move very fast. On the HS you move not as fast, but will out run most ships but will take a pounding and give one too.

Tebok's analysis:

Where to start? First of all, this deck may be a 'fast' deck (because of the fast moving Decius), but it is most definitely not a 'speed' deck. Think of this: to move the Decius, first you need to draw it, which will most probably take time (a BGBox could speed up that process). Then you need to wait for the necessary personnel to staff it. To speed this up you could play a Treaty, but that treaty will be as difficult to get than the Decius itself. Natch!

If, instead, you draw the Husnock first, then you need a Plasmadyne Relay to achieve anything interesting. If on top of that you want Data's Head, then you need to get enough personnel to attempt and complete a mission, which will take even more time.

I can see the usefulness of such cards as TAK and TR to slow down your opponent will you get your necessary cards, but you need to draw them too (am I being redundant? ;-). All these cards (and thus your strategy) could benefit greatly from a Q's Tent, which would allow you to get the card you want when you want it. Put those events in your Tent, along with the Decius (replace them with a few Tents) and I can tell you your deck will gain a lot of speed (even with the Tent's 'no draw' downside).

Finally, remember that the goal is to score points, not to move fast at any cost. What's the point of gaining 3 range if it takes 3 turns to get?

I once played in a tournament against a young boy who managed to boost his Husnock's shields to 130+ (!) with the use of Metaphasic Shields, Nutational Shields, PRs, Kurlan, you name it. By the time he achieved that, though, it was 65-0 for me. So much for usefulness...

No ratings today. This deck needs a little tuning.

+++++

If you want your deck to be reviewed in DOTW, let me know!

check out

<http://pages.infinit.net/tebok/dotw.html> for previous DOTW.

--

Riov Tebok
Rihannsu Star Empire

1.54 STCCG.guide/ST:CCG Deck of the Week/Fed - Risa 90201 -

ST:CCG Deck of the Week

Tebok's Deck of the Week #52

Hello everyone!

Theme deck this week! Let's see what our young Cadets and kids can do...

Tebok's STCCG Deck of the Week #52: Fed - Risa 90201 -

Starring:

Wesley Crusher
Sakkath
Sito Jaxa
T'Shanik
Simon Tarses
Calloway
Lal
Rager
McKnight
Alexander Rozhenko
Soong-type Android
Ishara Yar
Linda Larson
Kareen Brianon
Sonya Gomez
Robin Lefler
Giusti

Ships:

USS Yamato
USS Enterprise
USS Nebula

Interrupts:

Particule Fountain (for Inv. Legend)
Humuhumunukunukuapua'a
Amanda Rogers
Q2
Kevin Uxbridge

Others:

Red Alert!
Q's Tent x4

Seed Cards (30):

Missions:

Study Plasma Streamer
Risa Shore Leave
Investigate Legend
FGC-47 Research
Distress Mission
Repair Mission

Dilemmas:

Matriarchal Society
Female's Love Interest
Male's Love Interest
Tsiolkovsky Infection
System-wide Cascade Failure
Yuta
Wind Dancer
Rascals
Hyper-Aging
Worshiper
Q-Flash x 6
Shaka, When the Walls Fell
Borg Ship
Outpost Raid
Interphasic Plasma Creature

Other seed cards:

Horgah'n
Q's Tent
Q-Flash
Federation Outpost

Side Decks:

Q's Tent (13):

Red Alert!
The Traveler: Transcendence
Lower Decks
Particule Fountain
Soong-type Android
Federation Outpost
Alien Parasite
Masaka Transformation
Res-Q
Rescue Captive
Where No One Has Gone Before
The Devil
Immortal Again

Q-Continuum:

Scottish Setter x5
Penalty Box x4
Mandarin Bailiff x4
Tijuana Crass x4
Aldebaran Serpent x3

Door-Net x3
 Incoming Message - The Continuum x3
 The Higher... The Q-er x2
 Frigid x2

Last week, we learned that Wes is in love with Robin, a childhood friend. Linda, one of their friends, is jealous and tries to ruin their relationship.

We also learned that Linda's brother, Simon, canceled his wedding with Ishara to prove his love to Kareen.

Meanwhile Sonya, back from earth, found her boyfriend in the arms of her best friend Jaxa!

What will happen? We'll never know because this week, another bunch of totally insignificant and unrelated events happen.

First, miss McKnight explains to her roommates Rager and Calloway her true vision of life. Young Alexander, who overhears the conversation, is traumatised by her revelations and decides to become a warrior. Guisti breaks a fingernail. Her life will never be the same again.

Meanwhile, Lal constructs another Soong-type Android to keep her company. A passionate love story ensues, ending by the dramatic system-wide cascade failure of Lal's positronic brain. Snif.

Next week, Sakket undergoes Pon farr and chooses T'Shanik to be his mate. She accepts. Don't miss this great vulcan drama, next week...

+++++

If you'd like your deck to be reviewed in DOTW, let me know!

check out

<http://pages.infinit.net/tebok/dotw.html> for previous DOTW.

--

Riov Tebok
 Rihannsu Star Empire

1.55 STCCG.guide/ST:CCG Deck of the Week/Klg - The Borg Hunters

ST:CCG Deck of the Week

Tebok's Deck of the Week #53

Hello everyone!

Well well, what have we got here! No, I'm not talking about First Contact rules, I'm talking about a new edition of Tebok's DOTW!

The recent World Championship Regionals have seen *many* different deck strategies making it all the way to the finals. One of them, one of my favorite, being the so called Borg Hunter Deck. With the Borg just around

the corner, those decks could see a lot more action in the future than I thought after the World Finals, where my BH deck, well, kinda missed the target once or twice...

So here they are, not one but *two* Borg Hunter Decks that got the owner a ticket to Las Vegas. One by Sirna and one by me.

Tebok's STCCG Deck of the Week #53: Klg - The Borg Hunters -

#1: by Brad DeFruiter aka Sirna Kolrami

Draw Deck (30):

Personnel (3):

Torin x3 !!

Ships (1):

IKC Fek'lhv

Interrupts (18):

Kevin Uxbridge x5

Amanda Rogers x2

Q2 x4

Palor Toff x5

Wrong Door x2

Events (4):

Kivas Fajo-Collector x4

Others (4):

Q's Tent x4

Seed Cards (30):

Missions (6):

Seek Life Form

Investigate Alien Probe

Samaritan Snare

Survey Mission

Compromised Mission

Warped Space

Dilemmas (16):

Shaka, When The Walls Fell x2

The Sheliak x2

Q x2

Yuta x4

Barclay's Protomorphosis Disease x4

Borg Ship x2

Other seed cards (8):

Alternate Universe Door

Q's Tent

Klingon Outpost

Cryosatelite
Kurlan Naikos
Zon
Ja'Rod
Madam Guinan

Side Decks:

Q's Tent (13):

Distortion Space/Time Continuum
Quark Son of Keldar
The Traveler : Transendence
Vekor
IKC Fek'lhr
Dathon
AU Door
Plexing
Res-Q
The Devil
Destroy Radioactive Garbage Scow
Yellow Alert
Alien Parasites

[Comments by Sirna]

Well there it is. The thing about this deck is that it almost plays itself. OK you can only complete Warped Space so seed your Cryo there and then seed the Borg Ships last. Then Begin redshirting with Torin. Tent for any cards you need to get past dilemmas that Torin does not pass or get killed by. Use Quark for Ancient Computer, Dathon For Shaka, Plexing for Empathic Echo and Frame of Mind, Destroy Radioactive Garbage Scow for the Radioactive Garbage Scow and any of the unique personel for the Cardasian Trap [I thought about Tarmin for this but decided otherwise].

Once Torin has redshirted through it all tent for Vekor to solve Warped Space. Then put your crew and the Kurlan on your ship and go hunt Borg Ships. Tent for the distortion to take extra shots at the Borg Ships and Palor Toff the Distortion back to keep on going. Easy huh? The Wrong Doors are for keeping your tent open from Revolving Doors and to stop or slow down tenting.

The Palor Toffs are what make this deck fast. You can Palor so much >from Tents to Kivases and even the Kurlan. Amanda Rogers protects against Senior Staff meeting and Madam Guinan protects against Brain Drain. The rest of the tent : The Traveler to get card advantage and to suck Kevins, AU Door for Temporal Rifts, Res-Q in case you need to get a Torin back, The Devil for Flutes and Horgahns, Alien Parasites for Qs Planet and Yellow Alert for Red Alert!s. The Yellow works better I have found because it is less expected.

This is the exact deck that won me my Regional.

[Tebok's comments]

3 personnel! *Ouch*. 4 Kivases aren't too many for this one. I didn't asked, but I wonder how many times our friend has lost his Torin to a Penalty Box or a Barclay and was stuck with no personnel to continue redshirting. Hmm. I can see the usefulness of the two Wrong Doors and the Palors 'cause the deck wouldn't survive a closed Q's Tent. No Vekor = no Kurlan = no points...

Let's look at this deck's strengths. First of all: duplication. This deck has so many redundant cards that it almost nullifies the random factor of the initial draw. OK, you still need at least one of those four Q's Tent before your Palors are of any use, so you're stuck with that usual 67%[1] again. But then you probably won't need any QT for a few turns. What you need is Torins and Kivases. 7 cards = 88% probability and rising. Not bad.

Another strength: potential speeeeed! With only two personnel needed to solve Warped Space (Torin and Vekor), you can potentially start hunting Borg Ships in 4 turns! Add Distortion and a few Palors and it could be *over* in 4 turns!! Add a Devidian Door and this could be a 3 turns deck!!! I've done it in six. That's still not so bad.

There are a few more things, but let's see my deck first, 'cause they are very much alike.

 #2: Klg - The Hunt for the Borg Cube -

by Nicolas Bier aka Tebok

Draw Deck (30):

Personnel (11):

Torin x5 !!
 Kurak
 Governor Worf
 Kurn
 Nu'Daq
 K'Vada
 Dathon

Ships (3):

I.K.C. Maht-H'a
 I.K.C. Fek'lhr
 Tama

Interrupts (12):

Distortion of Space/Time Continuum x3
 Q2 x6
 Kevin Uxbridge x3

Others (4):

Q's Tent x4

Seed Cards (30):

Missions (6):

- Explore Typhone Expanse
- Seek Life-form
- Secret Salvage
- Survey Mission
- Investigate Alien Probe
- Warped Space

Dilemmas (15):

- Q-Flash x4
- Interphasic Plasma Creatures
- Shaka, When the Wall Fell x2
- Cardassian Trap x2
- Barclay's Protomorphosis Disease
- Outpost Raid
- The Higher... The Fewer
- Yuta
- Borg Ship x2

Other seed cards (9):

- Alternate Universe Door
- Q's Tent
- Q-Flash
- Klingon Outpost
- Cryosatellite
- Kurlan Naikos
- Zon
- K'chiQ
- Ja'rod

Side Decks:

Q's Tent (13):

- Alien Parasites
- Palor Toff
- Arbiter of Succession
- The Devil
- Kevin Uxbridge
- Distortion of S/T Continuum
- Dathon
- Torin
- Vekor
- Husnock Ship
- Destroy Radioactive Garbage Scow
- Alternate Universe Door
- Yellow Alert

Q-Continuum (30):

- Aldebaran Serpent x10
- Penalty Box x5
- Scottish Setter x5
- Mandarin Bailiff x4
- Tijuana Crass x4

Frigid x2

As you can see, I'm not going to repeat what Sirna said. The two decks play exactly the same. Short manual: redshirt Torin, solve Warped Space, attack one Borg Ship, play Distortion, rince, repeat. 135 points.

A couple interesting differences though...

More Q2s

Q2 is the single most important card in my deck. It helps protect my Kurlan, it's useful against a Q deck, it protects my Arbiter of Succession (a backup plan in case one of your Borg Ship is buried under a few dilemmas), it protects my Distortions, Devil, etc... No wonder I've put so many of them.

More personnel

I preferred to use 6 Atrophysicians and 4 Navigators in the draw deck. That way you're less vulnerable to nasty dilemmas during the redshirt phase. If everything goes well, you can also retrieve Vekor and get going after 4 turns.

If your opponent doesn't play Klingon, start redshirting as soon as possible to uncover all the nasty dilemmas, especially Cardie Traps, Shakas and Radioactive Scows. You can then use your precious Q's Tent to retrieve the needed remedy (remember, there's no Wrong Door in my deck).

What happens if you loose a Torin (or two) too early?
No problem: Yellow Alert. Especially good against Ressian Flute decks, Fed speed decks, etc. And what's your defense against Kevins? That's right, Q2 again.

The CryoCrew

I preferred K'chiQ to Madam Guinan because she can provide a 6th type. Yes, that's six personnel types in your Cryo! You're only missing SCIENCE, but that's exactly what you need to solve Warped Space so...

Since K'chiQ provides the MEDICAL, you don't absolutely need Vekor. That's why all my other personnel (except Dathon, for Shaka) have navigation. I noticed that it often takes two to three turns to clear all the dilemmas so you get enough time to report the extra SCIENCE you'll need to complete the mission. The less you must rely on your Q's Tent, the better.

More Ships

I have three ships, all 9 weapons 8 shields, that gives W27 S24 when Kurlan is in effect (no damage to the ship). I also have a Husnock in my Q's Tent just in case. 18 range is probably enough anyway... ;-)

On Q's Tent

With prior version of my deck, a closed doorway was a nightmare. I made

the correct adjustments to make sure it doesn't happen again. Of couses, I would still hate to see it closed (especially if there's a Garbage Scow on top of my mission), but I can win pretty easily without touching it.

On the Q-Continuum

I love the Q-Flash. Can't live without it. Aldebaran is one of my favorite Q-Card because it can rapidly slow down the opponent. It makes the Q-Flash very versatile: if your opponent attempts with a big crew, you'll loose half of your Q-Flash but the opponent will encounter Penalty Box and Scottish Setter (the other best two QC cards IMHO). On the other hand, if he decides to redshirt, here comes the Serpent!

Plan B

You can complete the five other missions, in case something goes wrong... You can also seed Barclay for yourself to get the last 10 points.

So? Which one is the best? Though to say. Sirna's Palor Toffs and Wrong Doors are clearly a winner, whereas I think my Torinsss make the deck faster and safer.

Oh, and one more thing. Don't forget to seed you Cryo *AFTER* your personnel. This could cost you a game...

Quiz: which cards you though were absolutely necessary to win a tournament aren't present in my deck?

[1]Probability of drawing at least one of those cards in the initial draw. See the statistical analysis on my web site.

+++++

If you want your deck to be reviewed in DOTW, let me know!

check out
<http://pages.infinit.net/tebok/dotw.html> for previous DOTW.

--

Riov Tebok
Author, DOTW
Rihannsu Star Empire

1.56 STCCG.guide/ST:CCG Deck of the Week/All - The Switcheroo

ST:CCG Deck of the Week

Tebok's Deck of the Week #54

Hello everyone!

Tired of all those super-slim-incredibly-fast-mega-optimized tourney decks?
If yes this one's for you, although you'll have to work a bit...

Tebok's STCCG Deck of the Week #54: All Affiliations - The Switcheroo -
by Fritz Meissner aka Kevin Uxbridge <meissner@ilink.nis.za>

Draw Deck:

Personnel (16):

Non-Aligned:

Roga Danar
Dathon
Bok
Dr. Reyga
Vekor x2
Dr. Soong
Ira Graves
Marouk
Evek
Soong Type Android x4
Dr. Farek
Madred

Seed Cards:

Missions (6):

Investigate Anomaly
Wormhole Negotiations
Study Stellar Collision
Pegasus Search
Qualor II Rendezvous
Study Plasma Streamer

Other seed cards:

Alternate Universe Door
Q's Tent
Neutral Outpost

Side Decks:

Q's Tent:

Romulans:

Sirol
Taris
Sela
Mirok

Federation:

J-L Picard
Data
Rachel Garret
Beverly Picard

Klingon:

Kurn
Governor Worf
Gowron

[Comments by Kevin]

This deck is an *extremely* versatile deck, which could possibly be one of it's weaknesses. Basically, you decide before the game, which affiliation you would like to play, based on your opponents strengths and weaknesses. You have a Neutral Outpost, which, under FC rules, you are allowed to seed. During the game you Tent for any of the Affiliated personell. One of the few other Tent cards you should have is a NA ship, whatever you choose, but a high range ship is advisable. Only once you have solved the Q-2 Rendezvous, should you bring in affiliated personell. Unfortunately, the only current NA missions are planet, so ALL your opponents planet dilemmas will be seeded there, which is a problem.

Another thing is, you can only realistically expect to solve WN with all three affiliations, and Pegasus Search only if you bring in Interphase Generator. You can also expect to solve Q2R (if you're lucky), but this deck is perfect for a fun-filled theme.

For those of you that only appreciate something that wins tourneys, and don't care about the fun in deck design, then this series (DOTW) is definitely not for you.

[Comments by Tebok]

OK, first you'll notice that this deck isn't complete, which means our friend hasn't playtest the idea. I'll take this opportunity to mention that I normally don't post any deck that requires me to "fill-in the gaps" because Murphy's Law states that I will invariably end up spoiling the idea. To resume, here's what a good deck submission should have:

- 1) Complete list of a playable deck
- 2) Any useful info on how to play it
- 3) It's strengths and especially it's weaknesses (if you know them) this will allow interested players to modify your idea based on your feedback.
- 4) Your name/net.alias and your email address so I can give you credit.

Now back to our deck. I decided to post this one because the idea looks very interesting to me. I wouldn't play it exactly as Kevin suggests though: I see this deck more as a mission stealer.

If you remember my DOTW #14, I designed a non-aligned commando capable of stealing a lot of Fed missions, and I used Mjr Rakal to allow them to attempt. Well this deck goes a little further: wait for your opponent to put his missions and *then* customize your commando.

With any luck, you'll be able to steal two or three missions before you go for your Wormhole. Thanks for playing.
Be careful during the seed phase and place your nastiest dilemmas under those missions you know you won't steal.

Of course if your opponent plays Borg...

Other cards worth including:

AU Door, a few Wrong Door, Yellow Alert, at least 4 ships, 5 Q's Tent.

+++++

If you want your deck to be reviewed in DOTW, let me know!

check out

<http://pages.infinit.net/tebok/dotw.html> for previous DOTW.

--

Riov Tebok

Rihannsu Star Empire

1.57 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #55

1.58 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #56

1.59 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #57

1.60 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #58

1.61 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #59

1.62 STCCG.guide/ST:CCG Deck of the Week/Rom -

ST:CCG Deck of the Week

Tebok's Deck of the Week #60
