

# **COTD100**

Ralf Schwate

**COLLABORATORS**

	<i>TITLE :</i> COTD100		
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WRITTEN BY	Ralf Schwate	February 12, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## COTD100

### 1.1 COTD100.guide

cotd.guide

COTD

Main

### 1.2 STCCG.guide/ST:CCG Card of the Day/Jean Luc Picard

ST:CCG Card of the day

Habib's STCCG card of the day #1

Welcome to the first installment of Habib's Card of the Day.

I thought it would be appropriate to start out with the captain of the

U.S.S. Enterprise

...

JEAN-LUC PICARD

Federation personnel

Officer

Command ability

"Captain Jean-Luc Picard of the U.S.S Enterprise. Born in LaBarre, France. Has an artificial heart. Reads Shakespeare. Something of a Renaissance man."

Diplomacy x2 Leadership Honor

Archaeology Navigation Music

Integrity 9 Cunning 8 Strength 6

Basically if you use a federation deck you should have this card. If

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used with

Vash  
or Richard Galen you can easily beat the  
Hunt for DNA Program  
for 55 points.

He can get through  
Q-Nets  
with no trouble.

Wormhole Negotiations is also easy with Picard in your deck. So if you use feds and you have a Picard, use it.

Picture on card taken from "The Best of Both Worlds part 1"

Card Rating (1=worst 10=best) JEAN-LUC PICARD

Habib's rating = 9

There is a new review as COTD #238

Originally posted to: rec.games.trading-cards.misc

Written by:  
Habib@ibm.net

See also the new review by Wesley!

### 1.3 STCCG.guide/ST:CCG Card of the Day/The Borg Ship

ST:CCG Card of the day

Habib's STCCG card of the day #2

Welcome to my second installment of Habib's card of the Day. Today I will take the pleasure of reviewing my personal favorite card ...

THE BORG SHIP  
Dilemma (Space)

"Gigantic cubic ship of the Borg collective. Possesses powerful weapons and remarkable regenerative abilities."

Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of turn, moves 1 card toward and off spaceline's long end. Destroy for bonus. 45

Basically I think this is the best dilemma card in the game. It will almost always destroy or at least damage your ship, unless you have Nutational or Metaphasic shields and tons of personnel to power them up. And it keeps moving for further destruction.

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In combination with Q-Nets you can lock the Borg on an opponent's outpost, destroying all ships that come in to play. Then with a single Supernova you can destroy the Borg for 45 points and destroy the opponent's outpost.

Also you can wormhole an opponent on to the Borg ship once it's in play, destroying his ship and all people on board (unless he has an escape pod). So basically if you have a Borg ship, use it.

Card Rating (1=worst 10=best)

Habib's rating = 10

There is a new review as COTD #240

Originally posted to: rec.games.trading-cards.misc

Written by:  
Habib@ibm.net

## 1.4 STCCG.guide/ST:CCG Card of the Day/U.S.S. Enterprise

ST:CCG Card of the day

Habib's STCCG card of the day #3

Welcome to my daily posting of Habib's Card of the Day. Today's card is one that we all know and love.

U.S.S Enterprise  
Galaxy Class  
Federation Ship

"The fifth Starfleet ship named Enterprise, launched in 2363. Built at the Utopia Planetia shipyards orbiting Mars.

Holodeck, Tractor Beam

crew requirements: 1 large star, 2 small stars

RANGE 9 WEAPONS 8 SHIELDS 9

This could be considered the best ship in the game. It has lots of range and lots of shields. Gun power is it's only weakness but feds don't usually attack anyway. However, with a combination of Bynars Weapon Enhancement, Metaphasic and Nutational shields, and Roga Danar, the once peaceful Enterprise can be transformed into the ultimate attack vehicle. When it is powered up this much it can basically mow down an enemy fleet in no time.

Card rating (1=worst 10=best)

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USS Enterprise=8.5

Remember to send in requests for future cards to be reviewed.  
Address is Habib@ibm.net

Habib (The ST:CCG Lord)

## 1.5 STCCG.guide/ST:CCG Card of the Day/The Traveler: Transcendence

ST:CCG Card of the day

Habib's STCCG card of the day #4

Greetings fellow ST:CCG fans and welcome to another exciting edition of...

HABIB'S CARD OF THE DAY

Today we will look at a card we all know and love...

THE TRAVELER: TRANSCENDENCE  
Event

"Benevolent humanoid from Tau Alpha C who could transcend space and time with thought."

Place beside any player's draw deck. That player must draw an extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)

This is a great card to get out early. First of all it nullifies the always annoying Static Warp Bubble. Also it lets you draw two cards every turn. So if it's early in the game it lets you get cards out faster allowing you to get a good head start on your opponent.

Usually if you can get this card in your opening hand you have a great chance of winning. Also in combination with Red Alert you can get two cards on one turn and play them both on the next.

Card Rating (1=worst 10=best)

The Traveler=8.75

If you have questions or comments on Habib's Card of the Day please don't hesitate to mail me at Habib@ibm.net.

Also if you have a suggestion for a future card for review or just a suggestion to make my daily entry better send me a message.

That adress is Habib@ibm.net

Habib (The ST:CCG Lord)

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

ST:CCG Card of the day

Habib's STCCG card of the day #5

Hello again,

Today's card is a Klingon officer and a necessity in any Klingon deck.

GOWRON  
Klingon personnel  
V.I.P  
large star

"Son of M'Rel. Leader of the Klingon High Council after defeating the Duras forces in the Klingon Civil War of 2367-68."

Leadership x2    Diplomacy    Honor  
INTEGRITY 8    CUNNING 7    STRENGTH 9

Basically this is a great Klingon personnel card. He has leadership to fight and diplomacy to get through those nasty Q-Nets.

As klingons go I think that Gowron should be used in all klingon decks. Also because of the lack of really good officers like the federation has, Gowron is one of the best Klingon personnel out there. He is good in any mission that needs honor and the diplomacy is rather helpful in doing other missions. Wormhole Negotiations is a good mission in a Klingon deck because of the ease of 4 honor. Gowron can contribute to this. Also he has a rather high integrity level for a klingon.

Card Rating (1=worst 10=best)

Gowron=8

Please send in requests for future card of the day entries. Send mail to Habib@ibm.net

Also to clear up a dispute going on from my card of the day #3, the

USS Enterprise  
, I just suggested that you COULD consider the

Enterprise  
the best ship in the game. The Husnock is higher in  
numbers but the

Enterprise  
is more evenly distributed. I  
personally think it is the best ship in the game but that is just me. I  
have nothing against other ships. You have the right to form your own  
opinion.

Habib (The ST:CCG Lord)

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## 1.7 STCCG.guide/ST:CCG Card of the Day/Red Alert!

ST:CCG Card of the day

Habib's STCCG card of the day #6

Greetings fellow ST:CCG fans and welcome to another exciting edition of Habib's ←  
Card of the day. Today we look at a card that is needed in every deck. It has ←  
been considered one of the most useful cards in the game. It is...

RED ALERT!  
Event

"The state of maximum crew and systems readiness aboard starships."

Plays on table. Allows you to play as many Ship, Personnel, and Equipment cards as desired each turn.

Basically this card is almost needed. It is a great advantage to get this card out. If you get it in the opening draw you are in good shape. Now you can play this card right away and play as many as 6 other cards on that turn. You can get going right away instead of having to play only one personnel a turn and taking about 6 turns before you can actually do anything productive. People usually put 2 or 3 in their deck to make sure they get them out early. However with the new tournament rules it only allows you to have 1 making the card less useful because of the ease to cancel it with Kevin Uxbridge. But even with the new rules you should still put one in your deck, it's one of the most useful cards there is.

\*\*\*\*\*NEW FEATURE\*\*\*\*\*

starting now when I review cards I will have a second opinion also. Jack Dracula will also be reviewing the ST:CCG Card of the Day.

Card Rating (1=worst 10=best)

Red Alert!    Habib's rating=9  
                  Jack's rating=8

Please don't hesitate to send me questions or comments. I am always open for suggestions for new ideas. You can also send me a list of cards you would like to see reviewed. I can't promise that I'll review all requests but I'll do my best.

Send mail to Habib@ibm.net

Thank you for the wonderful reader feedback. It is always good to know what reader's think of my daily posting.

I am sorry to report that there will be no Habib's card of the Day from Sat. March 25 to Sat. April 1. I won't be available to write my daily entry. But I will post until

Friday and also look for Habib's Card of the Day to return on Sunday April 2.

Habib (The ST:CCG Lord)

PS. I never knew a couple of little words about the

Enterprise  
could start such a debate. I'd just like to say  
that I stand by my opinion.

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

ST:CCG Card of the day

Habib's STCCG card of the day #7

Hello readers, and welcome to another exciting edition of Habib's Card of the Day. Today's card is a good one. It can be used in any deck (if you have the right card) and he is loaded with useful skills. That's right, it's...

DATA  
Federation personnel  
Officer  
command ability

"Lt. Commander Data is a sentient android created by Dr. Noonien Soong. Has positronic brain. Desires to be human. Once left his head in San Francisco."

Engineer    Computer skill x2    Music  
Astrophysics    Exobiology  
INTEGRITY 8    CUNNING 12    STRENGTH 12

Data is a great card. He has some of the most useful skills. Engineering is nice to have, computer skill is pretty good too. Although he is federation, with Lore's fingernail in play he can be used in any deck, making him a extremely good card to have. I have used him in a Romulan deck and some missions that need obscure skills that Romulans don't usually have can be done with ease when Data is out in play. He is also great in missions or dilemmas that you need lots of strength to overcome. A combination of Data and Roga Danar can easily get through any strength requirement.

Card Rating (1=worst 10=best)

Data    Habib's rating=9  
       Jack's rating=7

Remember you can request cards to be reviewed in future editions of Habib's Card of the Day. Just mail me at

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Habib@ibm.net

HABIB WILL NOT BE HERE FOR A WEEK!!!

I am sorry to report that I will not be available to write my daily entry from Saturday, March 25, to Saturday, April 1. But be sure to read again on April 2 because that will be the start of ARTIFACT WEEK! Actually one week plus 2 more days. I will be reviewing all the artifacts. Be sure to check it out.

Questions or comments-be sure to send me your opinion of Habib's Card of the Day. I'd love to hear from you. Mail me at Habib@ibm.net

Thank you all for reading and be sure to tune in next time.

Habib (The ST:CCG Lord)

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

ST:CCG Card of the day

Habib's STCCG card of the day #8

Welcome to another exciting edition of Habib's Card of the Day. Today we will take a look at a common but useful card. That's right, it's the...

WORMHOLE  
Interrupt

"An unstable tunnel through subspace that links to locations in normal space/time."

Requires two wormholes. Play one on any ship just as it begins to move. Play the other where the ship immediately emerges. Discard wormholes.

This is a good card to have in any deck. They can be used for quick transportation or play them on an opponent to avoid attack or take them away from a mission they are about to do.

If there is a

Borg Ship

in play, you can wormhole your opponent on the space where the

Borg Ship

is and kill the opponent almost every time (unless he has shields raised with Metaphasic or Nutational shields, or Kurlan Naiskos).

Wormholes can be very useful for getting

---

out of trouble or just to move far on one turn. The only disadvantage is that you need two to use them. So it may be a while before you can play them.

#### VARIATION ON WORMHOLE RULES

You can make variations on the rules of the wormholes. One way is that you only need one. This makes it much easier to use them. Another way is to have the wormholes stay in play for a few turns so that many ships can use them. Play the two wormholes on the two spaces. They stay there for the turn played and the next turn. This allows for some strategies to backfire because it gives your opponent an equal opportunity to use them.

Card Rating (1=worst 10=best)

Habib's rating=8

Jack's rating=8

#### NO CARD OF THE DAY NEXT WEEK

Sorry, but there will be no card of the day from Saturday March 25 to Saturday April 1. I won't be available to write my articles. But be sure to read on Sunday April 2 because it starts ARTIFACT WEEK (plus two days)! That's right, starting April 2 it will be nine days of artifact fun.

#### HABIB NEEDS YOUR HELP!

That's right. I will be reviewing all artifacts starting April 2. I only own eight of the nine. I don't have a Varon-T Disruptor. So what I want you to do is send me all the information written on the card. Like the discription and how it is played. The stuff I write every day. Mail the info to Habib@ibm.net

Please send in questions or comments regarding Habib's Card of the Day. I'd love to hear from you. Address is Habib@ibm.net

Thank you all for reading,

Habib (The ST:CCG Lord)

## 1.10 STCCG.guide/ST:CCG Card of the Day/Betazoid Gift Box

ST:CCG Card of the day

Habib's STCCG card of the day #9

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Greetings fellow ST:CCG fans and players and welcome to another exciting edition of Habib's Card of the Day. I just got back from my annual ski vacation to Vail, Colorado and that's why I didn't post for a week. Well now I'm back and will write again. This week will be REALLY exciting because today is the start of ARTIFACT WEEK!!!! This week I will review all of the artifacts. I will start with one of my favorites...

BETAZOID GIFT BOX  
Artifact

"Traditional device for presenting important gifts. Its sculpted face comes to life boisterously presenting its contents to the recipient."

Immediately look through your draw deck for up to thirty seconds and choose three cards to place in your hand. Reshuffle draw deck and discard artifact.

This is a great card to have. It lets you get the cards you need right away. If you have a Palor Toff in your deck, you can take that as one of your three cards and then you can get another three. To get this out fast place it under a really easy mission and put your outpost there. Then you can get it fast and get the cards you need to win out right away. This makes for some quick wins.

One thing you can do is first be sure to have a couple of Palor Toffs in your deck. Use them on the gift box a bunch of times so you have all the cards you need to win. With the gift box make sure at least one of the cards is Raise the Stakes. You can take more if you want. Because you'll almost win for sure anyway, you don't have to worry about losing cards. Play a Raise the Stakes on your next turn. Your opponent will probably give up because they know they will lose. If they don't give up, you get a free card (every time unless you really suck).

Picture on card from "Haven"

Card Rating (1=worst 10=best)

Betazoid Gift box

Habib's rating=9

no Jack Dracula rating

DO YOU WANT TO RATE CARDS?

If you do, let me know. I would like about

---

5 people in addition to me rating cards.  
 If you are interested send me a note at  
 Habib@ibm.net<BR>  
 Please include your ratings on all of the  
 artifacts. I will let you know about  
 upcoming cards to be reviewed. I will  
 accept more than 5 people if there are a lot.

HABIB'S CARD OF THE DAY WEB PAGE!!!!!!  
 If you've missed a day or just want to read  
 one over again there is now a web page with  
 all of my Card of the Day entries. The  
 adress is...  
<http://math.uwaterloo.ca/~daroloso/Habib/>  
 Thanks to Dani Roloson for maintaining the  
 page.

Also don't hesitate to send me questions or  
 comments about Card of the Day. The adress  
 is Habib@ibm.net

That's all for today,

Habib

## 1.11 STCCG.guide/ST:CCG Card of the Day/Horga'hn

ST:CCG Card of the day

Habib's STCCG card of the day #10

Welcome again to Habib's Card of the Day. This  
 is the second day in the always exciting  
 ARTIFACT WEEK. Today's card is a great one.  
 It's the...

HORGA'HN  
 Artifact

"Mysterious symbol of sexuality from the pleasure planet Risa.  
 To own one is to call forth its powers. To display one is  
 to announce that the owner is seeking jamaharon."

Immediately play on table. Artifact allows you  
 to take double turns from now on. (Not cumulative)

This card is a good one to have. It is good  
 because you now can do twice the amount of stuff  
 as you could do before. Also it is not an event  
 and can only be cancelled by the Devil and not  
 Kevin Uxbridge. This makes it so it will pretty  
 much stay out for the whole game. If you have  
 an

Traveler  
 in play, it makes it so you get 4



cards on every turn. This is good to get out cards fast. But be careful about your deck getting down too low, if you don't have more points than your opponent you are in danger of losing. For the most part I would use this card in every deck.

Picture on card from "Captain's Holiday"

Card Rating (1=worst 10=best)

today we have two more people rating cards.

Habib's rating=9

Carmine Zingariello's rating=8.5

Matt Hubbard's rating=9.5

If you would like to rate cards too, I still have 3 slots available. Send me a note at [Habib@ibm.net](mailto:Habib@ibm.net)

Don't hesitate to send questions or comments about Habib's Card of the day. The address is [Habib@ibm.net](mailto:Habib@ibm.net)

Thank you for reading,

Habib

## 1.12 STCCG.guide/ST:CCG Card of the Day/Tox Uthat

ST:CCG Card of the day

Habib's STCCG card of the day #11

Greetings all and welcome to posting #11 of Habib's card of the day. This is the third day of ARTIFACT WEEK and today we will look at a fun one. It's the...

TOX UTHAT

Artifact

"Dangerous quantum phase inhibitor invented in the future by Kal Dano who hid it in the 22nd century for safekeeping."

Place in hand until played on table as an event (supernova can be played on later turn) OR as an interrupt (prevents supernova). Discard after use.

This is a card where you either love it or you hate it. It is great if you can get out a supernova but

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if you can't it's pointless. A good way to get it out is to use a

Betazoid Gift Box

. Once out it can

be used for many different things. If you can get it early, use it to destroy your opponent's outpost. Since they won't have two engineers, they can't bring it back, basically taking them out of the game.

If your opponent has already gotten some ships and stuff out, you should use it on other things. You can use it on the Borg Ship for example. If you Q-Net a borg ship on an outpost, you can take them both down at once. If your opponent has all their people on one ship, you should use it on that. It can also be used to prevent a supernova, but to me its main purpose is to destroy.

Picture on card from "Captain's Holiday"

Card Rating (1=worst 10=best) Tox Uthat

Habib's rating= 8.5

Carmine Zingariello's rating= 10

Matt Hubbard's rating= 8.5

J. Holt Kernodle's rating= 6

You can rate cards too. There is still one slot available for you to rate cards. The first person to tell me gets the job. Send me your name and a list of your reviews of all the artifacts. I will let you know about future cards to be reviewed. Send mail to Habib@ibm.net

You can still request cards to be reviewed. Any comments should be sent to Habib@ibm.net

If you would like your name posted in Habib's card of the Day for no particular reason, I will do that. You can even give yourself a spiffy title and I will post that too.

Be sure to check out Habib's Card of the Day Web Page.  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you and good night,

Habib

## 1.13 STCCG.guide/ST:CCG Card of the Day/Wormhole

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## ST:CCG Card of the day

Habib's STCCG card of the day #12

Greetings all, and welcome to Habib's Card of the Day. Today is the 4th day in artifact week and we will look at the...

## THOUGHT MAKER

## Artifact

"Outlawed Ferengi mind control device. Transmits signals that implant sensory experiences and triggers emotions and memories"

Place in hand until played once as an Interrupt card. Look at opponent's draw deck for ten seconds and rearrange as desired.

This is an okay artifact but I wouldn't say it's terrific. If you do decide to use it, as always place it under an easy mission so you can get it right away. Once you get it, play it soon so you can get your opponent's good cards at the bottom.

Cards that I would put at the bottom are:

Red Alert!  
Really good personnel

The Juggler  
Palor Toff

Metaphasic  
or  
Nutational Shields  
Kevin Uxbridge, Amanda Rogers, and Q2  
ships (especially if they don't have any out yet)

Also if you know that they rely on one strategy, take out the cards for the strategy and they probably won't win.

Picture on card from "The Battle"

Card Rating (1=worst 10=best) Thought Maker

Habib's rating=	7
Carmine Zingariello's rating=	7
Jon Wilson's rating=	7
Wesley Crusher's rating=	7
Matt Hubbard's rating=	7.5
J. Holt Kernodle's rating=	8

Remember you can request cards to be reviewed.  
Please send questions or comments.

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Mail me if you want to talk about strategies.  
If it has to do with ST:CCG, mail me.  
All mail should be sent to Habib@ibm.net

Check out Habib's Card of the day Web page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Here are ratings for artifacts I didn't have at  
the time of the posting.

Jon Wilson's ratings...  
Betazoid gift box= 9  
Horga'hn= 9.5  
Tox Uthat= 5

Thank you all, have a nice life,

Habib

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

ST:CCG Card of the day

Habib's STCCG card of the day #13

From: Habib@ibm.net

The mysterious Card of the Day #13 has been found!!! For some reason no one had it. I was the last hope, but some how my COTD file mysteriously got erased. But after searching through my room, I came across an old pile of COTD's that I had printed out. Sure enough, in that pile was #13. So in case you missed it or you want to add it to your file, I am posting it again. Here it is...

Hello all and welcome to Habib's Card of the Day. Today being the 5th day in ARTIFACT WEEK, we look at another exciting card.

KURLAN NAISKOS

Artifact

"Statues which open to reveal a multitude of similar but smaller figurines inside, representing the belief that each person is a community of individual voices and desires."

Place in hand until played on any ship as an Event card. if ship has all 7 personnel types aboard, its RANGE, WEAPONS, and SHIELDS are all tripled. (Not cumulative)

This is a great artifact if you can get it to work. Once your ship is powered up, it's almost invincible. The problem is getting all the people on the ship. Romulans are probably the hardest deck to use this card with due to the lack of VIP's and civilians. The non-aligned Ishara Yar can help out by being a civilian. Also you can use Amarie, also a non-aligned civilian but with less skills than

Ishara. If you are playing as the federation, one of my favorite cards Mot the barber can be used as a civilian. This is the only good use of Mot I can find. Klingon decks will have no trouble getting a VIP, almost all the decent klingons have that personnel type. There are also a couple of klingon civilians. The only big problem with klingons is finding a medical crewman.

In closing, if you are sure you will be able to use this card, I'd put it in your deck. But if getting all the needed personnel is a problem, I wouldn't use it.

Card Rating (1=worst 10=best)

Habib's rating=	7.5
Carmine Zingariello's rating=	9.5
Jon Wilson's rating=	7
Matt Hubbard's rating=	4
Wesley Crusher's rating=	6
J. Holt Kernodle's rating=	9

Any mail regarding Habib's card of the day should be sent to Habib@ibm.net

Thank you for reading,

Habib

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

ST:CCG Card of the day

Habib's STCCG card of the day #14

Hello all, today's card is of course another artifact. We will now celebrate the 6th day in ARTIFACT WEEK with...

TIME TRAVEL POD

Artifact

"Craft from the future, stolen in the past by Berlinghoff Rasmussen for his own gain."

Place in hand until played once as an Interrupt card on any ship. That ship travels into the future (disappears for up to 5 turns). Pre-announce the return time.

This card has a bunch of different uses.

The first is just to annoy an opponent by getting rid of their ship for 5 turns just before they're about to do something important.

Another use is for avoiding the Anti-time Anomaly. You can play this on yourself just before everyone dies.

You can also use this card to prevent a battle.

Or you can use it to avoid the  
Borg Ship

.

If you want to be really mean, when the  
Borg Ship  
is headed toward your opponent's ship, use it on your opponent so when they get back they are on the borg ship causing instant death.

You can also use this card just if you don't want your opponent to move anywhere. The only thing bad about the card is that you have to pre-announce the arrival time. It would be fun to just appear suddenly and not having your opponent know about it in advance.

Picture on card from "A Matter of Time"

Card Rating (1=worst 10=best)

Habib's rating=	8
Carmine Zingariello's rating=	8
Jon Wilson's rating=	8
Matt Hubbard's rating=	8.5
Wesley Crusher's rating=	4.5
J. Holt Kernodle's rating=	8

Any mail regarding Habib's Card of the Day should be sent to Habib@ibm.net

This includes questions, comments, and requests for cards to be reviewed.

Habib's Card of the Day Web Page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you and good night,

Habib

## 1.16 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Habib's STCCG card of the day #15

Greetings all and welcome to another exciting editon of Habib's Card of the Day. Today is the 7th day of Artifacts and today's artifact is...

INTERPHASE GENERATOR

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## Artifact

"Experimental Romulan device that both cloaks and phases matter, allowing it to pass through normal matter."

Use as Equipment card. Nullifies: Chalnoths, Archers Rebels, Impassible Doors, Phased Matter, Crystalline Entities, Armus, and Nausicaans.

There isn't really much to say about this card in terms of strategy. Basically you use it to get by some rather annoying dilemmas. One thing you can do with it is place dilemmas like Chalnoth and Crystalline Entity under your own missions so you get the 5 bonus points. Also when you use this card be sure to have an Amanda Rogers in hand to prevent a disruptor overload, causing you to lose the Artifact. If you depend on it and lose it, you will probably lose.

Picture on card from "Pegasus"

Card Rating (1=worst 10=best)

Habib's rating=	8
Carmine Zingariello's rating=	9
Jon Wilson's rating=	9.5
Wesley Crusher's rating=	8
Matt Hubbard's rating=	8
J. Holt Kernodle's rating=	8.5

Any questions, comments, or review suggestions should be sent to Habib@ibm.net

Habib's Card of the Day Web page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Happy playing,

Habib

## 1.17 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Habib's STCCG card of the day #16

Greeting all and welcome to Habib's Card of the Day. Today is the 8th day of artifacts and I am proud to announce the review of...

VULCAN STONE OF GOL

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## Artifact

"Ancient Vulcan telepathic weapon. Kills by magnifying aggressive and violent thoughts, but can be blocked by peaceful thoughts."

Place in hand until played as an Event card. Kills everyone in an away team without Youth OR CUNNING>7. Discard artifact.

This is an okay card. It is good for killing a bunch of people but many have CUNNING>7 so it's not extremely useful. It would be better if it was played as an interrupt because then you could play it just before your opponent attempted a mission. But because you play it as an event you have to use it on your own turn and could really only play it on a stopped away team. So it is not good in all situations involving away teams. That's about all you can say about this card.

Card Rating (1=worst 10=best)

Habib's rating=	6
Carmine Zingariello's rating=	9 if all planet missions, 7 otherwise
Jon Wilson's rating=	7
Wesley Crusher's rating=	2
Matt Hubbard's rating=	5
J. Holt Kernodle's rating=	7

Questions, comments, or suggestions should be sent to Habib@ibm.net

Habib's Card of the Day Web page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

May all your games be good ones,

Habib

## 1.18 STCCG.guide/ST:CCG Card of the Day/Varon-T Disruptor

ST:CCG Card of the day

Habib's STCCG card of the day #17

Hello again, today is the final day of artifacts and nobody is happier than me. Anyway to finish them off, today's card is the...

VARON-T DISRUPTOR

Artifact

"Only five of these pistols were made before

---



being banned by the Federation. These vicious weapons disrupt the body from the inside out, causing a slow and painful death."

Use as Equipment card. Doubles all of your personnel's STRENGTH where present. (Not cumulative.)

This card is okay but as far as I can see its only main purpose would be to easily get by missions and dilemmas requiring strength. In all the games I have played I have had I think only one away team battle. So I would not put this card in a deck to benefit those. It is okay for missions but I don't think it's worth wasting a space in your deck for it. Also when in play you should beware of Disruptor Overload, it can destroy the Varon-T Disruptor easily.

Card Rating (1=worst 10=best)

Habib's rating=	5
Carmine Zingariello's rating=	8
Jon Wilson's rating=	9
Wesley Crusher's rating=	3.5
Matt Hubbard's rating=	8
J. Holt Kernodle's rating=	7

Mail regarding Habib's Card of the Day should be sent to Habib@ibm.net

Habib's Card of the Day Web Page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

\*\*\*CORRECTION\*\*\*

Somehow there was an error in my numbering and there were two Card of the Day #15. The correct #15 was the Interphase Generator. The Vulcan Stone of Gol, labeled #15 also, was supposed to be #16. I am sorry for any confusion this has caused.

Live long and prosper,

Habib

## 1.19 STCCG.guide/ST:CCG Card of the Day/Roga Danar

ST:CCG Card of the day

Habib's STCCG card of the day #18

Hello again and now it's time for another exciting edition of Habib's Card of the Day. Today we look at one of my favorite personnel cards. That's

right it's...

ROGA DANAR

Non-Aligned Personnel

"Angosian male. Biochemically altered inot a formidable perfect warrior ranked Subhadar."

SECURITY

Command ability

ENGINEER Computer Skill Biology Leadership

INTEGRITY 5 CUNNING 9 STRENGTH 12

This is a great card. First of all it's non-aligned so you can use it in any deck and if I were you I would too. He has a ranking of security which is somewhat hard to come by. But in addition to that he has engineering skill too, making him a valuable asset. He has a very high strength making missions and dilemmas requiring lots of strength very easy.

One fun thing you can do with federation is when Roga is on a ship, that ship can now attack. Because he is non-aligned and has leadership, he doesn't have to obey starfleet regulations and can lead a ship into battle. This is great with the

Enterprise

because of it's high shields and decent weapons. If you have bynars weapon enhancement you can turn the

Enterprise

into a strong attack ship. This can throw off an opponent not expecting an attack from the Federation. It does work great in a federation deck but it's very useful in any deck. I use in every deck of mine, any affiliation.

Card Rating (1=worst 10=best) ROGA DANAR

Habib's rating= 9.5

Wesley Crusher's rating= 9.5

Matt Hubbard's rating= 9

J. Holt Kernodle's rating= 9

Jon Wilson's rating= 10

Jason's rating= 9

Any mail regarding Habib's card of the day should be sent to Habib@ibm.net

Web Page

<http://math.uwaterloo.ca/~daroloso/Habib/>

Live long and prosper,

Habib

## 1.20 STCCG.guide/ST:CCG Card of the Day/William T. Riker

ST:CCG Card of the day

Habib's STCCG card of the day #19

Hello all and welcome to Habib's Card of the Day.  
 Today we look at a pretty good federation card.  
 It's the first officer of the  
                   USS Enterprise

That's right, it's...

WILLIAM T. RIKER

Federation Personnel

"Commander William T. Riker is the executive officer of the U.S.S. Enterprise. Imzadi to Deanna Troi. Gourmet cook. Jazz musician."

Command ability  
 Diplomacy Leadership Navigation  
 Honor Music  
 INTERGRITY 8 CUNNING 7 STRENGTH 7

This is a decent card to have in a federation deck. He has a bunch of skills, however they are not very useful. Honor is okay but not for federation. Music is almost worthless. Navigation is okay, but there aren't many spots that need it. His two only really good skills are diplomacy and leadership.

Diplomacy is always useful in a federation deck due to the large amount of missions requiring it. Also leadership is never a bad thing to have. So this card is decent, but not as good as it should be. I would still use it in a deck but it's not one of those cards that you just need to have. They should have made him better. This isn't the card of a person offered any ship in starfleet.

Card Rating (1=worst 10=best)

Habib's rating=	8
Wesley Crusher's rating=	8
Jason's rating=	7.5
Matt Hubbard's rating=	9
J. Holt Kernodle's rating=	8
Jon Wilson's rating=	7.5

All mail regarding Habib's Card of the Day should be

sent to Habib@ibm.net

Web Page

<http://math.uwaterloo.ca/~daroloso/Habib/>

Live long and prosper,

Habib

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

ST:CCG Card of the day

Habib's STCCG card of the day #20

Hello all and now I am finally back. I decided to take the Easter weekend off and then some internet trouble delayed me another day. Well anyway here I am and I'm ready to discuss a great interrupt card. It's...

KEVIN UXBRIDGE

Interrupt

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

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

This is a great card to have. There really isn't much strategy to it though. It's basically a good card and will work in almost any deck. Cards I usually cancel with it:

Red Alert  
(if they only have one in their deck)

Telepathic Alien Kidnappers  
(very annoying)

Anti-Time Anomaly  
(you almost have to do this)

Tox Uthat  
(don't let them play a Supernova)

And basically any other card that is really

---

annoying at the moment is a good idea for Kevin.

I recommend you use this card in every deck unless your opponent uses hardly any events.

Card Rating (1=worst 10=best)

Habib's rating= 9.5  
Wesley Crusher's rating= 10  
Matt Hubbard's rating= 9.9  
Jason's rating= 8.5  
Jon Wilson's rating= 9  
J. Holt Kernodle's rating=10

Once again I am offering to let you the readers review cards. If you are interested I will mail you a list of the next batch of cards to be reviewed. Please write to Habib@ibm.net

All mail regarding Habib's Card of the Day should be sent to Habib@ibm.net

Web Page  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you for reading,

Habib

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

ST:CCG Card of the day

Habib's STCCG card of the day #21

Hello again and welcome to Habib's Card of the Day. Today's card is great if it works, the problem is, it doesn't work all the time.

ANTI-TIME ANOMALY

Event

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

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

If you can get this card to work, it's great. The problem is that your opponent has three turns to get a

Kevin Uxbridge

---

in their hand to cancel it, usually this happens. So when you play it be sure to have a Q2 in hand to cancel

Kevin

.

There are two good ways to play this card. One is to play it right away, before you have many personnel out. Hopefully your opponent has gotten their

Red Alert

and played most of their personnel already.

The other good way is to pack your deck with Temporal Rifts to avoid the effects of the anomaly. You can Temporal Rift yourself just before it kills everyone and you will not be harmed. Or you can use the

Time Travel Pod

in the same way.

Card Rating (1=worst 10=best)

Habib's rating=	7.5
Wesley Crusher's rating=	8.5
Matt Hubbard's rating=	4.5
J. Holt Kernodle's rating=	8
Jason's rating=	8
Jon Wilson's rating=	7

If you want to rate cards to let me know. There are spots available if you are interested. Send me mail at Habib@ibm.net with the subject "Card Ratings"

Any mail regarding Habib's card of the day should be sent to Habib@ibm.net

Web Page

<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you for reading,

Habib

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

ST:CCG Card of the day

Habib's STCCG card of the day #22

Hello again and welcome back to Habib's Card of the Day. I've been having some problems with my internet server so that's why I haven't been able to post for a few days. Well it looks like it's okay now so I'll try to post every day from now on. So today we will look at in my opinion the best Medical person in the game. It's...

BEVERLY CRUSHER

Personnel

Federation Medical

"Dr. Beverly Crusher is the chief medical officer of the

U.S.S. Enterprise

. Dancer and thespian. Widow of Jack Crusher.

Mother of

Ensign Wesley Crusher

."

Command ability

MEDICAL Biology Exobiology

INTEGRITY 8 CUNNING 8 STRENGTH 5

This is a great card because of the fact that she has medical x2. This is useful in passing many dilemmas and missions. One big bonus with this card is that if you have a

genetronic replicator

in play with Beverly,

no one will die any more. This really can help you out.

Also a good mission to use with Beverly is Evaluate Terraforming. To pass it you need Medical, biology, and exobiology. So that equals Beverly Crusher.

Card Rating (1=worst 10=best)

Habib's rating= 9

Wesley Crusher's rating= 9.5

Matt Hubbard's rating= 9

J. Holt Kernodle's rating= 6

Jon Wilson's rating= 8.5

Jason's rating= 7

I am still looking for more people to rate cards. If you are interested, let me know.

I am open for suggestions if you have any. Also any comments would be appreciated.

A collection of all Cards of the Day can be found on the web at <http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you for reading,

Habib            Habib@ibm.net

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

ST:CCG Card of the day

Habib's STCCG card of the day #23

Hello all and welcome to another exciting edition of Habib's Card of the Day. Today we will look at one of the very best Romulan personnel there is.

SELA

Personnel

Romulan V.I.P.

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

Command ability

Diplomacy Leadership Treachery

Youth

INTEGRITY 6 CUNNING 9 STRENGTH 8</PRE>

This is a really good card if you are using Romulans. She has a bunch of good skills. Also another good thing is that she has integrity of 6, so she won't die in a firestorm, something that almost always works on Romulans. Treachery is always a good thing for a Romulan to have because of the great deal of Romulan missions requiring it. Also diplomacy is good to get by stuff too. And leadership is never a bad thing to have. If you are playing as Romulans, I suggest you use this card.

Card Rating (1=worst 10=best)

Habib's rating=	8
Wesley Crusher's rating=	7.5
Matt Hubbard's rating=	8.5
Joseph H. Kernodle's rating=	8.5
Jason's rating=	7
Jon Wilson's rating=	8.5

If you want to rate cards too, let me know as soon as possible because the list of the next batch of cards is going out tomorrow.

Questions, comments, and suggestions are greatly appreciated.

A complete list of all the cards of the day can be found at <http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you all for reading,

Habib          Habib@ibm.net



## 1.25 STCCG.guide/ST:CCG Card of the Day/Mot the Barber

ST:CCG Card of the day

Habib's STCCG card of the day #24

Greetings all and welcome again to Habib's Card of the Day. Today we will look at um... an interesting card. That's about all you can say. It's everyone's favorite card...

MOT THE BARBER

Personnel

Federation Civilian

"Bolian male. Convival barber aboard the  
U.S.S. Enterprise

.  
Snappy conversationalist."

Barbering

INTEGRITY 6 CUNNING 4 STRENGTH 5

Now you may be asking yourself why I put this card in. To tell you the truth I'm asking myself the same question. But actually I've had a few requests for this card, plus I just like it.

Anyway there really isn't a whole lot of strategy involved in this card. His numbers are pretty low, and at the moment barbering is useless. But one of my readers actually uses this card. He says that it is used for psychological advantage. Basically so if you win you can really let your opponent have it. And if you win by using Mot's skills, it's even better. But that's really the only real use for it as far as I can tell. Except for to use as as civilian for the

Kurlan Naiskos  
. Also for humor value.

Card Rating (1=worst 10=best)

Habib's rating for the card itself=	11
Habib's rating for the usefulness of the card=	1
Wesley Crusher's rating=	2
Matt Hubbard's rating=	4
Joseph H. Kernodle's rating=	.005
Jason's rating=	10
Jon Wilson's rating=	3.1415

If you want to rate cards too like the people above let me know.

I am always open for suggestions if you have any.

There will be no card of the day tomorrow, but it'll be back on Sunday.

Complete collection of Habib's Card of the Day<BR>  
<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you all for reading,

Habib      Habib@ibm.net

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

ST:CCG Card of the day

Habib's STCCG card of the day #25

Hello again and welcome back to Habib's Card of the Day. I am very sorry that I have not posted for a few days but my life has been very busy these last few days. I just haven't had the time. From now on don't be surprised if you don't see Card of the Day every single day. But I'll do my best to get as many in as I can. I will probably be able to do one every other day or so. Well anyway, today's card is one of my personal favorites.

PALOR TOFF-ALIEN TRADER

Interrupt

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

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

This is just an all around good card to have in any deck. It's especially good if you're not playing tournament and can retrieve artifacts. If you allow this, you can use the

Betazoid gift box  
 over and over, and get out all  
 your good cards in a few turns. But most people won't  
 allow that.

Other good card to retrieve are  
 Kevin Uxbridge

Amanda Rogers  
 , and Q2. That way if you're out  
 of cancel cards, you can just get them all back.

Other good cards to get back are  
 Red Alert  
 , if your opponent

has canceled it, or other nasty events such as Supernovas  
or

Anti-Time Anomalies

. Also if you want to retrieve a  
dead personnel card, you can use Palor Toff on  
Res-Q  
cards

and use them over and over.

Another good use for this card is if your outpost has been  
destroyed and you still have some engineers left. Then you  
will still have a chance of winning.

Card Rating (1=worst 10=best)

Habib's rating=	9
Wesley Crusher's rating=	9
Matt Hubbard's rating=	9.6
Joseph Kernodle's rating=	10
Jon Wilson's rating=	9.5
Tim Kwong's rating=	8
Allen Castaban's rating=	10
AVERAGE RATING=	9.3

All mail regarding Habib's Card of the Day should be  
sent to Habib@ibm.net

Web Site

<http://math.uwaterloo.ca/~daroloso/Habib/>

Thank you all for reading,

Habib Habib@ibm.net

## 1.27 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #26

Hi, folks,

today's card is probably the one everybody expected me to do first, but I  
guess, with this net.alias I am just supposed to do it :-)

WESLEY CRUSHER

Federation Personnel, rare.

Integrity:6

Cunning: 8

Strength: 5

OFFICER, Youth, ENGINEER, Computer Skill, Astrophysics, Navigation.

---

"Ensign Wesley Crusher was a child prodigy. Protege of the  
Traveler

Son of

Dr. Beverly Crusher  
. Saved the  
U.S.S. Enterprise  
3 1/2 times

as a teenager."

In our playing group this card was quickly nicknamed "Poor man's  
Data  
".

This name makes sense insofar as the skills are quite similar (They have  
OFFICER, ENGINEER, Computer Skill and Astrophysics in common).

However, the small difference in Skills seems to make  
Data

a little more

suited for planet missions whereas Wesley with his navigation skill seems  
somewhat slated to space missions.

So probably every deck with a need for

Data

can also benefit from

including Wesley. Especially when you plan on going around  
with more than one ship this card will greatly benefit your  
secondary crew.

Even when you just use one ship you still have two chances to get out a  
badly needed card without duplicating a personnel.

I include this card in all my federation decks.

Favorite combo(s):

- Use Wesley with

Picard

as a two-man "complete any mission"

team, bringing them in \*after\* the rest of your crew has sucked up the  
dilemmas.

Card Rating (1=worst 10=best) WESLEY CRUSHER:

Wesley's rating:	8.5
Jon's rating:	9.0
Allen Castaban's rating:	9.0
Tim Kwong's rating:	9.5
Jason's rating:	7.5
Habib's rating:	8.0

-----  
AVERAGE RATING: 8.4

So that was my first try. Flames, constructive criticism, praise and  
whatever should please be directed to the following email address:  
blohmer@pips11.informatik.uni-mannheim.de

At the moment, there is no Card of the day Web page.  
 Dani (daroloso@math.uwaterloo.ca), if you're still there and listening,  
 could you continue to do the WWW stuff ? If so, what would be the most  
 convenient way for you to get the reviews ?

Attn: Joe Kernodle! I cannot seem to reach you, all mail returns with  
 "host unknown". If you still want to participate, please drop a short note  
 with the correct address.

Thanx for listening,

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.28 STCCG.guide/ST:CCG Card of the Day/Kahless

ST:CCG Card of the day

Wesley's STCCG card of the day #27

Hi, folks,

today's card is one of those cards whose name promises much more than  
 the cards will keep later:

KAHLESS

Klingon personnel, rare

Integrity:	10
Cunning:	6
Strength:	8

V.I.P, Honor x2

"Cloned reincarnation of the Klingon Spiritual leader Kahless the unfor-  
 gettable. Installed as ceremonial emperor in 2369."

This was one of the last cards I got for my set, and with the other Klingon  
 big guys around I was really awaiting to see awesome stats and skills.  
 When I then found the card in the pack I was more than just disappointed.  
 A meager Honor x2 for the top Klingon ?

On second sight however, this card is not as bad as it looks. Granted, it  
 has nothing to offer in the skill box, but the stats aren't to be ignored.  
 A Klingon personnel-poor deck can greatly benefit from this card, es-  
 pecially with missions like Wormhole Negotiations(R), Investigate  
 Disturbance(R) or Krios Suppression(U). I am including this card in my deck  
 if I play for example:

- an all-Klingon battle/  
     Rogue Borg  
     deck with little personnel

- A Fed/Klingon deck that needn't rely on treaties.

Favorite combo(s):

- no combos. More like deck designs (see above).

Card Rating (1=worst 10=best)      KAHLESS:

Wesley's rating:	5.5
Jon's rating:	6.0
Allen Castaban's rating:	2.0
Tim Kwong's rating:	Oops, he doesn't have that card...
Jason's rating:	7.0
Habib's rating:	6.0
-----	
AVERAGE RATING:	5.1

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.29 STCCG.guide/ST:CCG Card of the Day/Res-Q

ST:CCG Card of the day

Wesley's STCCG card of the day #28

Hi, folks,

today's card is the first of a series of 5 non-personnel cards which IMHO make for much more interesting reviews than yet another nice guy...:

RES-Q

Event, common

Regenerates a card. Exchange this event for any one card from your discard pile.

"Q once saved

Captain Jean-Luc Picard

's life following an injury from a compressed Tetryon beam"

This card seems very similar to the already reviewed

Palor Toff

. However

it has one distinct advantage and one not so obvious disadvantage.

On the one hand it can resurrect personnel, too, but on the downside this card is one turn slower than

Palor Toff

and less useful in emergencies.

So most players reserve this card for resurrecting their personnel and

rely much more on

Palor's

.

There is also a much more subtle advantage to this card which is actually a psychological one. When you need to be absolutely sure to resurrect some card, you can count on your opponent not wasting a

Kevin Uxbridge

(U) on

your Res-Q (she thinks "Oh, just some personnel"), but many smart players use

Amanda Rogers

(U) on

Palor Toff

thereby effectively getting two strong

cards out of their way.

Favorite combo(s):

- This card works very well in conjunction with

Palor Toff

(C). I stack lots

of

Palors

and just one or two Res-Q's. When I then need a personnel

I use

Palor

on Res-Q, when I need something else I saved myself a turn...

- The above-mentioned bluff. The resurrected card will most probably be some nasty interrupt then...

Card Rating (1=worst 10=best)

RES-Q:

Wesley's rating:	9.0
Jon's rating:	9.5
Allen Castaban's rating:	6.0
Tim Kwong's rating:	8.5
Jason's rating:	8.0
Habib's rating:	8.0

-----  
AVERAGE RATING: 8.2

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.30 STCCG.guide/ST:CCG Card of the Day/Barclay's Protoplasmic Disease

ST:CCG Card of the day

Wesley's STCCG card of the day #29

Hi, folks,

today's card is probably my favorite dilemma:

BARCLAY'S PROTOMORPHOSIS DISEASE

Planet/Space Dilemma, rare

Point value: 10

Entire crew or away team (except andriods) de-evolves (dies) unless MEDICAL, SCIENCE and SECURITY present. Discard Dilemma.

"Contagious affliction which causes animals to de-evolve into ancestral forms. Disease named for Lieutenant Reginald Barclay."

This Dilemma qualifies as my most used in any deck type and against any opponent, because it has three distinct features:

- The Planet/Space distinction makes it useful even against those "6 planet" or "6 space" surprise decks.
- Its effects are great.
- It's not too easy to overcome.

Many players seem to get panicked when they fall behind on points and that's probably the best time to nail them with this dilemma. Also, if I can figure out where my opponent is going to place her outpost, that's the location to place this. She will probably try to uncover an artifact there quickly and beam down with an incomplete crew - BAM!

The card is effective alone (when you are short on usable dilemmas) or even more so behind cards which drag away personnel. Useful preparations for this card include the

Tarellian Plague Ship  
(U) or the  
Love Interests  
(C). A

quick Disruptor Overload on a Medical Kit is another way of increasing the effectiveness of this card.

Favorite combo(s):

- This one after a  
female love interest  
(C). The latter will suck up what  
will most probably be a SCIENCE or MEDICAL and your chances of nailing  
somebody suddenly improved!

Card Rating (1=worst 10=best) BARCLAY'S PROTPOMORPHOSIS DISEASE:

Wesley's rating:	9.5
Jon's rating:	8.0
Allen Castaban's rating:	7.0
Tim Kwong's rating:	8.5
Jason's rating:	8.5
Habib's rating:	8.0

-----



AVERAGE RATING: 8.3

Wesley calls for help! Does anybody out there have a file with the text on all cards (both game effects and flavor text) ? I have better uses for my time than retyping the card text...

Please direct all email concerning card of the day to:  
blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.31 STCCG.guide/ST:CCG Card of the Day/Q

ST:CCG Card of the day

Wesley's STCCG card of the day #30

Hi, folks,

today I am getting really lazy and to save some typing, let's use a card with a really short name:

Q

Planet/Space dilemma, rare

Point value: 0

If 2 Leadership and INTEGRITY>60 discard all dilemmas here. Otherwise, it allows opponent to rearrange spaceline locations. Discard Dilemma.

"Incorrigible, extra-dimensional member of the Q continuum, a race of omnipotent beings. Q exhibits a childlike petulance and sense of playfulness."

Along the lines of yesterday's review, I am once again evaluating this dilemma under three aspects: Flexibility, Effect and Requirements.

While the requirements are the hardest for any dilemma, this card vastly lacks on the effects side. At best, this can slow my opponent down by two or three turns, but not in a way as predictable as say a

Rogue Borg  
(C).

The best use for this card IMHO is using it as a great dilemma-nullifier under a location you intend to visit with a large crew. Play Q there last so there will not be any other dilemma encountered first and you will know exactly what to expect.

When arranging the spaceline I tend to isolate my opponent's ships on one side and all the missions he can still complete on the other, making sure the outpost is also far away from any of my opponent's missions.

Not a card for any deck, but a nice surprise anyway...

Favorite combo(s):

- Place this last under my own outpost and a put a bunch of artifacts (or at least a Horga'hn) there, too. Then wait for my Federation crew to do its work. (Works best with crew-laden, dilemma-heavy decks that play very fast)

Card Rating (1=worst 10=best) Q

Wesley's rating:	6.5
Jon's rating:	8.5
Allen Castaban's rating:	10.0
Tim Kwong's rating:	8.5
Jason's rating:	9.0
Habib's rating:	7.0

-----  
AVERAGE RATING: 8.2

Please direct all email concerning card of the day to:  
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LLAP,

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

## 1.32 STCCG.guide/ST:CCG Card of the Day/Amanda Rogers

ST:CCG Card of the day

Wesley's STCCG card of the day #31

Hi, folks,

before we return to one more member of our beloved bridge crew, let's just take a quick look at one of my favorite interrupts:

AMANDA ROGERS  
Interrupt, uncommon.

Nullifies any one Interrupt card just played (except Kevin Uxbridge or another Amanda Rogers) OR any one Artifact just played as an Interrupt card.

"Female Q raised as a human on earth. Was taken to the Q continuum by Q after she could not resist the benevolent use of her powers." ↔

This is a very defensive card. Its use is to ensure your own flow of the game when your opponent tries to disrupt you with some or another nasty interrupt. Prime candidates for Amanda's power are The Devil(R) when

used on my Horga'hn(R), Crosis(R) (turning the tide in about any rogue Borg attack) and Disruptor overload(C).

A less obvious use of Amanda is to nullify interrupts your opponent plays on himself. Although most players will be smart enough to use her on a Palor Toff(C), I also like nullifying any Scan-type card or Particle fountain(C). The latter play once saved me a game when I could keep my opponent on 95 and then pass 100 points on my next turn. Needless to say he was p\*ss\*d :-)

Favorite combo(s):

- Use one Amanda twice by Palor'ing her out of the discard pile when the opponent Q2's her away...
- Amanda my opponent's Palor Toffs as he tries to retrieve an urgently needed interrupt.

Card Rating (1=worst 10=best) AMANDA ROGERS

Wesley's rating:	8.0
Jon's rating:	8.6
Allen Castaban's rating:	10.0
Tim Kwong's rating:	8.5
Jason's rating:	8.5
Habib's rating:	8.0
-----	
AVERAGE RATING:	8.8

LLAP,

Wesley Crusher, the new STCCG Lord

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

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

ST:CCG Card of the day

Wesley's STCCG card of the day #32

Hi, folks,

let's continue with the next installment for the Bridge Crew reviews:

GEORDI LA FORGE

Federation Personnel, rare

Integrity: 8  
Cunning: 8  
Strength: 6

ENGINEER x2, Navigation, Physics, Computer Skill

Command ability (\*)

---

"Lt. Commander Geordi La Forge is chief engineer aboard the

U.S.S. Enterprise  
. Great sense of humor. Fortuitous holodeck programmer."

Geordi belongs to the few personnel who are actually named on a mission (Evaluate Terraforming(R)). This and the fact that he comes very close to solving the Explore Dyson Sphere(R) thing all on himself (he'll just need one lowly Engineer to help him) makes him a somewhat special character.

But IMHO his major Strength lies in overcoming dilemmas. There are three dilemmas that require two ENGINEER, one dilemma that can be overcome by one ENGINEER and one that needs Computer Skill. This makes him alone a solution to 11% of all dilemmas not counting those others where he is the keystone to a two-personnel solution.

This and his very balanced, high attributes make him one of the very best Federation cards.

Like

Wesley  
, Geordi has his Strength more in Space dilemmas and missions than in the planet ones.

It should lastly not be forgotten that this card can be a potential life-saver when it comes to battle as he will increase

Nutational Shields

by

4 points. All ships with shields of 8 or more (which includes all the Galaxy class starships) are thus protected against a

Borg

direct

destruction.

Favorite combo(s):

- As stated: Geordi +  
Nutational shields  
makes for a not-so-vulnerable  
ship compared to a  
Borg cube  
. I always keep him aboard when  
attempting space missions.

- Bryan uses Geordi together with  
Data  
to solve the missions requiring  
Engineering as their extra skills fit those greatly. Needless to say, his deck has lots of these missions...

Card Rating (1=worst 10=best) GEORDI LA FORGE

Wesley's rating: 9.0  
Jon's rating: 9.0  
Allen Castaban's rating: 7.0  
Tim Kwong's rating: 9.0

Jason's rating: 8.5  
 Habib's rating: 8.5  
 Bryan's rating: 10.0  
 Data's rating: (I will tell as soon as I have it)

-----  
 AVERAGE RATING: 8.7

Please direct all email concerning card of the day to:  
 blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.34 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #33

Hi, folks,

today I'm reviewing the one card everybody either hates or loves (and I've never seen any player having just one in their deck - either it's none or it's heaps!):

ROGUE BORG MERCENARIES

Interrupt, common.

Plays on any occupied ship. Battles crew now and at the start of every players' turn. Two Borg=2 STRENGTH each, three =3 each, etc. Surviving Borg remain.

"Upon Hugh's return to the Borg collective, the Borg became self-aware. Soon, many unquestioningly followed their first leader, Lore."

This is a card that has two distinct uses and also probably the one card for which the possible combos have a little too obviously been presented in the card texts.

The first use of RB is of course mass elimination of opponents' crews. With a force of six or more RB you are pretty sure to cause some damage and if you get a lucky draw for the first one killed you'll eliminate that officer and take free shots at the rest of the crew.

Note that battle occurs twice every full turn so five RB will only last three turns should they get on the losing side.

The more subtle (and even more devastating) use of the RB is playing them one at a time at the start of your opponent's turn. Although the RB is easily beaten, the crew is stopped for that turn and next turn you can play

another RB.

So it is essentially a half-strength Temporal Rift, too. Actually it's better than that as you can also attack the affected ship without fearing the retaliation shot.

Favorite combo(s):

- Rogue Borg + Rogue Borg + Rogue Borg + Rogue Borg + [...] + Crisis:  
One less crew
- Rogue Borg + Temporal Rift: Three turns gained to draw something sensible or get a few points
- Rogue Borg (x5) + Crisis + Lore returns on a ship that just wanted to leave an opponent's outpost: As soon as the battle is over beam the RB down to the outpost and Uxbridge her Red Alert: She'll never play a single personnel that won't get killed. (Hey, that was a tournament win for me!)

Card Rating (1=worst 10=best)      ROGUE BORG

Wesley's rating:	7.0
Jon's rating:	5.0
Allen Castaban's rating:	5.0
Tim Kwong's rating:	9.0
Jason's rating:	9.0
Habib's rating:	6.5
Bryan's rating:	
Data's rating:	

-----  
AVERAGE RATING:                      6.9

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.35 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #34

Hi, folks,

after yesterday's offensive card let's take a quick look at its counterpart:

HUGH

Interrupt, rare

---

Nullifies attack by

Borg Ship  
OR destroys (discard) all  
Rogue Borg  
at one

location.

"The Federation named a rescued Borg, Hugh. When he returned, his newly acquired self-aware personality collapsed the Borg collective."

The card text already states that Hugh has two uses, one somewhat sensible, the other one not so sensible at all.

The more efficient use is to play him on a bunch of

Rogue Borg  
when they

are strong enough to wipe out your crew or just keep you from completing an important mission. However, in the latter case of a disturbing attack by a single

RB

,

Amanda Rogers

(U) will have the same effect and she is a much

more versatile card. Also, there are quite a lot of other defenses against an

RB

attack. Both the Temporal Rift (U) and the

Emergency Transporter Armbands

(C) will effectively nullify an attack by removing the legal target (occupied ship). Also, a simple Phaser/Disruptor and a large crew will make the number of

RB

needed to successfully win prohibitively high unless there is at least one Crisis with them. In most cases I just resort to

Amanda'ing

the Crisis and the rest will most probably fall.

Even of less use is the "nullify

Borg Ship

attack" function. As you can con-

trol when to attempt missions, there is no need to uncover a

Borg Ship

with a defenseless ship of yours unless you're in a really bad ↔  
position to

start with. The only justification for including Hugh on this basis is when you play the

Borg ship

yourself and need a defense in case your opponent gets

it a little too early for your taste...

Favorite combo(s):

- None. Hugh is just a counterspell.

(OOPS, that was the MtG player speaking :-)

Card Rating (1=worst 10=best) HUGH

Wesley's rating: 4.0  
 Jon's rating: 4.0  
 Allen Castaban's rating: 9.0  
 Tim Kwong's rating: 8.0  
 Jason's rating: 10.0  
 Habib's rating: 6.5  
 Bryan's rating:  
 Data's rating:

-----  
 AVERAGE RATING: 6.9

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.36 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #35

Hi, folks,

and welcome to a new (second last) installment of our fabulous eight:

WORF

Federation Personnel, rare.

Integrity: 8  
 Cunning: 6  
 Strength: 10

SECURITY, Honor x 2, Navigation, Diplomacy, Command Star(\*).

"Lieutenant Worf is chief of security on the  
 U.S.S. Enterprise  
 . Klingon

Warrior and Starfleet officer. Son of Mogh. Raised on Earth by foster  
 parents."

This card is IMHO the second best Security officer in the game after

Roga Danar

. No Federation deck can really afford to be without him.

One of the most overlooked abilities of Worf is the fact that he counts as  
 a Klingon as well for cards as Klingon Death Yell(R) or



Klingon Right of Vengeance(C). Especially in a mixed Klingon/Federation deck this ability ←  
 makes for a good use of these otherwise not-so-useful interrupts.

Worf's Honor, Diplomacy and Navigation make him much more suited to mission-solving than to suck up Dilemmas, however in most decks he will provide the much needed security and thus the player is forced to expose these valuable skills. I might however leave him behind when I have both  
 Roga Danar  
 and Tasha Yar in my away team.

Worf's attributes make him one of the rare crewmembers who are quite proficient in all three areas. Especially as Strength is a bit on the low side for those little Feds, he can make up for this almost alone.

His major drawback is the (quite well-known) Worf-  
 Wesley  
 duel paradox.

When these two characters come to battle one-on-one (I know this isn't legal with today's rules, but there might be a card for this someday... [Let's call it Conspiracy (event): Your Federation crew may now attack all affiliations.]

Wesley  
 wins hands down as he's an Officer capable of leading an away team battle, but Worf is not. Well probably Worf is impaling himself on his Bat'Elth at this thought and that's why. :-)

Favorite combo(s):

- Worf + Honor Challenge(R): Two less Rommies (One for the Challenge, one for the Strength)
- Worf + Klingon Right of Vengeance: 20 Strength. Ouch!
- Worf + Alexander : Just because it's cool.

Card Rating (1=worst 10=best)

Wesley's rating:

Jon's rating:

Allen Castaban's rating:

Tim Kwong's rating:

Jason's rating:

Habib's rating:

Bryan's rating:

Data's rating:

-----  
 AVERAGE RATING:

Please direct all email concerning card of the day to:  
 blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.37 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #36

Hi, folks,

today I'm doing something for those of you who like those Romulans:

ALIDAR JAROK

Romulan personnel, Rare

Integrity 2

Cunning 8

Strength 8

OFFICER, Navigation, Leadership, Command Star (\*).

"Conscientious admiral who questioned Romulan policy. Eventually stole a scout ship and defected to the Federation in 2366."

At first glance this card doesn't look that bad. Leadership skill, plus two 8's in attributes plus the command star makes for nice reading. Even that Navigation will fit quite handy for a few space missions...

But then, there are some doubts. Integrity 2 and Firestorm?

Alien Parasites

?

And only two skills? Isn't there anything better?

Yes there is. And the best thing about that "anything better" is: It isn't even rare! A lowly uncommon Tebok has one less Cunning than Alidar, but you get a Diplomacy, three extra Integrity (making him Firestorm-resistant) and one more Strength.

What did you say? You need more than one Romulan Officer with Leadership and Navigation? Well, try

Toreth

! She's got one less Strength

than Alidar, but once again, that 5 Integrity and an extra Honor !

To summarize, I can only say Decipher really screwed up on this card. Like the Type VI Shuttle (6/2/4) easily replaced by a runabout (7/5/5) or the uncommon Sutherland (\*+,7/7/7) that can be replaced both by a common Nebula (\*+,8/7/8) or a non-aligned common Mercenary Ship (\*+,7/7/7) this is one of those "filler" cards that don't make any sense to play.

Note to M:tG players here: Your game isn't better in this respect, only in many cases the two cards to be compared are at least different colors which makes some sense. Here I'm always talking SAME AFFILIATION!

Favorite combo(s):

- Well, er, I'm stumped here. What shall I do with a rare card that's worse

than an uncommon of the same affiliation ?

Card Rating (1=worst 10=best) ALIDAR JAROK

Wesley's rating:	3.0(*)
Jon's rating:	6.0
Allen Castaban's rating:	7.0
Tim Kwong's rating:	7.0
Habib's rating:	6.0
Bryan's rating:	4.5
Data's rating:	4.0
Joe Kernodle's rating:	7.0
Simon's rating:	7.5
-----	
AVERAGE RATING:	5.8

(\*) From his skills this should read 4.5, but with TWO cards overshadowing him I had no choice than to downgrade that quite a bit!

Wesley's comment for today:

Great! 9 raters!! Now if we could just get \*one girl or woman\* to join in... Is it really true that ST:CCG is a mens' circle??? Come on, girls. There MUST be at least one of you out there in Cyberspace...

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.38 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #37

Hi, folks,

did I hear anybody say common personnel are useless ? I'll prove the opposite:

VEKOR

Non-aligned personnel, common.

Integrity 2  
Cunning 7  
Strength 6

SCIENCE, MEDICAL, Navigation, Geology, Command Star (\*)

"Representative of female mercenaries operating throughout the Galaxy.

---

Worked with Baran to find the Stone of Gol."

Now that's a card ! Medical is the most sought-after classification (Two times as many cards that need it than those who supply it) and Science ranks third on this scale (About a 1-1 ratio). Then you get Command ability, two extra skills, a female (great for Matriarchal society), the ability to use more than one of these at a time, the permission to use her in any deck (non-aligned IS handy) and on top of all this there is above-average STRENGTH and CUNNING. And all this for the price of a single lousy common !

The only drawback is that 2 Integrity, meaning she will get affected by Firestorms, but quite a few decks will be capable of working around this with either

Genetronic Replicators  
(U) or with a two-wave attempt at mission

solving.

Don't forget about the various \* Scan interrupts and the fact that no space location can hide a Firestorm anyway.

Now what can you use a Vekor for? Just a few examples:

Crystalline Entity  
(Planet),  
Tarellian Plague Ship  
, Gravitic Mine,

Cosmic String Filament, Menthar Booby Trap, Iconian Computer Weapon,

Relief Mission

. Well, these are only those cards she defeats SINGLE-HANDEDLY.

I won't bother listing those she can at least half solve...

For convenience, I just list here all cards that have two different classifications, probably there are more than you think...

Wesley Crusher  
(R),  
Data  
(R), Eric Pressman(U), Bok(U) (OFFICER/ENGINEER)

Mirok  
(U), Dr. Reyga(U) (ENGINEER/SCIENCE),

Roga Danar  
(R) (SECURITY/ENGINEER)

and of course Vekor herself.

Favorite combo(s):

- None. Seriously, this card is good enough on herself.

- On second thought: Vekor and any Dilemma of my opponent except Firestorm and

female love interest  
:-)

Card Rating (1=worst 10=best)	VEKOR
Wesley's rating:	9.0
Jon's rating:	8.7
Allen Castaban's rating:	8.5
Tim Kwong's rating:	5.0 (WHAT ??? :-)
Habib's rating:	8.5
Bryan's rating:	8.5
Jason's rating:	9.2
Holt Kernodle's rating:	8.0
Simon's rating:	8.0
Data's rating:	6.57
-----	
AVERAGE RATING:	7.997

That's a list, isn't it ? Still looking for a girl or two though. I mean, what can a few screen lines cost ?

Tim: Did you rate the wrong card or did you mean what you said ?

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LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.39 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #38

Hi, folks,

I assume you're all waiting, so let's jump right into it with:

ALIEN PARASITES

Planet Dilemma, uncommon.

Unless INTEGRITY >32, Away team infected. They beam back and opponent immediately controls ship and crew until "stopped". Then turn resumes.

"Intelligent parasites enter and take control of a humanoid. Their presence can be detected by a gill like protrusion on the back of a host's neck."

Let's try that one by the three criteria for a dilemma:

Effect: Powerful. You have a lot of options once this dilemma has taken hold. First, you can use the crew to solve a mission and get the points (and artifacts) that go along with it. Nice if this is the last (or only) dilemma at

a location, you can just beam back down, take the mission and whatever comes with it.

However, situations are less than perfect so let's consider a few other options. Second best is of course to indirectly further your own needs and do some damage along the way. So just assume you placed a

Barclay's disease

under a mission you want to later espionage at.

Send the opponent's crew there, beam down all crewmembers except for the SCIENCE guys, have them die. Then redshirt the next dilemma with the SCIENCE you've left. Result: Two dilemmas AND a crew of the opponent's gone :-).

Of course, if you cannot benefit from it, do as much harm as possible. A

Borg Ship

or a

Crystalline Entity

should come handy. If nothing is viable,

at least move away as far as possible and make opponent lose one turn moving back.

Difficulty overcoming: Too low. Any away team worth its name has those 33 INTEGRITY. Even Rommie players will make sure they have enough for this one.

Solution: Play after some nasties. Armus, Alien Abduction and the various opponent's choice Dilemmas come in handy.

Flexibility: No flexibility in placement as this requires combo play. Great however once active.

Note: Being affected by this one and then seeing your opponent passing 100 using your crew is one of the most embarrassing ways to lose! Makes for good bragging if you win like this :-). ObBrag: I did it once.

Card Rating (1=worst 10=best)

- Chalnoth, Microvirus, Archer, Alien Parasites (in this order!): One-two-three-STRIKE!
- Place this card last under a mission. Then score easy points.

Card Rating (1=worst 10=best)      Alien Parasites

Wesley's rating:	7.5
Jon's rating:	7.0
Allen Castaban's rating:	9.5
Tim Kwong's rating:	8.5
Habib's rating:	7.0
Bryan's rating:	9.5
Jason's rating:	9.7
Holt Kernodle's rating:	5.0
Simon's rating:	8.5
Data's rating:	8.3

-----  
AVERAGE RATING:                      8.05

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

## 1.40 STCCG.guide/ST:CCG Card of the Day/Deanna Troi

ST:CCG Card of the day

Wesley's STCCG card of the day #39

Hi, folks,

let's get finished with that #\*?&#36; bridge crew stuff:

DEANNA TROI

Federation personnel, rare

Integrity 8

Cunning 7

Strength 4

OFFICER, Empathy, Diplomacy, Command Star (\*).<BR>

"Lt. Commander Deanna Troi is a 1/2 Betazoid, 1/2 human empath. Counselor for

U.S.S. Enterprise  
 . Imzadi to  
 William T. Riker  
 . Loves Chocolate."

So that's all? Hey, everybody has more OFFICERS than needed, there are cards with Diplomacy that are actually useful and Empathy, well who ever plays with \*Empathy\*??? Then you get a few attribute points and that's it. Not even half worth the money you pay for it.

So, instead of all those combos and playing tips I usually start giving out here, let's hear the voices of my co-gods (raters) on this card (in no specific order):

"Don't have."

Says everything, doesn't it ?

"Nice to look at, but not terribly useful."

I totally agree with the second part :-)

"Well apart from her good looks, not a very useful card"

Are we getting repetitive ?

"However, would you play a complete Bridge crew deck without her ?"

Yeah, for a Bragging deck...

"I don't do much with empaths"

Wise decision.

"Two-dimensional creatures disable them for the rest of the game."

Right that is.

"Her mom is better for empathy."

And the card pictures Majel Barret. Definite plus.

"... and so is Devinoni Ral because he has an extra skill."

and he's non-aligned and he's uncommon...

"Empathy doesn't do much"

Have we heard this before ?

"Don't have her, sorry."

TWO who don't have her. Traded her away ?

"Command ability helps..."

Yes, there are only 20 Feds who have it...

"...but you don't need an extra Diplomacy with people like

Picard

around."

At last - one GOOD card named in this post :-)

""

OK, some people go by the 'If you can't say anything nice, you should not say anything at all' saying...

BTW: I've included ALL comments, so this is no biased selection!

Flames particularly welcome. Wearing fireproof vest.

Favorite combo(s):

- Deanna Troi more than five meters away from my deck :-)

Card Rating (1=worst 10=best)      DEANNA TROI

Wesley's rating:	5.0
Jon's rating:	4.0
Allen Castaban's rating:	7.0
Tim Kwong's rating:	Doesn't have
Habib's rating:	6.5
Bryan's rating:	4.0
Jeff's rating:	4.0
Holt Kernodle's rating:	5.0
Simon's rating:	Doesn't have
Data's rating:	7.9
Jason's rating:	7.0

-----  
AVERAGE RATING:                      5.60

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PS: Hope you found it, something is wrong at our machine and my little name hack will take a few days to reconstruct :-)

LLAP,

Wesley Crusher, the new STCCG Lord

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



## 1.41 STCCG.guide/ST:CCG Card of the Day/Nutational and Metaphasic Shields

ST:CCG Card of the day

Wesley's STCCG card of the day #40

Hi, folks,

I'm really getting tired of that one-card-a-day routine, so let's bring about some change and do TWO cards in one article:

NUTATIONAL SHIELDS / METAPHASIC SHIELDS

Events, both uncommon.

Plays on table. New technology enhances each of your ship's shields +2 for each ENGINEER [SCIENCE] aboard. Cumulative.

"Nutation adjusts the shield frequency phase rotation, thereby increasing shield efficiency. Used against the Borg in 2367." [Nutational]

"Revolutionary shields using overlapping subspace fields. Invented by Ferengi Dr. Reyga." [Metaphasic]

Yeah, two cards, one effect. The only little difference is the trigger. Of course this difference isn't that small and actually it's a way to make this card type a little more powerful than it would otherwise be. Depending on deck style, some people play with more ENGINEERS than SCIENCE (the majority), some others (especially Klingon players) have the ratio inversed.

And don't forget that in Highlander decks this is an opportunity to quasi include two of this highly useful card in your deck.

Now what is it actually worth ? Shields are used in various instances in the game and are affected by attacks, two dilemmas and two interrupts.

Now what shield strength do you need to overcome various problems ?

Here's a list:

A Shields 5	to survive Loss of Orbital Stability(C Int)
B Shields 7	to survive
	Crystalline Entity
	(R Dil).  
C Shields 8	to avoid Auto-Destruct Sequence(U Int) damage
	Survive any number of
	Borg
	attacks, if docked at
	a Romulan or Klingon Outpost
D Shields 9	Immunity to non-enhanced ship weapons
	Survive any number of
	Borg
	attacks, if docked at
	a Federation Outpost.
E Shields 11	Immunity to ships with Bynars weapon enhancement (R)
F Shields 12	Survive a single
	Borg Ship
	(R Dil) hit (anywhere)

G Shields 24                    Survive any number of  
                                  Borg Ship  
                                  attacks (anywhere)

H Shields 27                    Immunity to  
                                  Kurlan Naiskos  
                                  'ed ships.

Reasonably, you can expect to gain 4 to 6 SHIELDS on each of your ships. For the more commonly used ships, this would give the Galaxy class and other big ships at least an "F" protection, Runabouts are now "D" or "E", even the small Shuttles are at least "A", if not "B" or "C" protected. Having both

cards in play could make a  
                                  Husnock ship  
                                  "G", as 2 times 6 plus the basic  
 12 just pushes it over the edge.

A well-equipped

Enterprise  
 with  
 Wesley  
 (2),  
 Data  
 (2),  
 Geordi  
 (4),

Roga Danar  
 (2) and an Engineering Kit (8;  
 Wes  
 ,  
 Data  
 ,  
 Riker  
 &  
 Picard  
 ) could even

qualify for "H", meaning it would withstand a shot from a massive Warbird with a

                                 Kurlan Naiskos  
                                  aboard without even taking a single dent... (Using the  
 Nutational variant, accomplishing this with Metaphasic shields seems less realistic).

In my decks, I only use one of these cards (normally the Nutational, as my best decks are Fed or Rommies). With those lots of Engineering personnel I get enough protection from just one and an Engineering kit also doubles the protection besides having additional uses.

Favorite combo(s):

- My above standard crew + the shield enhancer: Just fire at me, may I start laughing ?
- Nutational Shields + Engineering kit
- Metaphasic Shields + Tricorder

Card Rating (1=worst 10=best)

NUTATIONAL                    /                    METAPHASIC

Wesley's rating:	8.0	7.0
Jon's rating:	9.5	8.0
Allen Castaban's rating:	7.0	7.0
Tim Kwong's rating:	8.5	8.5
Habib's rating:	8.5	7.5
Bryan's rating:	10.0	9.0
Jeff's rating:	8.0	7.5
Holt Kernodle's rating:	8.0	7.5
Simon's rating:	8.0	9.0
Data's rating: (no joke!)	9.4444564	9.4443457
Jason's rating:	8.5	7.5
-----		
AVERAGE RATING:	8.5	8.0

PS: Get ready for something special in two days.  
 As you all know, "42" is the answer to life, the universe and about everything,  
 (OOPS, wrong film:-) ) so you might find it in "Wesley's card of the  
 day #42"

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.42 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #41

Hi, folks,

everybody is getting crazy about that new expansion to that other CCG, but  
 this should not stop me from posting a new card (though I am wading in  
 booster wrappers, too :-) )

If I am right, we haven't had a ship in ... well a long time, so today's  
 is:

HUSNOCK SHIP

Non-aligned ship, uncommon, universal.

Range 6

Weapons 9

Shields 12

Requirement: \*++

Holodeck, Tractor Beam

---

"With a single thought,  
     Kevin Uxbridge  
     killed the entire Husnock race (150  
 billion lives) everywhere in the universe. Their powerful ships remain."

With this ship comes a great advantage (Shields 12), a possible advantage (Holodeck; great for Klingons and Romulans) and a major disadvantage (Range 6). So we have a card that will be incredibly useful for some strategies and devastating to others.

Let's first look at the decks this card will not fit. A prototype for this is my Federation-only tournament deck built for maximum speed. With a range of 6 most moves will be 2 or even 1 location only, so a trip from one end of the spaceline to the other will easily cost me 8 turns I do not have in a speed deck. To summarize, any deck built on speed or any deck designed to counter speed decks will not benefit from a Husnock Ship.

However there is a deck type that can make a devastating use out of a single Husnock. I call this the "25-0" deck. This style of play requires lots of Dilemmas and battling and piles of cards designed to slow down the opponent so she won't solve any mission. Normally I build such a deck around Romulans and Space missions so I can make use of Holo personnel. Required cards are Crosis(R), 4 to 7

    Rogue Borg  
     (C), Lore returns(R) and  
     Kurlan Naikos  
     (R).

A Supernova(R) and a

    Tox Uthat  
     (R) don't hurt, either. Alternatively and less

riskily you can supply a Bynars' Weapon Enhancement or two. My personnel is strongly supplemented by non-aligned folks with high Integrity so I can throw in a

    Q  
     to get my  
     Kurlan Naikos  
     . The Idea behind it is: Solve the  
     Q'ed  
     mission

with the

    Naikos

    underneath (25 pts), use it on the Husnock for Weapons 27 and simply shoot at everything that starts moving. Unless the opponent has multiple shield enhancers, she'll lose a ship every turn. If all goes well I manage to sneak a

    RB

    force into her outpost or Supernova it away,  
 removing her from the game.

Favorite combo(s):

- As shown above. More a deck design, but the key cards are

    Kurlan Naikos

    and perhaps a Bynars' Weapon Enhancement (WEAPONS 33 - Kill ↔  
     those pesky

    outposts!)

Card Rating (1=worst 10=best) HUSNOCK SHIP

Wesley's rating:	6.0
Jon's rating:	5.0
Allen Castaban's rating:	7.0
Tim Kwong's rating:	9.0
Habib's rating:	7.0
Bryan's rating:	commented on it, but forgot the rating...
Jeff's rating:	7.3
Holt Kernodle's rating:	8.0
Simon's rating:	9.0
Data's rating:	7.9
Jason's rating:	6.5

-----  
AVERAGE RATING: 7.27

Remember to log in tomorrow, for #42, the answer to life, to the universe and to the question of questions!

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

### 1.43 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #42

Hi, folks,

yesterday's trekdinner was a bit long, so you had to wait a day longer for the answer to life...

the universe...

and the burning question...

What is the WORST card in Star Trek: CCG ?

---

Well, the answer is:

TACHYON DETECTION GRID

Interrupt, common.

Must have at least four of your ships in play to use. Play on any cloaked ship to detect its presence. Ship is forced to de-cloak for rest of turn.

"Network of active tachyon beams between many ships. Devised by

Lt. Commander Geordi La Forge  
in 2368 to detect cloaked vessels."

Ho-Hum. So where do I start analyzing here? Obviously this card has two facets worth reviewing. A prerequisite and an effect. Let's ignore the prerequisite for a moment and look at the effect: One ship is forced to de-cloak for rest of turn. What can I do with it? Yep, I can attack that ship, provided neither of the player plays Feds (If I do, I cannot attack, if he does, what cloaked ship?). Also, at least one of us must be a Klingon player, as Rommies cannot attack other Rommies. So to get a chance of using this, we must have one out of the K/K, R/K or K/R combinations. Even if all nine affiliation combinations had the same probability, this would work out to a 67% chance of the card having NO EFFECT AT ALL! (Actually, it's worse - Most people play Federation).

So let's think of not attacking but playing an interrupt (or event) that can not affect cloaked ships:

We could use Warp Core Breach(R), but he has an ENGINEER aboard, pretty sure. Nah.

Neural Servo Device(U)? Works only on non-aligned ships, so no cloaking device.

Incoming message

(U) ? Why not wait

until he de-cloaks to attempt a mission - He'll be much further away from the outpost then!

Temporal Rift(U) ? This is a natural event, so you can play it on the cloaked ship.

Rogue Borg

(C) ? Again, I can wait; it doesn't really

matter when my opponent loses a few turns and personnel - he cannot attempt a mission before I get him.

Disruptor Overload(C) ? Once again - wait.

---

Ship Seizure(C) ? Hey - cloaked ships are not empty!

Time Travel Pod

(R) ? Again - patience, your time will come!

So isn't there anything we could do ? Sorry ? What did you suggest here ?

Plasma Fire(U) ? Nice try. Could actually work as SECURITY is not that common.

So let me summarize: We have a card that allows us to use a Plasma Fire on a cloaked ship. Great.

Now let's take a look at the cost: We need four ships in play. So that means we need five or six in the deck to get them out. Six ships ? Anybody playing with more than four ? Doh. Add a card slot in your deck that could be used for something sensible (like a Temporal Rift, if you don't have any better ideas) and you're stuck with four useless cards (2 ships + the Grid + the Plasma Fire).

But I won't discourage anybody from using it, as long as he plays against me :-)

Favorite combo(s):

- You didn't expect me to write anything here, did you ??
- On second thought: Four of them in my opponent's deck.

Card Rating (1=worst 10=best)      TACHYON DETECTION GRID

Wesley's rating:	-9.999 (Sorry, 1.0 of course)
Jon's rating:	4.1
Allen Castaban's rating:	2.0
Tim Kwong's rating:	1.0
Habib's rating:	1.0
Bryan's rating:	---
Jeff's rating:	0.3 (Guess we should say 1.0 here, too)
Holt Kernodle's rating:	---
Simon's rating:	---
Data's Rating:	6.7 (Huh ?)
Jason's Rating:	1.5
-----	
AVERAGE RATING:	2.3

Please direct all email concerning card of the day to:  
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"A couple of lightyears can't keep good friends apart"

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

## ST:CCG Card of the day

Wesley's STCCG card of the day #43

Hi, folks,

really got you yesterday, didn't I ? :-) Too bad I don't have another nasty idea, just a nasty dilemma:

TARELLIAN PLAGUE SHIP

Dilemma, Space, uncommon.

5 points.

All ship's crew immediately die from plague unless MEDICAL volunteers to permanently beam over (discarded) to Tarellians. Discard Dilemma.

"Ship containing the survivors of a Tarellian War plague. Infected from biological weapons, they are now refused entry everywhere."

Oops, nice card! You actually get an improved Armus and a weakened

Barclay's disease  
in one card.

The dilemma could also be worded: "Unless MEDICAL present, all of ship's crew are killed. If there are survivors, one MEDICAL (owner's choice) is killed." Of course, this doesn't sound as good, but it shows the two-dilemma nature of this card.

Analysis for the first part:

Effect: great. Maximum damage, not preventable by

Genetronic replicators

or

similar nasty stuff.

Conditions to overcome: quite easy. No serious player goes anywhere without at least one MEDICAL.

Flexibility: Not too great. Most people play more planet than space missions, so you don't get too much choice.

Conclusion: The first part in itself would at best make a mediocre dilemma.

Analysis for the second part:

Effect: Pretty standard. One less crewmember. Owner's choice, too. But we get to nail a MEDICAL, which is the most-needed skill. Also, chances are very good we get rid of a female, so let's use that

Love Interest

+

Matriarchal Society

combo elsewhere.

Conditions to overcome: Well, I don't see a way around...

Flexibility: As for part 1.

Conclusion: Nice little Space Armus. One minor benefit, one minor drawback, if compared head to head.



Total evaluation: An Armus with a minor chance to get the whole crew. Works best on those Equipment-heavy players, depending on the rules you play by (is there an official ruling on this ?) the opponent either loses OFFICER + Medical kit or if this is disallowed, the whole crew. Oops...

Combinations: Would combine quite well with the female-hosers, unfortunately these are all planet stuff. Sets you up quite nicely for a  
     Barclay's disease  
     or a Menthar booby trap, but for nothing else :-)

A definite inclusion in every deck (though I might sideboard it in a tourney, as there are so many planet missions played there)

Favorite combo(s):

- Place it right before a  
     Barclay's disease  
     (R): get one with the first, the  
     rest with the second :-)

Card Rating (1=worst 10=best)  
 TARELLIAN PLAGUE SHIP

Wesley's rating:	8.5
Jon's rating:	7.0
Allen Castaban's rating:	8.0
Tim Kwong's rating:	9.0
Habib's rating:	8.0
Bryan's rating:	9.5
Jeff's rating:	8.5
Holt Kernodle's rating:	10.0
Simon's rating:	Doesn't have !!?
Data's rating:	9.4
Jason's rating:	8.0
-----	
AVERAGE RATING:	8.59

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.45 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #44

Hi, folks,

let's today take a look at one half of the most talked-about killer combo:

---

## TELEPATHIC ALIEN KIDNAPPERS

Event, uncommon.

Plays on table. At end of each turn, guess a card type and point to a card in your opponent's hand. Card must be shown. If guessed correctly, card is discarded.

"Unknown aliens abducted  
 Captain Jean-Luc Picard  
 for telepathic studies about  
 authority in 2366."

Let's approach this card by comparing it to another: The  
 Static Warp Bubble

Three differences are visible: First,  
 Static Warp Bubble  
 always works, a card  
 is dropped every turn. Second, while the opponent has control over his discards with the bubble, TAK divides control between chance and the player of the event. Lastly, TAK is only countered by one card while SWB has two cards working against it.

So there is the tradeoff between the number of cards you get to remove from your opponent's game and the power of these cards. With TAK your best bet is to concentrate on one of the more commonly used card types (Personnel or Event) and to try to deny your opponent one of these card types. With  
 SWB

you can just hope to keep it in play long enough to remove all choice of which card to play.

Now of course, clever players have devised a killer combo using TAK and another event named Alien Probe. They use the Probe to expose their opponent's hand and the TAK to steal the best card each turn. In spite of this having been declared legal by Decipher in friendly play, this combo has been outlawed for tournament play.

Our group here didn't take that approach to it, but we went by the card text. The house rule is now: When targeted by TAK, you are allowed to shuffle your hand and present it to the owner of TAK face down. This even applies when Alien Probe is in play, though the whole hand must be uncovered again after the guess.

With this rule, there is still an advantage to the combo (you see what card types are most common or most dangerous on the hand), but it is not as devastating.

A nice summary for this card comes from Bryan, and I think I couldn't say it much better, so Bryan -  
 > What's up, Wes ?  
 could you take over for a sec ?  
 > eh for the TAK, yes. Sorry my group has outlawed this card. It makes a good  
 >

Kevin Ux  
 "sucker". Gets rid of KU for other, more destructive

> events.

Thank a lot. People always panic over this card...

Favorite combo(s):

- Well, I don't like the TAK/Alien probe combo (see our house rule above),  
I just prefer TAK+  
    Static Warp bubble  
    for removing 1.5 cards each turn.
- Not too bad: TAK +  
    Thought Maker  
    ! Arrange all his good Events to the top,  
    then TAK them away, especially if he has few cards in hand.
- TAK + Q2: Opponent panicks,  
    Kev Ux  
    , Q2 => my turn and one interrupt less to  
    worry about.

Card Rating (1=worst 10=best)            TELEPATHIC ALIEN KIDNAPPERS

Wesley's rating:	7.5
Jon's rating:	8.6
Allen Castaban's rating:	7.5
Tim Kwong's rating:	8.5
Habib's rating:	7.0
Bryan's rating:	6.5
Jeff's rating:	9.3
Holt Kernodle's rating:	9.0
Simon's rating:	9.5
Data's rating:	6.7
Jason's rating:	7.0

-----  
AVERAGE RATING:                            7.9

Back to

#42

: Holt Kernodle's rating got stuck somewhere in the depths  
of the net, here it is:

TACHYON DETECTION GRID:                3.0

Please direct all email concerning card of the day to:  
blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

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

ST:CCG Card of the day

Wesley's STCCG card of the day #45

Hi, folks,

today's card is a dilemma that isn't really a dilemma but a nasty choice:

SARJENKA

Dilemma, planet, rare.

Primitive Alien begs for help. Ignore her (discard dilemma) OR help her and earn 5 bonus points, but all away teams here are stopped.

"Alien child from Drema IV. Her radio pleas for help were answered by

Lt. Commander Data  
in violation of the Prime Directive."

This card has three uses. First, throw it under one of your opponent's missions, especially if you play a dilemma-heavy, fast deck. Especially if your opponent's away team is decimated you might hold him off for another turn at a low price. Of course, this works best against not-so-experienced players as they will probably take every chance to gain five points for free (well not so free, but they don't realize).

Second, use it as a quick push over the 100 limit. With three solved missions, you quite often get stuck at 95, so it would be nice to know a place where you can take the remaining five without risk. Of course you could do the same with a Particle Fountain, but this takes up a slot in your play deck instead of your seed cards.

Third and best, there is a deck type that works with this card. Just place a Sarjenka last (encountered first) at your outpost to somehow make five points with whatever crew (single Ensign Chump?). Stock 22 other Dilemmas to make your draw deck as small as possible. Next, just throw lots of

RB

,

Temporal Rifts, Incoming Messages at your opponent so they won't be able to complete any mission. Add a few

Kivas Fajos

and

Travellers

to make your card play

play faster. This deck will obviously win 5-0 unless your opponent has lots of

Amandas

. Best about it is that you won't need more than one personnel ↔  
card...

Just imagined telling your opponent: "I will beat you with NO ships and only a

Mot the Barber

as Personnel" and keeping that promise.

Nice surprise too for tournament finals if deck rebuilding is allowed between rounds.

Favorite combo(s):

- Sarjenka + Distortion of Space/Time continuum: I am stopped - NOT !

Card Rating (1=worst 10=best)	SARJENKA
Wesley's rating:	5.0
Jon's rating:	4.2
Allen Castaban's rating:	6.0
Tim Kwong's rating:	8.0
Habib's rating:	6.0
Bryan's rating:	5.5
Jeff's rating:	0.8 (Oh, 1.0, of course)
Holt Kernodle's rating:	2.0
Simon's rating:	8.0
Data's rating:	2.7
Jason's rating:	Doesn't have
-----	
AVERAGE RATING:	4.84

I've appended a quick poll to this COTD issue. Please take the time to fill it out. I made it a followup for easy clipping. (Next message...)

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.47 STCCG.guide/ST:CCG Card of the Day/Genetronic Replicator

ST:CCG Card of the day

Wesley's STCCG card of the day #46

Hi, folks,

now that I've given you quite a few ways of killing off opponents' personnel (dilemmas), let's take a quick look at what to use when she does the same to you:

GENETRONIC REPLICATOR

Event, uncommon.

Plays on table. prevents any of your Away Team members from being killed if 2 MEDICAL present.

"Medical device invented by Dr. Toby Russell. Capable of growing replacements for damaged organs."

This is one of those cards that caused lots of rules fuss, so I'll clarify it

---

first. It kicks in when:

- anything occurs that would kill a crewmember on a planet (not on a starbase or ship)
- two unaffected MEDICAL are present in the same away team.

The first one is quite clear, but the second one is a toughie. Basically, it means you resolve the Dilemma, Away Team battle or whatever and set aside the to-be-killed card. Now you look at the rest and if it contains two MEDICAL you get back whatever was set aside. If the rest does not include the two docs, well bad luck.

This is quite versatile as you can supply the MEDICALs needed by any means of your choice. So the use of OFFICER+Medical Kit or SCIENCE+Medical Tricorder is perfectly OK for the purpose of this card.

The best point about it that an Away Team with three MEDICAL is immune to away team battles as well as all of the following dilemmas: Armus, Chaltho, El-Adrel Creature, Nausicaans, Rebel Encounter, Microvirus, Archer. If two of the MEDICAL have an Integrity of at least 5 (very desirable), the Genetronic Replicator will even protect your crew against the dreaded Firestorm. However it will NOT protect against

Love Interests

and Anaphasic Organism as these do

not say they "kill" an away team member. Unfortunately the Genetronic Replicator is also completely useless against Space dilemmas.

Is there any defense against it? Yep.

Kev Ux

comes to mind first, but the

best defense is a good offense: Throw a female love interest

and perhaps an

Anaphasic Organism in front of the Dilemma you really want to work. Also, just add a mass killer like

Barclay's Disease

(Nobody unaffected, so nobody

there to save somebody).

Still, IMHO this card is a definite "must-have" in all decks that include 3 or more planet missions.

Favorite combo(s):

- Genetronic Replicator +

Beverly Crusher

: a two-card life insurance.

Card Rating (1=worst 10=best) GENETRONIC REPLICATOR

Wesley's rating:	9.0
Jon's rating:	---
Allen Castaban's rating:	8.5
Tim Kwong's rating:	8.0
Habib's rating:	---
Bryan's rating:	7.5
Jeff's rating:	8.75
Holt Kernodle's rating:	10.0

Simon's rating: ---  
 Jason's rating: 8.0  
 Tom's rating: 9.2  
 -----  
 AVERAGE RATING: 8.7

Missed any Card of the day posts ? You can order single posts or sets of ten by email (address below). Please do order a set if you need more than two posts. I have everything since I took over, so that is #26 and up. I can also supply a big chunk of file with everything from #3 to #25 in it, but this is unedited and contains a few duplicates.1  
 Please specify in your mail subject whether you want:  
 Single numbers (e.g. #34 and 37)  
 Set I, being #26 to 35  
 Set II, being #36 to 45  
 or  
 the Habib Set, being #3 to 25.

Please direct all email concerning card of the day to:  
 blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.48 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #47

Hi, folks,

it's dilemma time again...:

CYTHERIANS

Dilemma, Space, rare.

15 points.

Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points.

"Race which explores the Galaxy by giving other species the temporary ability and strong compulsion to come to them."

This is IMHO the best space Dilemma. First, you can't get around it. Nope. Nothing can neutralize this card. Not even stuff like

Genetronic Replicators

or other dilemma-blasters will help you here.

Second, it has a great effect. At best, the victim of this needs three turns to get to the other end and three more to return. Thus a crew is effectively out of play for at least four turns (if the player sets up a ship chain to transport everybody back).

But why stop here? Throw in one of the ship-damaging event cards and watch her crawl along at speed five. Better yet, spice up the Cytherians Dilemma with a Birth of Junior. The ship loses one Range each turn and cannot beam anybody aboard to help.

If you want to go for a kill, try REM Fatigue Hallucinations - how is THAT crew gonna return to the outpost in three turns?

Of course, this card has two drawbacks: First, it's a space only dilemma. Hate that. So many people play lotsa planets. Second, your opponent gets those 15 points. (Of course, she'd gotten much more had she kept her crew active...) The latter one can of course be turned into advantage... Seed it last under your own mission, send Ensign Chump with a Runabout, let him gather 15 easy points, complete the mission with the rest of the crew.

Favorite combo(s):

- Birth of Junior + Cytherians, if she doesn't have the ENGINEERS, she's dead with all hands aboard!

Card Rating (1=worst 10=best)            CYTHERIANS

Wesley's rating:	9.5
Jon's rating:	---
Allen Castaban's rating:	7.0
Tim Kwong's rating:	9.0
Habib's rating:	---
Bryan's rating:	9.5
Jeff's rating:	9.5
Holt Kernodle's rating:	9.0
Simon's rating:	---
Jason's rating:	Doesn't have
Tom's rating:	7.8

-----  
AVERAGE RATING:                            8.6

PS: Please don't flame, but Card of the day will be coming in a bit less regularly in the next 2 weeks or so, I'm struggling with my final paper... However, I'll try to maintain the maximum possible output.

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.49 STCCG.guide/ST:CCG Card of the Day/Wormhole



## ST:CCG Card of the day

Wesley's STCCG card of the day #48

Hi, folks,

before I go on with my own list, I quickly fulfill a request:

STATIC WARP BUBBLE

Event, common.

Plays on table. Opponent must discard one card before ending each turn.  
(Not cumulative.)

"

Dr. Beverly Crusher  
experienced a shrinking univers, shaped by her own  
thoughts, inside a static warp bubble created by  
Ensign Wesley Crusher  
."

Yup, another card for a "Wrath of  
Wesley Crusher

" deck. (In both ways, thematically and because it's in my winning decks :-). It's close to a killer when you get it out early. By just being in play for long enough, this card will eliminate all choice your opponent could make about card play, as she will be forced to discard down to the point where her hand would consist of only one card (the one drawn last turn). Especially against those tourney decks with only 30 draw deck cards and 30 seed cards (for speed, gets you the good cards faster), this will prove devastating as these decks have very little room for duplication, so even two or three discards might disrupt a carefully planned strategy.

Of course this card has weaknesses, too. First it can be countered with two different cards

Kev Ux  
and  
Traveller  
) , of which the latter is a formidable

card in itself and won't be missing in too many decks. Note though, that the

Traveller  
does NOT cause the SWB to discard but just negates it, so by  
Ux'ing  
the  
Traveller

you will get the effect back (and probably hit a good handful of cards along the way).

Secondly, even if you get it out on your first turn and it remains uncoun-  
tered, your opponent might have a

red alert  
and play all his personnel on the

following turn, so you don't get to nail more than one card. Also, playing

SWB early loses you a precious early-game turn if you also have a few positive events like

Traveller

,

Kivas

or

Red Alert

on your hand. Still, the last

argument doesn't hold too well as your opponent is slowed even worse by losing cards (assumed it works, of course.)

Favorite combo(s):

- Static Warp Bubble + Q2: Nail her  
Kevin  
AND her hand cards.

- Static Warp Bubble + Nanites +  
Wesley Crusher  
: just for the theme deck  
department.

Card Rating (1=worst 10=best)          STATIC WARP BUBBLE

Wesley's rating:	9.0
Allen Castaban's rating:	6.5
Habib's rating:	7.0
Bryan's rating:	5.5
Jeff's rating:	9.75
Holt Kernodle's rating:	9.0
Jason's rating:	6.5
Data's rating:	6.7
Jack's rating:	6.5

-----  
AVERAGE RATING:                                  7.4

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LLAP,

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

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

ST:CCG Card of the day

Wesley's STCCG card of the day #49

Hi, folks,

y'all asked for more events, so I'm gonna give you:

---

## KIVAS FAJO - COLLECTOR

Event, uncommon.

Choose any player to immediately draw three new cards from the top of their draw deck. Discard event after use.

"Treacherous collector of one-of-a-kind antiquities. Once tried to add

Lt. Commander Data  
to his collection."

One word to describe this card: useful. However, most players think that is just three more cards to add to your hand. True, that's its main function. Of course, it has two massive disadvantages against the other card that lets you draw three extra cards (

Betazoid Gift Box  
) . First, you lose a turn playing

it (not to be ignored; loss of a single card play can wreak havoc to some strategies) and second you don't get to choose the cards. But then,

Betazoid Gift Box  
is an artifact...

This simple use of Kivas Fajo is best suited for the early stages of the game. Especially with a small draw deck you stand a good chance to draw important stuff like

Red Alert  
,  
Traveller  
or  
Static Warp Bubble  
on turn 1 and play them

on the 2nd turn.

However, there are a few more things to do with Kivas. In later turns when you have a lead in points, play it on the player whose draw deck is smallest, thus eliminating three more turns in which somebody could dare to catch up to you.

A nasty but risky combo is Kivas +

Static Warp Bubble  
. If you manage to get

your opponent down to one card by means of the

SWB  
, just Kivas him for three

more discards. Of course, this might just give him the needed

Kev Ux  
or

Traveller  
:-(.

For speed players, a single Kivas Fajo combined with a few

Palor Toffs  
will

prove much more useful than just multiple Kivas Fajos, as those

Palors  
are

always worth another Kivas but might be put to other uses should the need arise - the cost in cards as well as in turns is identical.

Caveat: Be very careful about Kivas'ing yourself or anybody when you are playing a fast deck and are behind in points - you easily might deny yourself the extra turn(s) needed to catch up and win.

Bonus (just because I mentioned the two cards):

The Traveller

and

Red Alert

complement each other and with a 30-card draw deck you stand good ↔ chances to

get both on the initial draw. When this happens, play the Traveller

first -

you wind up with an extra card (check this out for yourself).

Favorite combo(s):

- Kivas Fajo +

Palor Toff

: Cards, cards, cards...

Card Rating (1=worst 10=best)      KIVAS FAJO - COLLECTOR

Wesley's rating:	9.0
Allen Castaban's rating:	8.5
Data's rating:	9.4
Habib's rating:	8.0
Bryan's rating:	7.0
Jeff's rating:	9.85
Holt Kernodle's rating:	10.0
Jack's rating:	5.5
Jason's rating:	6.5

-----  
AVERAGE RATING:                      8.2

Message to my raters: No, I didn't screw up on the review order - my to-do list was faulty. Habib already did the

Anti-Time Anomaly

. (# 21)

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.51 STCCG.guide/ST:CCG Card of the Day/Matriarchal Society

ST:CCG Card of the day

Wesley's STCCG card of the day #50

Hi, folks,

welcome to the gold jubilee edition of Card of the Day ! Of course, I will celebrate this and so I have appended the poll results... (see followup) Today's card ? Well, lets try...

MATRIARCHAL SOCIETY

Dilemma, planet, uncommon.

Cannot get past unless at least two female Away Team members are present.

"The planet Angel One was dominated by its women who were intolerant of dealing with men."

Oops, finally a REALLY short card text. So what about it ? It's one of the rarer "persistent" dilemmas, and amongst those one of the strongest as it offers quite a few opportunities to strengthen it. Its effect is simple but powerful. If it kicks in, the opponent is stopped and denied from ever solving this particular mission until he brings in reinforcements.

So, as with many things you can use this in two fashions.

First way to place it is seeding it first, so it will come up last. Before it, you can then throw

Female Love Interest

and any of the "Opponent's

choice" dilemmas (for convenience: Chalnoth and Microvirus.) Or use an Anaphasic Organism which has the advantage that is immune to

Genetronic Replicator

So with all these, matriarchal Society effectively no longer reads "two females" but "three females, MEDICAL, SECURITY and STRENGTH > 40". Ouch!

Well, of course you can also seed it first and place some "Kill everybody" Dilemmas behind it. The first will disable redshirt attempts and the second, R.I.P. ! For the fun of it, a

Barclay's Disease

is much better here than a

Crystalline Entity

as the latter requires no SECURITY which is quite uncommon amongst females whereas SCIENCE and MEDICAL are typical female skills.

What ? You ask why you should put all these Dilemmas under one mission? C'mon, I told you, FAST decks have 6 Missions, 1 Outpost, 2 Artifacts and 21 Dilemmas just to keep your draw stack down to 30. So you can average a whopping 3.5 Dilemmas for each mission of your opponent.

Favorite combo(s):

-

Female's Love Interest

+ Matriarchal Society: Make that THREE !

Card Rating (1=worst 10=best)	MATRIARCHAL SOCIETY
Wesley's rating:	8.0
Allen Castaban's rating:	6.5
Data's rating:	5.8
Habib's rating:	6.5
Bryan's rating:	8.5
Jeff's rating:	8.75
Holt Kernodle's rating:	6.5
Jack's rating:	8.0
Jason's rating:	7.0
-----	
AVERAGE RATING:	7.4

And now: the POLL RESULTS (in followup, so it won't clutter your COTD savefile :-)

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.52 STCCG.guide/ST:CCG Card of the Day/Nagilum

ST:CCG Card of the day

Wesley's STCCG card of the day #51

Hi, folks,

here's a killer for ya:

NAGILUM

Dilemma, space, rare.

5 points

Half of crew is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma.

"Extra-dimensional entity willing to kill in order to understand the concept of mortality."

This is one of the very few powerful space-only dilemmas and as such a staple in many decks although it is more an average than a great card. Its effect is unique in the game so far as it is placed between the few kill-all dilemmas and the numerous kill/disable/discard-one cards. However, IMHO the results

place it very close to the all-around killers insofar that the opponent will in most cases be forced to abandon the mission and take time to recover. He will just have the chance to recover a little faster.

The conditions to avoid the dilemma consist of one hard to meet requirement (3 Diplomacy; almost impossible unless playing Feds) and an easy STRENGTH threshold of 40 (Just bring any sufficiently large crew). As it is enough to satisfy ONE of these conditions the Diplomacy requirement tends to have little if any effect in play. (

Data  
and  
Worf  
alone have a STRENGTH of 22, add

Picard  
to get your three Diplomacy and you have 28. The remaining 13 ←  
points

will easily be contributed by the needed ENGINEER, SCIENCE and MEDICAL unless the player uses

Vekor  
or Dr. Reyga. So even a Fed crew is pretty safe...)

Also, Nagilum tends to be pretty hard to combine with other Dilemmas. Well, play an Ancient Computer after it and hope Nagilum does his work or try Nitrium Metal Parasites. Even worse are the possibilities to prepare for Nagilum. There isn't a single Space Dilemma that lets you get rid of a single crewmember at a time, much less do so with opponent's selection. The best way to play it is to place it under an easy mission and hope the opponent is stupid enough to rush in with little personnel. Note also that it is absolutely safe to redshirt Nagilum! 1/2 killed crewmember, rounded down just isn't THAT big a loss :-).

In tournaments Nagilum will probably be considered a sideboard card for opponents trying to play a space-mission strategy. In friendly, low- to mid-level (sub-COTD) play it can be considered a must in every deck; there are just too many people falling for such stuff... But whom do I tell this, regular COTD readers are immune to such primitive traps.

Favorite combo(s):

- This card lacks obvious combos. I tend to combine it with whatever is left over after I built my other Dilemma stacks.

Card Rating (1=worst 10=best)	NAGILUM
Wesley's rating:	7.0
Allen Castaban's rating:	7.5
Data's rating:	Doesn't have
Habib's rating:	6.5
Bryan's rating:	8.0
Jeff's rating:	8.75
Holt Kernodle's rating:	7.0
Jack's rating:	6.9
Jason's rating:	Doesn't have
-----	
AVERAGE RATING:	7.4

PS: Typical ST:CCG player's monologue

- Ah, so I know 51 good cards. Now I can beat everybody.
- Oh, he's got no Internet Access... good.
- Let's play for ante, shall we ?
- Darn, yet another white border all-common deck. Won't win anything sensible.
- Now what's THAT strategy good for ?
- Oops ???
- HOW many points ?
- Anyone selling a limited Picard ?

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

### 1.53 STCCG.guide/ST:CCG Card of the Day/Crystalline Entity

ST:CCG Card of the day

Wesley's STCCG card of the day #52

Hi, folks,

this will be the last Dilemma for some time:

CRYSTALLINE ENTITY

Dilemma, Either, rare.

5 points.

Space mission: kills all life on ship unless SHIELDS>6 OR Music aboard.  
Planet mission: kills entire Away Team unless SCIENCE and MEDICAL present.  
Discard Dilemma.

"Spaceborne life-form strips biological energy from planets and ships. Sensitive to modulation much like crystal can shatter from a high pitch note."

This is one of the more flexible Dilemmas. And nice in the aspect that it is different for planet and space locations.

The effect is simple: Kills everybody, regardless where it's placed. However, the prerequisites for overcoming are vastly different.

In space, this is trivial, Most space missions are attempted by large ships anyway (or directly from the outpost) and in both cases, SHIELDS will be more than 6. The Music solution is more suitable for those cases where you have scanned a location and want to go in with a small crew in a shuttle (say it's the only dilemma there).

---



On planets, this acts as a somewhat downgraded  
Barclay's Protomorphosis disease

It actually is the same thing, just without the SECURITY requirement.  
Of course, this combines well with the women-killers (  
Female's Love Interest  
etc.) and the opponent's choice Dilemmas.

However there is a third use for this card: Seed it under a space mission and  
solve it yourself, almost on the fly-by. 5 easy points without losing a turn,  
makes it an improved  
Sarjenka

Favorite combo(s):

- Crystalline Entity +  
Female's love interest  
+ Anaphasic Organism: You know  
why.

Card Rating (1=worst 10=best)            CRYSTALLINE ENTITY

Wesley's rating:	7.5
Allen Castaban's rating:	6.0
Data's rating:	7.9
Habib's rating:	7.0
Bryan's rating:	5.0
Jeff's rating:	6.75
Holt Kernodle's rating:	4.0
Jack's rating:	4.9
Jason's rating:	6.5

-----  
AVERAGE RATING:                            7.9

PS: Now I want to see what you all have learned. Half of the STCCG fun is  
trying to find out the ways how the cards interact. So the first one to  
answer this question will receive a VERY honorable mention in Card of the  
Day:

What is the advantage of  
Wesley Crusher's  
ENGINEERING skill over  
  
Data's  
or Eric Pressman's ENGINEERING skill ?

Hint: There is another card involved. But I won't tell you which one...

Try to figure this out yourself. It beautifully fits the events in the epi-  
sode the mentioned "another card" refers to, and I really loved finding it.  
(Almost an easter egg.)

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.54 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #53

Hi, folks,

I HAVE MY WARP PACK ! So let's celebrate this with:

YELLOW ALERT

Event, common AU/WP.

Plays on table. While in play cancels (discard) and prevents

Red Alerts

AND

all your Personnel are each CUNNING + 1 (Not cumulative.)

"State of increased readiness and watchfulness. Declared by a captain in anticipation of danger or when a crisis situation has lessened."

OK, this has two facets. The first one is nice if you can't seem to get your personnel out, the second one is great if you have them on the table. Of course, fast decks have more problems with the first part than they can gain from the second. But let's get systematical.

1: Cancel and prevent all

Red Alerts

(both sides). This slows down the game

a LOT. IMHO, Decipher hasn't done the game a service with this card, as the problem with the boring first turns will become much worse if anybody gets this into play early. On the other hand, now weaker decks have a somewhat better chance of standing against tournament-level speed decks. (It would have been a great idea to allow both sides to play TWO personnel each turn with Y.A. out. This would also better fit the explanation of Yellow Alert in the TNG Tech manual where two shifts of personnel are on duty compared to one in normal flight and three during Red Alert.)

However, this card becomes GREAT, but worsens the imbalancing effect of

Red Alert

if you play

R.A.

, drop a handful of personnel and then the Yellow

Alert thereby securing your early advantage. Your opponent will need a

Kev Ux

just to get back into the game if you can play like this.

2: Increase all Personnel's CUNNING by 1. Hey, that's nice. Although, which of the really good missions need CUNNING ? Not that many, and most of them are multi-affiliated and thus not so interesting for high-level play.

Final result: A GREAT card for beginners, however its usefulness vastly declines with your playing skill and the number of cards you have to choose from. Expect to see LOTS of them against you, but seriously consider advantages and disadvantages before including it in your play deck.

Favorite combo(s):

- Sorry none yet. Still have to playtest this card some more. The RA/YA combo is just TOO rare to be a favorite.

Card Rating (1=worst 10=best)      YELLOW ALERT

Wesley's rating:	6.5
Allen Castaban's rating:	7.5
Data's rating:	---
Habib's rating:	8.0
Bryan's rating:	8.0
Jeff's rating:	6.75
Holt Kernodle's rating:	9.0
Jack's rating:	6.5
Jason's rating:	8.5
-----	
AVERAGE RATING:	7.6

HONORABLE MENTION: Michael Love !

The first non-god (non-Habib:-) ) to answer my little riddle right.

The answer is:

Wesley's  
ENGINEERING is immune to the Tsiolkovsky infection,  
as it is not listed in the first position. This makes him quite unique among  
all personnel as most of them have their most valuable skill in the first  
place. He has his LEAST useful skill there. (Bok is a similar exception.)

This fits nicely with "The naked now" where

Wes  
was the only one to summon  
enough brain to think up an Engineering solution to the asteroid problem.

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.55 STCCG.guide/ST:CCG Card of the Day/Lursa

ST:CCG Card of the day

Wesley's STCCG card of the day #54

Q'aPlaH !

Ouch, somehow I must have swapped yesterday's and today's posting, but these two are just TOO similar, because today's is:

LURSA

Personnel, Klingon, rare.

Integrity 2

Cunning 8

Strength 8

V.I.P., Treachery, Leadership, Geology, Greed, Command Star (\*)

"Elder of the two Duras sisters. Plotted with Romulan

Sela

to start the

Klingon Civil War of 2367-68."

OK, quick analysis: Four skills. Thereof one really useless (Greed, nobody needs THAT). One at best Mediocre (Geology). One OK (Treachery). One Good (Leadership). Eighteen ability points, a tad above average. Bad distribution, however. (Integrity 2 sux.) VIP classification. Ho-hum.

Kurlan Naikos

,

anybody? Otherwise: Forget it. (Unless they some day realize my card idea: VIP transport, then this could be worth something...) A command star. Well.

Do these skills combine well? No. Treachery + Leadership is part of the requirements for Pegasus search, but beyond ? No other mission will make use of two of her skills, only one at a time.

So what's the result? A nice support card. Strength, Cunning and often a single fitting skill. However, not more. On the other hand, only two Klingon cards besides her have four skills. And only one (

her sister

) has five. Of

course, Kurn and

Kurak

do have better skills.

Final evaluation: Medium-powered Klingon, but still valuable if just for lack of better cards...

Favorite combo(s):

---

- Mentioned somewhere else :-)

Card Rating (1=worst 10=best)            LURSA

Wesley's rating:	5.0
Allen Castaban's rating:	9.0
Data's rating:	7.6
Habib's rating:	8.0
Bryan's rating:	4.5
Jeff's rating:	7.8
Holt Kernodle's rating:	8.0
Jack's rating:	7.2
Jason's rating:	6.5
-----	
AVERAGE RATING:	7.1

Please direct all email concerning card of the day to:  
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For those who missed a few (or mmore than a few) posts:

Try <http://www.wolfe.net/~conner/COTD.html>

or if you want LOTS of them at a time you can mail me for

Set H	(# 3-12,14-25)
Set I	(# 26-35)
Set II	(# 36-45)
and NEW:	
Set III	(# 46-55)

Everything will be processed asap (if the return addresses are correct).

IF ANYBODY HAS REQUESTED BACK COTD's AND NOT YET RECIEVED MAIL, PLEASE TRY AGAIN, CHECK YOUR RETURN ADDRESS THOUGH! I have several requests I could neither process nor answer to, because addresses were wrong.

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.56 STCCG.guide/ST:CCG Card of the Day/B'Etor

ST:CCG Card of the day

Wesley's STCCG card of the day #55

Q'aPlah ,

it's a Klingon today:

---

B'ETOR

Personnel, Klingon, rare.

Integrity 2

Cunning 8

Strength 7

V.I.P., Treachery, Leadership, Physics, Greed, Youth, Command Star (\*)

"Plotted with

Lursa

to seize power from

Gowron

with the support of the

Romulans. Younger of the two Duras sisters. The pretty one."

Well, at last a pretty female. Hey, we didn't have one since when ? Deanna ? No, I was asking about PRETTY ones... Must be even longer.

OK, but who am I to judge the artwork, my job is to review the game effects of the cards. So I guess I'll do just that.

What do we get for our money here ? Let's start with the less useful things. Greed, for example. Doesn't help. Youth. Not that much better, although quite uncommon amongst Klingons (I counted 5). Physics. Nice for a few missions, most of them Space stuff. (Notable exception:

Relief Mission

, quick 20

points) Leadership and Treachery. Both relatively common among Klingons, compared to the other affiliations. But both very useful. That stuff comes in handy for a Pegasus Search and for quite a few missions that require multiple Treachery. The V.I.P. classification serves for nothing. Well except for

Kurlan Naiskos

, but there are V.I.P.'s galore amongst those red cards.

Civilians are more of a problem.

Cunning and Strength are way above average, however Integrity sucks. Even if we some day got an Integrity enhancer analog to the Phasers and Padd's (+2) we will still be stuck 1 point low for Firestorm.

Facit: Not a "must have" card, but still one of the better Klingons. But anyway Klingons are an affiliation almost unplayable without some serious non-aligned support. They have lousy Medicals, weak Engineers and only two of their Officers have more than two skills. Bearing this in mind, B'Etor's 4 1/2 skills (well, Greed is currently useless, so 1/2) really do stand out.

Favorite combo(s):

- B'Etor and

Lursa

: Just fo(u)r t\*ts :-)

Card Rating (1=worst 10=best)      B'ETOR

Wesley's rating:                    10.0 for the looks, 5.5 for game usefulness.  
 Allen Castaban's rating:            9.5  
 Data's rating:                      ---  
 Habib's rating:                      8.0  
 Bryan's rating:                      5.0  
 Jeff's rating:                       8.8 (That cleavage...) [Quote!]  
 Holt Kernodle's rating:            7.5  
 Jack's rating:                       7.5  
 Jason's rating:                      7.0  
 -----  
 AVERAGE RATING:                    7.4

PS: I guess a "hot babes" CCG should be a market hit, by the reactions my raters gave to the photo on this card :-). We really should give her a "Seduction" skill...

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.57 STCCG.guide/ST:CCG Card of the Day/Exocomp

ST:CCG Card of the day

Wesley's STCCG card of the day #56

Hi, folks,

opinions differ quite a bit about today's card, but see for yourself:

EXOCOMP

Personnel, Federation, uncommon.

Integrity 9  
 Cunning 8  
 Strength 1

If aboard ship, can repair damage in two of your full truns, without returning to outpost. ENGINEER. Universal.

"Sentient artificial life-form incorporating an advanced microreplication system. Specializes in repair tasks. Servomechanism designed by Dr. Farallon."

This is the first card we have with a very specialized skill. (Hope we see more of them in the future, however.) Besides being an ENGINEER with great

---

INTEGRITY and CUNNING and the (sometimes very important) fact that this card is not affected by

Love interests

, diseases, and similarly nasty stuff, we

also get a special ability: The ability to repair a damaged ship.

What is this good for? Well, not for battle. It is WAY too slow to work in battle, as it needs two full turns to work and we can spare only one. However, it is great against those "nuisance" dilemmas and interrupts. Auto-Destruct, Null space, Nanites, Gravitic Mine and Microbiotic Colony all damage ships only once, so there is no need for an immediate repair. But the time spent returning to an outpost, waiting two turns and coming back to whatever I want to do is way too long. By the time I get my ship back into action, I can easily have lost the game against a fast deck. This is where Exocomp kicks in. The most I'll lose of this is 2x4 Range points (if my damaged ship was the

Enterprise

or something similarly fast).

Although this might translate into more than 8 movement points lost (let's say the sequence I want to bridge is 2-4-3-4-3-2-5-4, figure that one out for yourself - it is the worst case!) this loss is still sustainable. And in most cases, I don't even want to move immediately. Most ship damage will come from Dilemmas, (there are just more Dilemmas that do it than other cards) and thus I will just be wanting to continue my mission attempt. In this case I can just go on and have the repairs as a side effect.

Hint: in rare occasions, it is even possible to repair battle damage if you are willing to flee and you have a Transwarp Conduit, Distortion of Space/Time Continuum, Temporal Rift or

Time Travel Pod

. The former two will only

work, if your opponent has a ship with range 7 or less, however and if span constellations work in your favor. You are well advised to calculate your escape route before attempting this.

Favorite combo(s):

- This card speaks for itself.

Card Rating (1=worst 10=best)      EXOCOMP

Wesley's rating:	8.0
Allen Castaban's rating:	4.0
Data's rating:	7.6
Habib's rating:	6.0
Bryan's rating:	6.5
Jeff's rating:	1.0
Holt Kernodle's rating:	4.0
Jack's rating:	6.5
Jason's rating:	6.5

-----  
AVERAGE RATING:                      5.6



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

## 1.58 STCCG.guide/ST:CCG Card of the Day/Mirok

ST:CCG Card of the day

Wesley's STCCG card of the day #57

Hi, folks,

ya waiting for a ROMULAN ? Gee, that's just what I wanted to do...:

MIROK

Personnel, Romulan, uncommon.

Integrity 3

Cunning 8

Strength 7

SCIENCE, ENGINEER, Astrophysics, Physics, Staff Star (+).

"Scientist in charge of developing and testing the  
Interphase generator  
in

2368."

IMHO, this one is better than

Sela

or any other Romulan. Not only does he

have a dual classification, but two rather useful skills as well. SCIENCE and ENGINEER nicely fit each other, there are a few Dilemmas that require both. Astrophysics can be used with four of the Romulan missions, two of them being Romulan only and one even requiring TWO of this skill. Physics fits only one of the Romulan missions, but try this in a surprise espionage deck (try heaping point Dilemmas under an opponent's mission then attempt it yourself with an espionage card.) He comes in handy for this strategy, as he will not only supply ENGINEER, SCIENCE, Cunning and Strength towards the dilemmas but can help snatch the mission away with the Physics, too.

Best suited for space missions, however. Those Firestorms suck and there aren't that many planet missions with Astrophysics...

Favorite combo(s):

- Try this once: Mirok +

Vekor

+

Roga Danar

. Under opponent's space mission

(I prefer Survey Mission, but that's a matter of taste), seed:

Barclay's disease

[10],

Crystalline Entity

[5], Nanites [5],

Cosmic String Fragment [5],

Tarellian Plague Ship

[5],

Sarjenka

[5].

35 Points for almost free. No risk involved. Add to it a Dr. Reyga, Romulan PADD and Temporal causality loop [5] and complete the mission on your next turn. 75 points with just four personnel !!!!!

Card Rating (1=worst 10=best)      MIROK

Wesley's rating:	8.0
Allen Castaban's rating:	7.0
Data's rating:	6.8
Habib's rating:	8.0
Bryan's rating:	9.5
Jeff's rating:	7.25
Holt Kernodle's rating:	8.0
Jack's rating:	8.0
Jason's rating:	8.0

-----  
AVERAGE RATING:                      7.85

Attn: MAZER ! I can't mail anything to you ("service not available")  
Please try giving me another mail address or visit the web page  
<http://www.wolfe.net/~conner/COTD.html>  
Sorry :-(

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

## 1.59 STCCG.guide/ST:CCG Card of the Day/Countermanda

ST:CCG Card of the day

Wesley's STCCG card of the day #58

Hi, folks,

it seems everybody is on holiday, at least most of my raters are... So I had to delay this issue a little bit in order to give you at least a few ratings to go with this Warp Pack card:

COUNTERMANDA

Interrupt, common AU/WP.

Nullifies Telepathic Alien Kidnappers OR if opponent just played Res-Q or Palor Toff, suspend that action, look through opponent's discard pile and put any three cards out-of-play.

"A Federation student intern when she discovered her true identity as a Q, Amanda took a dim view of the over-manipulative use of power upon other species."

This card was obviously designed to be a catch-all combo counter. Besides the clumsy name (which doesn't sound Trek-like at all) it weakens or nullifies the key cards in two of the most annoying STCCG combos, which are the Alien Probe/TAK and the Palor Toff/Betazoid Gift Box combo.

It also introduces a few new rules, namely the concept of having cards out-of-play and suspending an interrupt action, the former of which has been suggested by Decipher earlier on concerning mis-seeded artifacts.

For a card designed to help beginners play better it is IMHO way too complex to understand and use. Actually this is a card that requires lots of playing skill to use correctly.

Although Countermanda is definitely inferior to Kev Uxbridge in terms of overall power, it has several advantages. First of all, she is not vulnerable to Q2, but to Amanda Rogers. An opponent will think twice before wasting an Amanda on this card, whereas Q2's are often played without second thoughts as their scope is much more limited. Secondly, Countermanda is the only card to completely deny your opponent the further use of a card, all others leave chances of regrowth. Third, it can essentially counter any regrowth attempt.

Another not-so-obvious advantage applies when playing restricted decks (not more than \* of one card in each deck), especially if that \* means 1. You can add a Countermanda to these decks in order to save yourself a valuable Kevin when countering a TAK or Res-Q.

The main problem with this card occurs when using it to remove cards from the discard pile. The choice which cards to remove is one of the most difficult to make in the entire game, unless you see a game-breaking card right away. Fortunately you are allowed some margin of error in this decision by being allowed to remove three cards. Still however, beginners will have a tough time using this card until they are really familiar with strategies and deck design.

Final evaluation: This is a card that is very limited and incredibly versatile at the same time. In the hands of an experienced player it can be devastating or at least very annoying. In the hands of a beginner, it is not that strong, as the extra choice in this card is hard to make. A definite YES for all restricted decks, as long as the restriction is 1 or

---

2. I am not that sure about using her in unrestricted decks, when I can have 4 Kevins and 2 or 3 Amandas instead.

Favorite combo(s):

- I don't see any power combo yet. However, to back this card you need a Q2 instead of an Amanda (Countermanda, countered by Amanda, the latter countered by Q2), which can increase the value of your Q2's.

Card Rating (1=worst 10=best) COUNTERMANDA

Wesley's rating:	8.0
Allen Castaban's rating:	9.5
Habib's rating:	8.0
Jeff's rating:	---
Jason's rating:	7.0
Tim's rating:	9.5

-----  
AVERAGE RATING: 8.4

Hiya, I'd either need a few new raters or the old ones returning from their holidays. So if you want to rate cards, drop a mail and include ratings for Scotty, Pi and Neutral Outpost right away. (1=low 10=high).

Please direct all email concerning card of the day to:  
blohmer@pips11.informatik.uni-mannheim.de

LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.60 STCCG.guide/ST:CCG Card of the Day/Montgomery Scott

ST:CCG Card of the day

Wesley's STCCG card of the day #59

Hi, folks,

I hope this finally arrives at your terminal, this is the 3rd try as about everything is screwed up at our place...

We could really use a Miracle Worker here which leads right to today's card:

MONTGOMERY SCOTT

Personnel, Federation, common AU/WP.

Integrity 7

Cunning 8

Strength 3

ENGINEER x 2, Astrophysics, Honor, Miracle Worker, Command Star (\*).

This is a common with the stats of a \$30 rare. In the whole game, the only card that is close to equal is good ole

Geordi

. Even better, Scott has Honor

which is an uncommon but very useful skill. Also, Astrophysics seems somewhat better than regular Physics. The only disadvantage is that Miracle Worker is not (yet) used anywhere.

As far as stats are concerned, the two important stats (Integrity and Cunning) are quite high, only Strength is a little on the low side, but this is the least important attribute as long as there aren't too many away team battles.

Scotty is also a very versatile card, neither slanted too much towards space missions (Honor is much more useful on planets) not towards planet missions (Astrophysics is space-oriented). So, especially for a planet-mission deck, Scotty makes a more than fair substitute for a

Geordi

, even if you do play

"Evaluate Terraforming", as the latter can also be solved with a

Beverly Crusher

alone.

With a card or two that need Miracle worker, Scotty might easily become the second or third best Federation card. He's already a top ten card without counting it! (For those who still remember the skill->points conversion, [I mentioned that when doing Vekor, I believe, so look it up there...]) our Scotty has a total of 58 right now and every "Miracle Worker" requirement on a mission would add 10 more to it [provided there aren't any more Miracle Workers out there]. For comparison:

Geordi

is a 70 pts card,

Bev

is 78

and

Data

is 92. On the other end,

Mot

is a meager 15...)

Favorite combo(s):

- Scotty,

Geordi

and

Nutational Shields

... 3 cards, 8 Shields!

Card Rating (1=worst 10=best) MONTGOMERY SCOTT

Wesley's rating: 8.5 (Not counting Miracle Worker...)

Allen Castaban's rating: 7.5

Habib's rating: 8.0

Jeff's rating: ---

Jason's rating:	8.0
Mike Love's rating:	9.2
Data's rating:	---
MacPhisto's rating:	8.5
Conner's rating:	8.5
Tim's rating:	9.0
IMP's rating:	8.1
Owen's rating:	9.0
-----	
AVERAGE RATING:	8.43

A good bunch of new raters! Welcome to everybody!

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.61 STCCG.guide/ST:CCG Card of the Day/Pi

ST:CCG Card of the day

Wesley's STCCG card of the day #60

Hi, folks,

let's take a look at a card that isn't that bad as some people think it is:

PI

Ship, Romulan, rare.

Range 9

Weapons 4

Shields 4

No command requirements.

"Ship suspected of attempting a covert mission to Galorndon Core in Federation territory."

This is the fastest ship you can ever get without stuffing several command crew in. However, the low shield and weapon rating can get you into some trouble. Shields of 4 just fall short of making it through a loss of orbital stability and Weapons of 4 can safely be ignored unless you try to assemble an armada at your outpost in order to destroy a

Borg Ship

. However, there

are the Shield enhancer cards which come in very handy even if you cannot

afford to put more than one Engineer or Science aboard the ship. Just one single +2 bonus protects you from the above mentioned Loss of Orbital Stability disaster and also makes direct hits even from Bynar-enhanced ships impossible (the latter doesn't hold true for the basic Scout ship).

Now some will say that the 8/5/6 Science vessel is even better. Just on the other hand, think of those 4/5 or 3/3/3 or 3/2/4 span combinations, they are not that uncommon and very annoying!!!

Favorite combo(s):

- Pi + Science Vessels for a quick daisy chain along the spaceline.

Card Rating (1=worst 10=best)      PI

Wesley's rating:	7.5
Allen Castaban's rating:	6.5
Data's rating:	4.9
Habib's rating:	7.0
Jeff's rating:	3.0
Jason's rating:	6.0
Tim's rating:	6.0
Owen's rating:	7.4
Mike's rating:	7.8
Ian's rating:	8.7
MacPhisto's rating:	2.0
Jack's rating:	7.2
Conner's rating:	---

-----  
AVERAGE RATING:                      6.2

PS: I will be away for two days, but I won't let this get in the way to releasing the next two cards. Conner has my articles and will hopefully post them right on time.

Please direct all email concerning card of the day to:  
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LLAP,

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

## 1.62 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #61

Hi, folks,

---

let's try a beginner's card...

NEUTRAL OUTPOST

Outpost, common AU/WP.

Shields 24

Seed one at any Space location OR build later at a Space location where any ENGINEER is present. No repairs here.

"A common space station design used by many races for research or trade. Personnel and ships from all affiliations are frequent visitors at such facilities."

Now what can we do with this ? At least we can play with it, and the card actually has a use. Of course, when you own the affiliated outposts, this card is only useful when you are playing multicolor decks. For these cases, seeding one would be futile (you don't get to seed the affiliated cards), but keeping one as a backup would be a very valid strategy, as you could use it to quickly shift a few personnel to whatever affiliation you just want to reinforce right now. Enhance it with a spacedock and you'll have a versatile backup outpost for whatever you need it for. Especially those decks that play dual affiliation without relying on a treaty card can benefit from having a Neutral Outpost, but these are more on the fun side than being serious "kill anything" stuff.

I will use this in my all-purpose Klingon/Federation deck, the one designed to give your opponent fun in play while still winning 75-80% of the games played with it... In those ten-turn-crush-everybody-hundred-nil bom'bs, there won't be a card slot for stuff like this.

Favorite combo(s):

- None, I am not really a beginner anymore :-)

Card Rating (1=worst 10=best)      NEUTRAL OUTPOST

Wesley's rating:	4.0
Allen Castaban's rating:	5.0
Data's rating:	---
Habib's rating:	6.0
Jeff's rating:	---
Jason's rating:	5.0
Tim's rating:	7.0
Conner's rating:	5.0
Owen's rating:	7.8
Mike's rating:	3.2
Ian's rating:	6.9
MacPhisto's rating:	6.5
Jack's rating:	5.9

-----  
AVERAGE RATING:                      5.66

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

"A couple of lightyears can't keep good friends apart"  
Card Rating (1=worst 10=best)

## 1.63 STCCG.guide/ST:CCG Card of the Day/Hunt for DNA Program

ST:CCG Card of the day

Wesley's STCCG card of the day #62

Hi, folks,

some of you have requested I review some Missions. MISSIONS ??? Aren't they all the same ??? Well, I tried my best to pick a few not so standard ones and I promise to do my best. Anyone not in favor of this idea, quit now and come back for

#67

...

For the rest, here comes a worthy beginning (and the proof that not ALL missions are the same :-)

HUNT FOR DNA PROGRAM

Mission, Fed/Klin/Rom, planet, rare.

55 points, Span 5.

Archaeology x 3 + Computer Skill + Biology + Leadership + STRENGTH > 40.

"Vilmor II: Seek and secure last strand of DNA program on this desert planet."

This is the largest point source in the whole game, and also the one with the most requirements and it has (besides others) the largest span available. Let's first try to assemble the smallest crew that can solve this:

Jean-Luc Picard

Archaeology, Leadership, Strength 6.

Baran

Archaeology, Computer Skill, Strength 6.

Roga Danar

Biology, Strength 12.

Ocett

Archaeology, Strength 6.

Data

Strength 12.

-----  
Total Strength: 42. One more than needed.

(Anyone who can do this mission with FOUR cards, please mail me. Of course

you can do with four CREW if you have two phasers, but that makes 6 cards...)

Klingon players can substitute a  
 Gowron  
 and a Koral for  
 Picard  
 and  
 Data  
 (Str 43 total), Romulans can use Taul and Tomalak (Str 41).

So at least this mission is balanced, everybody needs five crew, nobody can do with less. All three crew consist of four universally usable members, only Baran sucks a little, so once you get this together you might as well solve a few other missions, too (or instead).

Note that in all three crews it is very hard to replace one of the five personnel and still have all skills and attributes, so any strategy relying on this mission is vulnerable. This and the fact that it easily can be snatched by your opponent when she gets the necessary crew first make this card a risky proposition. I prefer two single-affiliation missions instead to make 60 or 65 points and gain TWO artifacts along the way...

However, this mission makes for a great bluff. Seed it and grin widely. Pretty sure, your opponent will put her best Dilemmas underneath in order to stop you from gaining 55 points - which you smilingly counter by flying the opposite direction and solving three 35 point missions that don't have anything hard underneath as everything is placed you-know-where....

Favorite combo(s):

- Well more like best Dilemmas: Try spicing this mission with Alien Abduction (against Feds, steal Data (5 crew necessary, good chance to nail at least one) or anything that requires MEDICAL (preferably more than once).
- No good: Anything that requires [Attribute] > \*. Crews for this mission are LARGE!

Card Rating (1=worst 10=best)            HUNT FOR DNA PROGRAM

Wesley's rating:	7.5
Allen Castaban's rating:	6.0
Data's rating:	6.1
Habib's rating:	8.0
Jeff's rating:	8.5
Jason's rating:	7.5
Tim's rating:	10.0
Conner's rating:	6.5
Owen's rating:	---
Mike's rating:	8.1
Ian's rating:	---
MacPhisto's rating:	---
Jack's rating:	8.0

-----  
 AVERAGE RATING:                            7.62

Please direct all email concerning card of the day to:  
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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.64 STCCG.guide/ST:CCG Card of the Day/Investigate Sighting

ST:CCG Card of the day

Wesley's STCCG card of the day #63

Hi, folks,

after my little (unvoluntary) sabbatical, here's what y'all are waiting for:

INVESTIGATE SIGHTING

Mission, Fed/Rom, Space, 35 points, Span 4.

Empathy x 3 OR Treachery + Exobiology + CUNNING > 40

"Beta Stromgen: Investigate sighting of Gomtuo, an interstellar creature code-named Tin Man."

This is a not-so-balanced card. The Federation can overcome this mission with only two crew (e.g. Tam Elbrun + Lwaxana Troi), whilst the Rommies won't get more than ONE Empathy, even with Non-aligned support. So they will have to go for the second solution. Mendak is good choice for them (both skills), but we will then need two crewmembers with a CUNNING of 9 to meet the 41 limit.

Sela

is one, and the other candidate would be Dr. Reyga or Bok. Add ↔ any two

crew with CUNNING 8 and you will be able to solve this mission with 5 cards. Not really the best point/card ratio considering that five Rommies can also do

Hunt for DNA program

. (BTW:I've recieved a beautiful 4-card solution to that mission, but it's Federation only... see below)

Now let's try the second way to solve the mission for the Federation... Exobiology and Cunning really screams "

Data

", so let's include him.

Sarek

will supply 10 more Cunning, Bok nets another 9 and Treachery and ↔ I complete

the crew with Albert Einstein or Isaac Newton. 4 cards. (Almost all Fed ships have Holodecks and this is a space mission, so no problem here.)

The problem with this mission? Well, all the easy solutions require the

inclusion of an otherwise relatively weak card or cards. The Scientist Holos are no regulars in most decks and Empaths are our favorite hated cards. Only the Rommie solution seems a little more flexible, but then it needs a lot of cards for not so many points and this mission can be "stolen" by another affiliation.

Quick Facit: NAH. There are better cards.

Favorite combo(s):

- (This section under repair)

Card Rating (1=worst 10=best)	INVESTIGATE SIGHTING
Wesley's rating:	2.0
Allen Castaban's rating:	6.0
Data's rating:	5.6
Habib's rating:	6.0
Jeff's rating:	6.0
Jason's rating:	---
Tim's rating:	9.0 Ya sure ya rated the right card? :-)
Owen's rating:	5.3
Mike's rating:	6.3
Conner's rating:	---
MacPhisto's rating:	---
Ian's rating:	6.5
Jack's rating:	6.3
James O'Brien's rating:	5.5
-----	
AVERAGE RATING:	6.0

PS: The solution to Hunt for DNA program (I didn't see it, but it IS great!)

Roga Danar (Leadership, Computer Skill, Biology, 12 Strength)  
 Jean-Luc Picard (Archaeology, 6 Strength)  
 Vash (Archaeology x 2, 4 Strength)  
 Varon-T-Disruptor(!!!!!, 2x22 = 44. Ouch!)

Now if you who sent this (patience@muskox.alaska.edu) could just tell me your real name for the hall of fame...

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.65 STCCG.guide/ST:CCG Card of the Day/Relief Mission

## ST:CCG Card of the day

Wesley's STCCG card of the day #64

Hi, folks,

We've seen the hardest, we've seen the worst, let's now see the easiest:

RELIEF MISSION

Mission, Kli/Rom, Planet, 20 points, Span 2.

Geology OR Physics.

"Penthara IV: Alleviate planet of Ice Age conditions following Type-C asteroid impact."

Ok, quick, everybody tell me the one thing that this card a good card.

Got it?

Easy: it's a planet mission.

What? That should be it?

Yep. This is not a mission to solve for points (although this is a nice side effect), it is an excuse for a Romulan or Klingon player to seed an artifact. With just one each of MEDICAL, SCIENCE, SECURITY and ENGINEER you can be reasonably sure to solve it (+dilemmas) and get a speed advantage over your opponent - provided of course you seed your outpost there. (I prefer placing a

Betazoid Gift Box

underneath, but that is solely a matter of taste...)

The very same card as a space mission would be total crap. For points, you will need an average of 33.3 to win with three missions only. As you cannot count on getting Dilemma points, you will usually try to get two 35's and a 30 or two 30's and one 40. A 20 point mission would require two more hard 40's so forget this point-wise.

Unless, of course, you use it strategically as "half a mission". If you then strategically place a

Cytherians

somewhere you can trigger it with a small

ship (Romies, use your Science ships) and send the poor redshirt away to cash your 15 points. Net result: 35 (Almost for free...)

Favorite combo(s):

- (Still out of order)

Card Rating (1=worst 10=best)      RELIEF MISSION

Wesley's rating:	7.0
Allen Castaban's rating:	6.0
Data's rating:	7.8
Habib's rating:	6.5
Jeff's rating:	8.5
Jason's rating:	5.0

---

Owen's rating:	8.0
Mike's rating:	4.2
Ian's rating:	8.7
MacPhisto's rating:	8.0
Conner's rating:	6.5
Jack's rating:	7.8
-----	
AVERAGE RATING:	6.9

PS: You didn't expect me to list the minimum crew for this mission, did you ????? (There are at least four possibilities for each affiliation)

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## 1.66 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #65

Hi, folks,

another mission awaits us, so let's plunge right in:

STUDY STELLAR COLLISION

Mission, Fed/Kli/Rom, Space, 25 points, Span 3

Stellar Cartography

"Detrian System: Study rare collision between two gas giants."

Do they come any worse ? This card is one of the examples how a mission should not be done. Granted, it's a common, so we can't expect too much, but it is even feeble for a common. This mission is only good for the player who plays against it. Either he places lots of hard dilemmas underneath (and thus makes it worthless for his opponent, as a crew large enough to solve the dilemmas can do about any mission) or he plays little dilemmas and places his outpost there for 25 easy points (This thingy is triple-affiliation :-( )

The only way to play this is if you place some dilemmas there yourself. But I think there are better uses for dilemmas.

Now everybody says : "wait a sec, that's almost the same thing as

Relief Mission  
 " and you're ALMOST right. But  
 relief mission  
 has

two features: It is a planet mission and it cannot be done by Feds. This makes the latter an acceptable card, but the former isn't. Nah. Out of my Eyes!!!

Favorite combo(s):

- (We're waiting for a crucial part, so it's still not fixed)

Card Rating (1=worst 10=best)            STUDY STELLAR COLLISION

Wesley's rating:	2.5
Allen Castaban's rating:	6.0
Data's rating:	6.7
Habib's rating:	7.0
Jeff's rating:	6.5
Jason's rating:	5.0
Owen's rating:	8.2
Mike's rating:	6.6
Ian's rating:	8.2
MacPhisto's rating:	7.5
Conner's rating:	7.0
Jack's rating:	5.4

-----  
 AVERAGE RATING:                            6.4

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## 1.67 STCCG.guide/ST:CCG Card of the Day/Diplomacy Mission

ST:CCG Card of the day

Wesley's STCCG card of the day #66

Hi, folks,

---

probably the most unanimously viewed card we've ever seen:

DIPLOMACY MISSION

Mission, Fed, Planet, 30 Points, Span 3

Diplomacy + INTEGRITY > 30 + CUNNING > 30.

"Peliar Zel: Mediate dispute between civilizations on Peliar Zel's two moons"

A really mediocre card. Some of my reviewers barnded it an endgame card. I'd rather say it's a typical midgame mission. Not easy enough to be attempted with one or two personnel, but fair game for almost any crew involving four bridge crew cards. Obviously, the minimum crew is 4 cards (nobody has INTEGRITY of 10 or more), but with exactly four there are plenty of choices. Include

Picard

or

Sarek

and you can even substitute an Integrity 6 for your

4th card.

The point per card ratio is not too good (7.5), but with the flexibility of crew choice, the chance to seed an artifact and the fact that a Klingon or Romulan opponent cannot easily snatch this one away, this mission cannot be described other than "balanced." If more cards would be like this, the game would be really fair (but really boring, too).

Favorite combo(s):

- (If

Geordi

were here we'd have had this repaired for long)

Card Rating (1=worst 10=best)      DIPLOMACY MISSION

Wesley's rating:	6.0
Allen Castaban's rating:	6.0
Data's rating:	7.5
Habib's rating:	7.0
Jeff's rating:	7.5
Jason's rating:	5.0
Owen's rating:	7.2
Mike's rating:	7.2
Ian's rating:	7.6
MacPhisto's rating:	7.5
Conner's rating:	7.0
Jack's rating:	6.0

-----  
AVERAGE RATING:                      6.8

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---



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## 1.68 STCCG.guide/ST:CCG Card of the Day/N'Vek

ST:CCG Card of the day

Wesley's STCCG card of the day #67

Hi, folks,

as I know you, you're probably fed up with missions right now. Good. So let's get back to the interesting cards :-)

N'VEK

Personnel, Romulan, Uncommon

Integrity 6

Cunning 8

Strength 8

SCIENCE, Honor, Biology, Computer Skill, Command Star (\*).

"Member of the Romulan underground. Spearheaded defection of Vice-Proconsul M'ret to the Federation."

A Romulan Mini-Data. Lotsa skills, good stats. Nice to have. Bye.

(Argh, where's the review???)

Don't panic. Some more detail:

Stats - good stuff and (rare!) evenly distributed. No particular weakness. Proof against Firestorms and other nasty things. Worth something significant towards all stat counting Dilemmas or Missions.

SCIENCE - Would not want to be without. So if you need one anyway, why not use a good one ?

Honor - Oops, what's this? A Romulan with honor ? Tsk, tsk, tsk... Enemies aren't what they once were. Nonetheless, useful. Try with an Espionage card against one of the better Fed or Klingon missions (Cloaked mission, nice surprise...). Or use him to aid Khitomer research...

Biology - Haven't we had this before ? Try with Espionage & Fever Emergency.

Computer Skill - Not to be missed. I heard about Impassable Doors turning up

against certain deck types, especially if a sideboard is permitted...

Command ability - Just basically useful. Period.

Favorite combo(s):

- (Hi, it's back!)
- He's born for Espionage against Klingons, so use that card!

Card Rating (1=worst 10=best)      N'VEK

Wesley's rating:	7.5
Allen Castaban's rating:	7.5
Data's rating:	8.1
Habib's rating:	7.0
Jeff's rating:	9.0
Jason's rating:	8.0
Owen's rating:	8.6
Mike's rating:	9.1
Ian's rating:	9.1
MacPhisto's rating:	9.0
Conner's rating:	5.5
Jack's rating:	7.6

-----  
AVERAGE RATING:                      8.0

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## 1.69 STCCG.guide/ST:CCG Card of the Day/Incoming Message

ST:CCG Card of the day

Wesley's STCCG card of the day #68

Hi, folks,

Here's not one, not two, but THREE cards:

INCOMING MESSAGE - FEDERATION  
INCOMING MESSAGE - KLINGON  
INCOMING MESSAGE - ROMULAN

---

Interrupts, uncommon.

Your ship must immediately return to the nearest \*\*\* outpost, full speed. Place on any \*\*\* ship until outpost reached, then discard.

"Messages and directives are sent, faster than light, on subspace radio signals amplified by networks of relay stations."

(Yep, all 3 cards have the same boring flavor text :-( )

These cards are powerful. Play them in any stall deck, if you know what affiliation your opponent is going to use. If not - try something else.

So much for the quick reader. In depth:

These cards, used correctly, are incredibly strong. Not only can you stall an opponent for several turns, with a little calculation you can actually use them destructively. Try for example two strategically placed

subspace warp rifts

. The opponent MAY NOT stop there, so damage is assured. Two of them: BOOM... Of course, this play requires several short span missions in a row, as after the first hit, range is reduced to 5.

Gaps in normal space also is an option. In the right position - unstoppable Mini-Armus(TM).

The biggest one however, is Incoming Message +

Q-Net

, a perfect lock unless

the opponent has 2 Diplomacy aboard. Remember, no beaming to or from the ship is allowed if a ship is under the influence of one of these cards. So stick a {"Q-Net" link COTD86} between the ship and the outpost and grin. Having no 2 ←

Diplomacy, your

opponent will sit there forever, never being able to complete the assignment. Cure with

Kevin Uxbridge

on

Q-Net

,

Amanda

won't work anymore!

(There are three more solutions to this problem, but I won't tell yet. The first reader to find ALL will get the usual honorable mention... One is easy and requires only one card, the second one needs at least four cards and will not be easy to implement in a game and the third is a two-card one, but who plays them?)

Now for the drawback: You need to know what affiliation your opponent is playing, otherwise you are stuck with a completely useless card. So for fixed-deck play this card is relatively crap. If you are allowed to side-board, however (evil cackle)...

Favorite combo(s):

- The Incoming Message /  
     Q-Net  
         lock. Really effective against Klingons and  
 Rommies...

Card Rating (1=worst 10=best)      INCOMING MESSAGEs

Wesley's rating:	6.5 (9.9 if playing with sideboard)
Conner's rating:	5.5
Phil's rating:	8.0
Mike's rating:	7.8
-----	
AVERAGE RATING:	6.95

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## 1.70 STCCG.guide/ST:CCG Card of the Day/K'Tesh

ST:CCG Card of the day

Wesley's STCCG card of the day #69

Hi, folks,

Magic has (sorry: had) its Atog and ST:CCG didn't want to leave out the  
 chance to include an equally hated card:

K'TESH

Personnel, Klingon, common.

Integrity 5  
 Cunning 5  
 Strength 6

ENGINEER, Stellar Cartography, Hologram, universal.

"Re-Creation who assisted in the Age of Ascension ritual. Perfected  
 current pain-stick design for ritual use."

WHAT? A Klingon Hologram whose skills (sorry: skill) are useless on planet  
 missions? If I go all the way to carry

---

Holo-Projectors

, I want to use my

Holos on planets, too. And this one is not very useful on a planet (except perhaps as a reusable redshirt, I will come back to this later).

Other ways to play a K'Tesh if I really want to? Two.

1) Play a Klingon / Federation Alliance. Holodecks galore, no need for that #&%\$

Holo-Projector

. Now he can be used in space where he is useful.

2) Use Husnock ships. Slow but powerful (see the review of that card).

Now if there only were a range enhancer card...

Alternatives ? One. Uncommon, though. Use Dr. Reyga. An extra SCIENCE, an extra Astrophysics, and a Staff Star. Not universal though and he can be killed...

Now that redshirt thing I talked about. Remember Holograms cannot be killed, abducted, etc. They can only be deactivated. So if you really need to red-shirt (no better ideas ?) use them. Holo #1 beam down, suck dilemma, get deactivated and return to ship. Remainder of ship crew is still unstopped, so send Holo #2, suck dilemma...

Repeat until all dilemmas are gone. Solve mission.

Works best for Romulans, as they have two not-so-useless common Holo cards, but two or three K'Teshs can do the same trick.

Of course don't try this with me. A simple Holographic ruse or Shaka will nullify this idea of yours and once your crew is down there... (grin)

Favorite combo(s):

- A Handful of K'Teshs as redshirts. There even is a lot of red on the card :-)

Card Rating (1=worst 10=best)      K'TESH

Wesley's rating:                      3.0  
 Conner's rating:                      0.5 (Uh, 1.0 that is)  
 Phil's rating:                         8.0  
 Mike's rating:                         6.4

-----  
 AVERAGE RATING:                      4.7

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## 1.71 STCCG.guide/ST:CCG Card of the Day/I.K.C. Pagh

ST:CCG Card of the day

Wesley's STCCG card of the day #70

Hi, folks,

we didn't see a ship for some time, so let's fix this:

I.K.C. PAGH

Ship, Klingon, rare.

Range 8

Weapons 7

Shields 6

Cloaking Device, Tractor Beam

Requires 1 Staff (+)

"Battle cruiser under the command of Captain Kargan.

Commander William T. Riker

served aboard as an exchange officer in 2365."

A good ship for any Klingon Armada deck. With the one staff as only requirement, you can man quite a few of these. Add a

Nutational shields

and a Kromm

and you have an Armada of 8/7/8's capable of blowing about everything out of space with an investment of only 2 cards for each 7 firepower. A

Bynar weapon enhancement makes this 8/9/8. (8/6/8 or 8/8/8 for each ship beyond the 3rd, as you run out of non-universals). Still, blowing an opponent's outpost to pieces with not more than 10 cards is a good value for money relation...

Cloaking devices IMHO don't help very much and a Tractor beam... Well, let's see what they give us in the expansions. At the moment the ship extras are not that useful.

Favorite combo(s):

- Pagh +

Vorn

+ Hegh'ta + Buruk + 4 Kromms +

Bynar Weapon Enhancement + Opponent's outpost.

Card Rating (1=worst 10=best) I.K.C. PAGH

Wesley's rating: 7.5  
 Conner's rating: ---  
 Phil's rating: 6.0  
 Mike's rating: 8.0  
 -----  
 AVERAGE RATING: 7.2

PS: Look out for Card of the day 70 1/2 (extra bonus article, just because I like the number 70.)

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## 1.72 STCCG.guide/ST:CCG Card of the Day/I.K.C. Vorn

ST:CCG Card of the day

Wesley's STCCG card of the day #70 1/2

Bonus review:

just another Klingon ship (I liked the  
 Pagh  
 so much...)

I.K.C. VORN

Ship, Klingon, uncommon.

Range 8  
 Weapons 7  
 Shields 6

Cloaking Device, Tractor Beam

Requires 1 Staff (+)

"Klingon Bird-of-Prey used to transport Duras to meet with the Klingon  
 Arbiter of Succession in 2367."

A good ship for any Klingon Armada deck. With the one staff as only requirement,

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

?

???

??

HEY!!! WAIT A MINUTE!!! We've heard all this before!!! Ya sure ya reviewing the right card???

Unfortunately, yes. These two are ABSOLUTELY IDENTICAL. Just a different name.

Favorite combo(s):

- As for the  
     Pagh  
     .

Card Rating (1=worst 10=best)      I.K.C. VORN

Wesley's rating:                      7.5  
 Conner's rating:                     7.5  
 Phil's rating:                        7.0  
 Mike's rating:                        8.0

-----  
 AVERAGE RATING:                     7.5

PS: Congrats to all raters who noticed the trap before embarrassing themselves... (I love placing little traps!)

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**1.73 STCCG.guide/ST:CCG Card of the Day/Goddess of Empathy**



ST:CCG Card of the day

Wesley's STCCG card of the day #71

Hi, folks,

here's an Anti-stall card:

GODDESS OF EMPATHY

Event, rare.

Plays on table until the end of your next turn. Neither you nor your opponent can play interrupt cards (except

Kevin Uxbridge  
or Q2). Discard after use.

"Lt. Reginald Barclay created a fantasy holodeck simulation of

Counselor Deanna Troi  
. Her empathic abilities help other personnel anticipate danger."

I didn't like this card very much. Actually I never played it until I've seen Habib's stall deck. My deck is a speed deck and with a good buildup I can score three missions in one turn, so this card gives me the room I need.

How to use:

Against a stall deck, you will have trouble the very moment you leave your outpost to do anything. So just collect a crew there (A

Kivas Fajo  
and a

few

Palors  
help, as do the  
Traveller  
and  
Red Alert  
) . You can solve the mission

at your outpost location, there is no way to counter this. (Good to have a

Betazoid Gift Box

there) Now with two ships at your outpost, play Goddess, solve one mission that MUST BE ADJACENT to your outpost location, fly back, (that's why you need the close mission, otherwise you run out of range) change ship, fly to other side, solve 3rd mission, win. Opponent cannot stop you, as no interrupts are allowed and as it is not her turn, you won't need to fear battle. Add a

Horga'hn  
to the 2nd mission for extra safety (extra

turn). Remember, you are faster - a stalling opponent hurts her own speed. (Hi Habib, wanna play against a slightly modified BLUE LIGHTNING?)

BIG CAVEAT: When trying this keep a Q2 as backup. Otherwise the staller smiles and throws a

Kevin

. Remember, she cannot  
 Amanda  
 your Q2. (Goddess  
 prohibits this!)

Favorite combo(s):

- This is not a combo card, but a counter card. It is useful only as part of  
 bigger strategies.

Card Rating (1=worst 10=best)      GODDESS OF EMPATHY

Wesley's rating:                      7.5

Conner's rating:                      ---

Phil's rating:                         6.0

Mike's rating:                         6.2

-----

AVERAGE RATING:                      6.9

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## 1.74 STCCG.guide/ST:CCG Card of the Day/Sarek

ST:CCG Card of the day

Wesley's STCCG card of the day #72

Hi, folks,

I would like to insert a bridge crew here, but somehow I ran out of cards.  
 (See the various reviews) So I guess we have to stick with the second  
 best:

SAREK

Personnel, Federation, rare.

Integrity 9

Cunning 10

Strength 3

V.I.P, Diplomacy x 3, Mindmeld, Command Star (\*).

"Illustrious Vulcan Federation Ambassador. Over 200 years old. Married at least three times: to a Vulcan Princess, to Amanda and to Perrin. Father of Spock."

Not only is he the one person with the highest INTEGRITY, he also is the most CUNNING of all (biologically) living STCCG personnel. This alone makes him valuable, but more important, he is a vital part of one of the best crew/mission combinations. Take Wormhole negotiations as the mission, and solve it with Sarek and

Picard  
for a 22.5 average.

(of course you can improve on this:

Picard  
+ Excavation gets 25.0,  
Wesley  
+

Study Plasma Streamer gets you 30.0, same goes for

Deanna  
+ First Contact and

Data  
+  
Investigate Time Continuum  
goes up to 35.0. There is another 35.0

possibility, but I leave that one to you for the next honorable mention...)  
[Gods explicitly excluded from this - It's TOO EASY]

Mindmeld is another point. With the corresponding interrupt, you can create incredible two-card crews: How about Diplomacy x 7 , Leadership x 2, Honor x 2 all with two personnel ?

Sarek is fun in another way, as he is a keystone of one of the few real theme decks possible with the present cards: Sarek +

Picard  
+ Riva + whoever can

support the theme and a big lot of missions with a Diplomacy requirement to make an Ambassador deck. Counting the related skill of Honor you can build a deck full of Diplomat type characters (you will need to use a Med Kit to supply a doc...) I'd suggest Wormhole negotiations,

Diplomacy mission

,  
First Contact, Evacuation, Investigate Massacre and Study "Hole in Space" as mission choices.

Favorite combo(s):

- Sarek +

Picard  
+ Wormhole Negotiations. "What ? Only x5 ?".

Card Rating (1=worst 10=best) SAREK

Wesley's rating: 8.0

Conner's rating: ---  
 Phil's rating: 9.0  
 Mike's rating: 8.7  
 -----  
 AVERAGE RATING: 8.6

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.75 STCCG.guide/ST:CCG Card of the Day/Wormhole

ST:CCG Card of the day

Wesley's STCCG card of the day #73

Hi, folks,

I've done reviews with one card, two cards and even three cards. So let's try something really different: HALF A CARD. Huh ? Easy:

WORMHOLE

Interrupt, common.

Requires two wormholes. Play one on any ship as it begins to move. Play the other where the ship immediately emerges. Discard wormholes.

"An unstable tunnel through subspace that links to locations in normal space / time."

Half a card. You may not even play it alone for no effect. It sits on your hand until you can get another. Then you can relocate a single ship. If you could at least use a single one to teleport a ship to a random location (roll a twelve-sided die...) this were OK, but like this I really wonder what to do with this card. You have a 75% chance that at least one of the two needed is in the bottom half of the deck and still a 7 in 16 chance that you get one of the two in the last quarter of your cards. If you use more than two, they really start to clutter things up, so not much of an alternative here, even more so as your opponent can destroy these two cards with a single

Amanda Rogers

:-(

If you need speed, use Transwarp conduits instead. Two of these played on

a

U.S.S. Enterprise

give it a range of 36, enough to cover at least 75% of the spaceline, even if she is stuck at the very end, and they can be used alone for an 18 span move.

The only place where Wormholes might be effective are large multiplayer games, but in the standard two-player version: DOH.

Favorite combo(s):

- Wormhole + Wormhole. Nice combo, eh ?

Card Rating (1=worst 10=best)      WORMHOLE

Wesley's rating:                      1.5

Conner's rating:                      6.0

Phil's rating:                         3.0

Mike's rating:                        6.8

-----  
AVERAGE RATING:                      4.3

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## 1.76 STCCG.guide/ST:CCG Card of the Day/Love Interests

ST:CCG Card of the day

Wesley's STCCG card of the day #74

Hi, folks,

Guess I compensate for the half-card yesterday before somebody complains about having paid for a full one...

MALE'S LOVE INTEREST

FEMALE'S LOVE INTEREST

Dilemmas, Planet, common.

\*\*\* Away team member (random selection) runs off with lover to furthest planet, where (s)he remains. Can be rescued later. Discard dilemma.

"A genetically engineered leader. Once romantically involved with Deanna Troi"

"One of the many beautiful women who reside on the paradise planet of Risa"

(Guess which is which...)

These cards are not as similar as they might seem, especially concerning combo opportunities. The Female's version is definitely the stronger one, as there is the

Matriarchal Society

(always a nice combo) and you can use this

against the typical Fed deck very well (Try FLI + any Dilemma requiring lots of Medical & Science - almost all their blue shirts are female.) The MLI can somewhat be combined with dilemmas requiring Security, but this is far less certain, as Tasha Yar can work around this problem. For MLI, there is the combination with the impassable door (all the Computer freaks are men except Dr. Selar, at least as far as Feds are concerned [too lazy to check the other affiliations]).

Quick three-criteria analysis for those used to it:

Prerequisites: Strong. Cannot be avoided. By NO means. Not even

Genetronic replicator

or

Interphase Generator

do help.

Effect: Medium to strong. Get rid of 1 personnel with some control over which type goes. In most cases more lasting than killing, as no

Res-Q  
allowed.

Flexibility: Fair (MLI), Good (FLI). The extra killer combos for the FLI merit the better rating. Planet Dilemmas are IMHO more useful than space ones.

Total: Great cards. Must-haves.

Favorite combo(s):

- FLI + Anaphasic Organism + Matriarchal Society. 2? Make that 4.
- MLI + Microvirus + Impassable Door. Best All-common dilemma combo ever.

Card Rating (1=worst 10=best)	LOVE	INTEREST:	MALE's	FEMALE's
Wesley's rating:	8.0	9.5		
Conner's rating:	6.0	7.5		
Phil's rating:	7.0	8.0		
Mike's rating:	7.8	8.6		
-----				
AVERAGE RATING:	7.2	8.4		

PS: Solutions to #68: Incoming Messages

- (a) play Where no One has gone before and go the other way.
- (b) bring a ship with 2 Diplomacy and an Engineer and build an extra outpost.
- (c) use Wormholes

to #72: Sarek

Beverly Crusher + Evaluate Terraforming.

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## 1.77 STCCG.guide/ST:CCG Card of the Day/75 cards that will never be in COTD

ST:CCG Card of the day

Wesley's STCCG card of the day #75

Hi, folks,

we've seen about everything in Card of the Day right now, but there are lots of cards that just aren't interesting enough to be worth a review of their own. So for this issue, let's take a bunch of them and do an issue of

75 CARDS THAT WILL NEVER BE IN CARD OF THE DAY

- 1) All Basic Outposts. (3 cards)

These are like Basic Lands in Magic. You need them. Period. Only point worth noting is the little compensation in the Federation Outpost with the two less shields, but I never saw this making a difference.

Rating: 9.9 each (much better than the neutral one)

- 2) The Phasers / Disruptors / PADD's. (6 cards)

These are just weak. To make them better than an extra crewmember I would need to put them with at least 5 people. Otherwise I prefer adding a strong or cunning personnel and get not only attribute points but skills, too.

---

Rating: 1.5 for the STRENGTH enhancers  
1.0 for the CUNNING boosters

3) The Kits / Tricorders / Engineering PADD. (5 cards)

The kits are somewhat useful as is the regular Tricorder. In most cases I have an abundance of OFFICERS, but too few MEDICAL and SCIENCE. Too bad you cannot use the granted skills as basis for other equipment, otherwise this might have been an interesting strategy (OFFICERS + Engineering Kit + Tricorder + Medical Tricorder) The two equipment that add to the SCIENCE personnel are redundant for me - I am always short on Science.

Rating: 6.5 Medical Kit  
4.5 Tricorder  
4.5 Engineering Kit  
1.0 all others

4) All common Federation personnel from the basic set. (11 cards)

These are just weak. While the Federation have by far the best un-commons and rares, these cannot be seen as anything but a chance for the beginner to get a classification in which he doesn't have an uncommon or rare yet.

Ratings: Between 2.0 (Giusti) and 4.5 (Simon Tarses, male Medical!)

5) The Treaty and Espionage cards. (7 cards)

I have mentioned these several times as support cards for strategies and I guess there will sooner or later be an article in Deck of the Week concerning these card types.

Ratings: 1.5 Treaties  
4.0 Espionage

6) The Shuttlecrafts. (2 cards)

Weak, but I might someday change my mind if the rule about carrying shuttles aboard large ships becomes implemented.

Ratings: 1.0. (3.5 if playing Klingon)

7) Raise the Stakes. (1 card)

This is not a gaming card but a gambling card.

Rating: Tear this apart and throw it away.

8) All Dilemmas that say "Damages ship unless \*\*\*" (4 cards)

At the speed normal games proceed, these do far too little harm to be interesting. Besides that, their requirements to overcome are easy to meet.

Ratings: 1.0



- 9) All remaining missions from the basic set except  
Investigate Time Continuum (38 cards)

Easy: I've done a few, they ARE quite similar and with the five I've done, everybody should be able to evaluate missions for themselves. The Time Continuum thing is a special case as there is a nasty Mission/Dilemma combo which I might want to publish some day.

Ratings: 5.5 (just hopelessly average)

Favorite combo(s):

- (well, did you expect something here?)

Card Rating (1=worst 10=best)

75 CARDS THAT WILL NEVER BE IN CARD OF THE DAY

(See above)

So that was this. Easily doubled the number of cards marked as "done".  
Back to the interesting stuff tomorrow.

PS: With this article you now can build complete decks with 60 cards that have been reviewed, so you don't miss all the opportunities behind them...

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## 1.78 STCCG.guide/ST:CCG Card of the Day/Kurak

ST:CCG Card of the day

Wesley's STCCG card of the day #76

Hi, folks,

you're waiting intensely, with trembling hands, shaken by my long absence ?  
Even thinking about suicide ? Or, worse, about burning your STCCG set :-) ?  
No need for that.

Here is:

KURAK

Personnel, Klingon, rare.

Integrity 6

---

Cunning 7  
Strength 6

SCIENCE, Astrophysics, Computer Skill, Physics, Honor, Staff Star (+).

"Famed female Klingon scientist and warp-field specialist who evaluated the  
metaphasic shield  
."

If you need a better Klingon then her, well, you have to wait for the expansions. You won't find any in the basic set.

In detail:

Attributes: Solid and balanced. Two 6's and a 7 make her a strong addition to any crew that has to rely on Attributes for solving Dilemmas and missions, but this is not Kurak's main advantage.

Most Klingon Science personnel suffer from the "OK, I am SCIENCE, so why do I need useful skills?" syndrome. (Unfortunately, this also applies to Fed and Rommie science officers. Guess we have to wait for Spock to get a good Fed with SCIENCE.) Not so Kurak. Her skills are all useful.

Honor is the basic "Hi, I'm Klingon" skill. Nonetheless it is quite useful, especially as there are several missions that need more than one Honor. The combination of Astrophysics and Physics is very nice to have if you are playing lots of space missions. Almost 2/3 of these require one of the two skills and the latter does not often come in useful combinations, so it sometimes requires the inclusion of a somewhat weak card. Computer Skill is more like a little bonus if you consider the other skills. Basically, it increases her usefulness on planet missions to something above absolute zero, which helps to make Kurak a well-rounded card and a great addition to any Klingon (and mixed Klin/Fed for that case) deck.

Favorite combo(s):

- I love her in any Fed/Klingon Treaty deck to help out the Feds' weak SCIENCE personnel.

Card Rating (1=worst 10=best)	KURAK
Wesley's rating:	7.5
Conner's rating:	---
Phil's rating:	7.0
Michael's rating:	7.4
Cole's rating:	8.8
Owen's rating:	Does not have...
Ian's rating:	9.2
Jack's rating:	8.0
Jason's rating:	8.5
Jeff's rating:	9.2
-----	
AVERAGE RATING:	8.2

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## 1.79 STCCG.guide/ST:CCG Card of the Day/Holo-Projectors

ST:CCG Card of the day

Wesley's STCCG card of the day #77

Hi, folks,

how about a card that is worth nothing by itself ?

HOLO-PROJECTORS

Event, uncommon.

Plays on table. This technology allows your holographic re-creations to be projected and used on any of your ships or Away Teams.

(Immune to

Kevin Uxbridge  
)

"The hologram projector on Minos is an example of planet-based interactive holographic technology."

Too bad they didn't come up with the linking card concept in time for this card. If you could seed it, this would be great. As it stands, it is more like a lottery. Once you have it, you get great redshirts and you can access some cool personnel cards. But if you rely on it and don't get it you are doomed, as you lose the use of some key personnel.

(Decipher: How about a change to this card so it may be used like the linking cards ?)

Of course, this card is double valuable to our Klingon and Romulan friends. These cannot use their Holos at all unless they have

Husnock ships  
(slow) or

the Holo-Projector. The Federation can at least create a space-mission Hologram deck without relying on the Holo-Projectors (for which purpose the Fed

Holo cards are well suited anyway.)

A really good thing about this event is that they made it immune to  
Kevin

Although I think the main purpose of this decision was to avoid rules fuss (What happens to a hologram on a planet when the projector is destroyed?) this immunity makes this the only invulnerable card in the game, so once played it stays. The only problem is to get it out, and for this downside this card is close to worthless. (You can't rely on lots of Holos for the risk of not getting your Projector and with only a few Holos the net effect of the card is too low.)

BTW: Using more than one Projector isn't that great either; you get one earlier, but all others don't do anything sensible...

Favorite combo(s):

- Holo-Projectors +  
Betazoid Gift Box  
. The only way to get it to work  
reliably.

Card Rating (1=worst 10=best)      HOLO-PROJECTORS

Wesley's rating:	2.5 (8.0 if made seedable [House rule])
Conner's rating:	7.0 (If you play Klingons or Rommies)
Phil's rating:	7.0
Michael's rating:	8.6
Owen's rating:	4.1
Ian's rating:	2.9
Cole's rating:	5.0
Jack's rating:	8.9
Jason's rating:	8.0
Jeff's rating:	6.7

-----  
AVERAGE RATING:                      6.07

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## 1.80 STCCG.guide/ST:CCG Card of the Day/The Devil

ST:CCG Card of the day

Wesley's STCCG card of the day #78

Hi, folks,

how about another counterspell ?

THE DEVIL

Interrupt, rare.

Destroys any one Treaty card on table OR one

Horga'hn

OR

one Wind Dancer.

"Ardra recreated the human mythical figure the Devil on Ventax II"

One card - three uses. One of them badly necessary, the second one quite useful, the third one to be neglected.

Let's start at the bottom: Destroying a Wind Dancer? Why oh why should I do this? With the original wording "may only pass if a smiling character is present" this might have been a good Dilemma, but they dropped that for the confusion it would cause. Youth OR Music is way too easy to overcome, so forget this use of The Devil. (Who uses a Wind Dancer anyway?)

Better: Destroying a treaty. Good two-color decks work without a treaty anyway, but once it is out and you have made use of it, you are in serious trouble when it is destroyed, as you lose a lot of time returning "wrong" personnel to their outposts or ships. Even worse, some ships might be stalled when they run out of command crew.

Best: Removing a

Horga'hn

. This card is nasty and powerful and it cannot be destroyed by normal means like

Kevin

or

Amanda

. Once your opponent gets it

and you cannot counter it, you can often concede the game. So here the Devil makes sense. A definite tournament card as you won't see many tourney decks without a

Horga'hn

.

Summary: A must for a tourney deck. Much less useful in friendly play, as you won't see as many

Horga'hns

there (there are house rules that ban this card as being too strong!)

Favorite combo(s):

- Combos for a counterspell? Nah.

Card Rating (1=worst 10=best)	THE DEVIL
Wesley's rating:	7.0 (9.0 in tournament)
Conner's rating:	6.5
Phil's rating:	5.0
Michael's rating:	8.1
Owen's rating:	6.0
Ian's rating:	5.8
Cole's rating:	8.0
Jack's rating:	5.9
Jason's rating:	6.0
Jeff's rating:	6.5
-----	
AVERAGE RATING:	6.48

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## 1.81 STCCG.guide/ST:CCG Card of the Day/Galathon

ST:CCG Card of the day

Wesley's STCCG card of the day #79

Hi, folks,

for those of you complaining "I don't have all these shiny rares, can't he do something I HAVE?", here's a common:

GALATHON

Personnel, Romulan, common, universal.

Integrity 3

Cunning 7  
Strength 9

OFFICER, Archaeology, Greed, Treachery, Command Star (\*)

"Romulan Officer representative of those serving the Romulan Star Empire. Pursuer of DNA program in 2369."

Gripe: Integrity 3. Did I hear "Firestorm" ?

Yikes: Greed. Can you tell me what to do with it (other than making the card look as if it had three skills instead of two?)

Not bad: Archaeology. Romulan missions tend to involve a lot of digging around for some long-lost stuff.

Always fun: Treachery. Especially as this is not so common amongst the commons. And the other two that have it are not much better. Selok is a VIP and has nothing to offer besides Treachery, and Taul is almost the same card, but he is a SECURITY instead of an OFFICER.

The rest: Comand ability, Cunning and Strength. Nice to have but no disaster to miss.

All in all: A mediocre Rommie, but nice for a cheap deck, especially as he can be enhanced with the various kits and the Romulans are very short on both ENGINEERING and MEDICAL personnel.

Favorite combo(s):

- Galathon + Medical Kit + Engineering Kit.

Card Rating (1=worst 10=best) GALATHON

Wesley's rating:	6.5
Conner's rating:	4.0
Phil's rating:	8.0
Michael's rating:	7.4
Owen's rating:	7.4
Ian's rating:	7.9
Cole's rating:	5.3
Jack's rating:	6.7
Jason's rating:	7.0
Jeff's rating:	7.5

-----  
AVERAGE RATING: 6.77

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## 1.82 STCCG.guide/ST:CCG Card of the Day/Ocett

ST:CCG Card of the day

Wesley's STCCG card of the day #80

Hi, folks,

read this (recieved yesterday):

"We have followed your articles for a long time now and found out there is a severe neglect to give the Cardassian Empire its due consideration. Should this problem not be solved, diplomatic consequences will occur.

Signed:

Gul Dukat."

Calm down, man. Here's what you were waiting for:

OCETT

Personnel, Non-ali... er CARDASSIAN, uncommon.

Integrity 6

Cunning 8

Strength 6

OFFICER, Archaeology, Navigation, Honor, Command Star (\*)

"Gul Ocett, Cardassian female officer, Commander of a Galor-Class warship. Pursuer of DNA program."

A solid mix of skills and attributes, with no strikingly visible weaknesses. As with

Kurak

, all three attribute values are 6 or better, so there is no risk from low values and a considerable contribution to any total.

Ocett's skills are well mixed, especially if you use both planet and space missions. Navigation is uncommon and well suited for Space locations, Archaeology is by its nature more a planet skill (also of medium value) and Honor is usable in both situations.

The OFFICER classification of course is not that strong, unless you are using lots of equipment to give her a MEDICAL or ENGINEERING skill.

Ocett's strength definitely lies in her role as a support crew member, supplying something useful to each mission instead of doing one mission all by



herself, a trait she has in common with many other non-aligned personnel.

Favorite combo(s):

- Ocett + Evек as support crew.

Card Rating (1=worst 10=best)      OCETT

Wesley's rating:	7.5
Conner's rating:	7.5
Phil's rating:	8.0
Michael's rating:	8.4
Owen's rating:	8.0
Ian's rating:	7.7
Cole's rating:	6.0
Jack's rating:	7.2
Jason's rating:	7.5
Jeff's rating:	8.5

-----  
AVERAGE RATING:                      7.63

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### 1.83 STCCG.guide/ST:CCG Card of the Day/Nikolai Rozhenko

ST:CCG Card of the day

Wesley's STCCG card of the day #81

Hi, folks,

How about a not-so-good Federation card that can still be worth something?

NIKOLAI ROZHENKO

Personnel, Federation, uncommon.

---

Integrity 3  
 Cunning 7  
 Strength 4

CIVILIAN, Anthropology, Computer Skill, Treachery, Staff Star (+)

"

Lieutenant Worf's  
 human foster brother. Son of Sergey and Helena Rozhenko."

Well, as you see, lots of Weaknesses. Integrity 3 (Firestorm!!!) is the worst, and Strength 4 is not much better. And Anthropology, who needs that ?

But Nikolai has two valuable things to contribute. First for  
 Kurlan Naikos  
 players, he is a Civilian, a Classification that is incredibly ←  
 rare among  
 Federation crew. And the only two that also have it are Alexander Rozhenko  
 (Doh) and

Mot the Barber  
 (Ugh). So amongst these three he is still the best.

And even when considering Non-aligned personnel you can only add  
 Ishara Yar  
 (compare her: worse) and Amarie (almost a  
 Mot  
 ) to the list, so you'd better  
 stick with Nikolai if you want to use this artifact. (If not, a Civilian is  
 pretty much useless...)

And the second skill that is uncommon among Feds is - Treachery.  
 Only four cards have it (the other three are Eric Pressman,  
 Vash  
 and

Ro Laren  
 ) Two of them are rare and hard to obtain, and don't forget  
 that quite a few missions that need Treachery need more than one of it. A  
 notable exception is the one that is most useful for Feds: Pegasus Search. If  
 planning to use this, you'd better have a Treachery ready just in case you  
 can't uncover your interphase generator.

So: Useless in general, but useful for specialized decks (can you say  
 "surprise" ?)

Favorite combo(s):

- Nikolai Rozhenko + Pegasus Search. The only one I can think of.

Card Rating (1=worst 10=best)      NIKOLAI ROZHENKO

Wesley's rating:	3.5
Conner's rating:	3.5
Phil's rating:	5.0
Michael's rating:	7.8

Owen's rating:	7.2
Ian's rating:	5.1
Cole's rating:	7.5
Jack's rating:	6.3
Jason's rating:	7.0
Jeff's rating:	3.0
-----	
AVERAGE RATING:	5.59

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even more great STCCG stuff.)

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## 1.84 STCCG.guide/ST:CCG Card of the Day/U.S.S. Hood

ST:CCG Card of the day

Wesley's STCCG card of the day #82

Hi, folks,

can you spell "useless" with four letters ? I can: H-O-O-D. Which of course  
is today's card:

U.S.S. HOOD

Ship, Federation, rare.

Range 7

Shields 6

Weapons 7

Tractor Beam.

Requires 0 Command(\*), 2 Staff(+).

"Registry number NCC-42296. Named for the 20th century admiral, Sir Horace  
Hood. Commanded by Captain Robert DeSoto."

So what ? 7/6/7 and not even a Holodeck ? ARRRGH! Hey folks, we're playing  
Feds here, so we have more Command Stars than we'd ever need. So use those  
Nebula Class Ships that require one Command and one Staff. For that extra  
effort you get 8/7/8 on a common And a Holodeck. So why take this ?

---

Even compared to other affiliations, this ship is weak: A simple IKC Buruk has 8/6/7 and a Cloaking Device and it requires one LESS staff! And Rommies have no middleweight ships, but they have an 8/5/6 WITHOUT ANY requirements. And in the non-aligneds I can get either a Combat Vessel (8/8/6) or a Mercenary ship (7/7/7) for the same cost.

Of course there is an explanation (but not an excuse) for this bad card: Decipher wanted to stay close to the show and the Excelsior ships are old. So they require much effort for comparably little output. But couldn't they have given them something unique to make them worthwhile? A transwarp drive that can double their range for one turn but at a risk of damage for example ?

No. No. No. No. No. You'll never catch me playing this...

Favorite combo(s):

- Remember what I listed here for  
Troj  
(#39) ? Same thing here.

Card Rating (1=worst 10=best) U.S.S. HOOD

Wesley's rating:	2.0
Conner's rating:	---
Phil's rating:	5.0
Michael's rating:	5.1
Owen's rating:	6.8
Ian's rating:	5.9
Cole's rating:	7.5 (HUH???)
Jack's rating:	5.0 (Quote: "Sad sad sad waste of a rare")
Jason's rating:	6.0
Jeff's rating:	4.0
-----	
AVERAGE RATING:	5.3

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LLAP,

Wesley Crusher, the new STCCG Lord

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

## 1.85 STCCG.guide/ST:CCG Card of the Day/Subspace Warp Rift

ST:CCG Card of the day

Wesley's STCCG card of the day #83

Hi, folks,

another card for those of you who prefer a slow game:

SUBSPACE WARP RIFT

Event, common.

Plays crosswise on any spaceline location. Any ship passing over here without stopping incurs damage.

"Dr. Serova proved in 2370 that disastrous rifts occur in the fabric of space due to the excessive use of warp drive. Discovery led to a Federation-wide speed limit of Warp 5."

Note one tiny detail on this card that makes it one half of a fun combo: It says "Spaceline location", not "Mission". (If you don't want to be spoiled try to find the combo now, I will place it under the appropriate section below.)

Now the card in itself: It is of course one of those cards that affect both players, so be very careful not to hurt yourself more than your opponent. A location to play it on is your own outpost as you will often stop there anyway.

Its effect is not too great, but might sometimes gain you one turn if it is strategically placed. If playing it (not very probable) I'd rather reserve it for a situation in which I can count the movement of my opponent and can guess (or know) her destination. Helps in cases where there are effects like

incoming messages  
or  
Cytherians  
(preferably with Birth of

Junior) in play. The extra turn lost here can (rarely but possibly) lose a game (or destroy a ship in the  
Cytherians  
/BoJ combo).

Or (I didn't think of this, but two raters did - THX) use two of them. If played in conjunction with an  
Incoming Message  
or a  
Cytherians  
: BOOM!

(She can't decide how far to move and thus can't stop, but you need a few low-span missions in a row to fire the second one)

Normally an endgame card when you need it to gain just one turn to win.

Favorite combo(s):

- Or of course try this: Play Gaps in normal space next to your opponent's outpost (preferably in the direction she's gonna go most times). Then put a Subspace Warp Rift atop it. Stop and lose a personnel, don't stop and hurt your ship. (Evil grin)

Card Rating (1=worst 10=best)	SUBSPACE WARP RIFT
Wesley's rating:	4.0
Conner's rating:	5.0
Phil's rating:	7.0
Michael's rating:	6.8
Owen's rating:	6.9
Ian's rating:	5.8
Cole's rating:	6.0
Jack's rating:	6.7
Jason's rating:	6.5
Jeff's rating:	7.0
-----	
AVERAGE RATING:	6.17

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## 1.86 STCCG.guide/ST:CCG Card of the Day/Radioactive Garbage Scow

ST:CCG Card of the day

Wesley's STCCG card of the day #84

Hi, folks,

another Dilemma for those of you who missed them:

RADIOACTIVE GARBAGE SCOW

---

Dilemma, space, uncommon.

Place atop spaceline here. Mission cannot be done where present. Ships with tractor beams and 2 ENGINEER can tow barge to a different location.

"Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelon V in 2367."

Okay, another (yawn) stall card, but this time not the worst one. Makes for lots of long faces and it has the definite advantage of gaining you a turn. (Place it under a span 5 mission to increase the fun and if your opponent has three missions in a row try the middle one, so it won't suddenly wind up on your own cards.)

Although the criteria are not too hard to overcome, this one WILL take time and when used in conjunction with a few other cards pretty much make a mission worthless (Try it with

Cytherians

under a mission your opponent relies

on solving...)

It could also make for much fun with Birth of Junior, but unfortunately these two are too similar in both requiring ENGINEERS, so once the first is solved the second one becomes quite easy.

This card also combines quite well with the events (and interrupts) that damage a ship.

The sneakiest variant: If your opponent has few ships and an outpost on a space location, try placing it there. No more "free" mission solving that you cannot prevent with temporal rifts and other funny stuff...

Almost a staple in my speed decks - it gets me one turn and I do a lot of things in a single turn.

Favorite combo(s):

- Radioactive Garbage Scow + Plasma Fire. Forget your mission attempt if you don't have a SECURITY aboard.

Card Rating (1=worst 10=best)

RADIOACTIVE GARBAGE SCOW

Wesley's rating:	7.5
Conner's rating:	4.0
Phil's rating:	??? (8.0/4.0; the former only against Rommies)
Michael's rating:	7.4
Owen's rating:	8.2
Ian's rating:	7.3
Cole's rating:	6.6
Jack's rating:	7.3
Jason's rating:	7.5
Jeff's rating:	7.0

-----  
AVERAGE RATING: 7.0 (Not counting Phil's rating, I would not

know how to calculate that into the average)

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## 1.87 STCCG.guide/ST:CCG Card of the Day/Taibak

ST:CCG Card of the day

Wesley's STCCG card of the day #85

Hi, folks,

something for those of you who still play green cards:

TAIBAK

Personnel, Romulan, rare.

Integrity 2

Cunning 8

Strength 8

SCIENCE, Treachery, Biology, Computer Skill, Staff Star (+).

"Scientist who developed a mind control device using E-Band emissions.  
Controlled

Lt. Commander Geordi LaForge  
through his VISOR."

Uh, does not seem that bad at first glance ? Wrong. There is some better stuff. And cheaper, too. (uncommon!) How about replacing Treachery with Honor? Then upgrade that Staff Star to a full Command Star and increase Integrity to 6 (Goodbye Firestorms!) and what do you get ? Right:

N'Vek  
. Arrrgh.

Once again, I don't understand this. Romulans are not so famous for good Skill combinations and then they create one with a decent set of skills and



duplicate it! Nah, I'd rather prefer a little more variety in personnel cards, even the excuse "They are not universal so you can now use two" does not hold. If there is anything to complain about STCCG it is that the basic set lacks variety because too many ideas could only be hinted at for lack of card slots. And then this...

Okay, back to the card. What can we use him for ? SCIENCE is a life insurance, Treachery and Biology fit a few missions (Extraction even needs both) and Computer Skill is not that rare but you are in for a bad surprise if you lack it (Impassable Door; I nail quite a few opponents with this one because they don't expect it). Unfortunately, all this stuff is best suited for planets and there's where the 2 Integrity is a big problem...

Favorite combo(s):

-

N'Vek  
+  
Sela  
+  
Roga Danar  
. No, this was not a typo or screwup!

Card Rating (1=worst 10=best)      TAIBAK

Wesley's rating:	5.5 (should have been 7.0, but see above)
Conner's rating:	5.0
Phil's rating:	4.0
Michael's rating:	6.8
Owen's rating:	6.7
Ian's rating:	7.4
Cole's rating:	6.5
Jack's rating:	7.0
Jason's rating:	7.5
Jeff's rating:	7.8

-----  
AVERAGE RATING:                      6.42

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## 1.88 STCCG.guide/ST:CCG Card of the Day/Q-Net

ST:CCG Card of the day

Wesley's STCCG card of the day #86

Hi, folks,

how about an event that can cause lots of trouble, especially against non-Federation decks ?

Q-NET

Event, common.

Place between two adjacent spaceline locations. No ship may pass the Q-Net unless 2 Diplomacy aboard.

"Q used an enormous forcefield grid in space to stop the  
U.S.S. Enterprise  
in 2364."

A fun card. Can be thrown early as a delay card or held in reserve to optimize the effects of quite a few other nasty cards.

On its own, it is quite effective to delay Klingon and especially Romulan decks. One of these next to the outpost and half of the spaceline is pretty much lost to that player until she gets the 2 Diplomacy.

But the best thing about it are the combo opportunities.  
I've discussed the

Incoming Message  
/Q-Net combo in length in issue  
#68  
, so

I'll try a few others here.

First a similar idea,

Cytherians

and Q-Net are the same type of lock, but can

also be used to trap a ship at the far end of the line once it is there.

Many opponents will try to mount a rescue ship if there are even a few good cards trapped thus losing even more time (and they will have to abandon the ship there more often than not)

Can you upgrade this to a real killer ? Sure, place a Gaps in Normal space right in front of the Q-Net. Your opponent must go right up to this location and then - goodbye crew, one by one...

Also, try using it if an opponent tries a hasty retreat to the outpost to pick up a much-needed SECURITY (Plasma Fire) or ENGINEERING (Birth of Junior) or MEDICAL (REM Fatigue Hallucinations). See her sweat and then kiss her ship goodbye (although she might be able to rescue the crew to a planet location, but rescuing these is another chapter and costs time).

Surprises over surprises, if used correctly.

Favorite combo(s):

- The good old

Incoming Message  
/Q-Net lock.

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

Wesley's rating:	9.0
Conner's rating:	8.5
Phil's rating:	7.0
Michael's rating:	9.2
Owen's rating:	6.5
Ian's rating:	6.0
Cole's rating:	6.6
Jack's rating:	8.5 (Quote: "So many uses. Some even work.")
Jason's rating:	8.5
Jeff's rating:	9.0

-----  
AVERAGE RATING:                      7.88

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## 1.89 STCCG.guide/ST:CCG Card of the Day/Toq

ST:CCG Card of the day

Wesley's STCCG card of the day #87

Hi, folks,

one more for the Klingon fans:

TOQ

---

Personnel, Klingon, uncommon.

Integrity 6  
Cunning 5  
Strength 6

CIVILIAN, Leadership, Computer Skill, Youth.

"Klingon male, born in Romulan prison camp in Carraya system. Protege of

Lieutenant Worf  
."

A rather average Klingon. One high point (Leadership), one low (CIVILIAN), and the rest is neither good nor bad. His time only comes when you play the

Kurlan Naiskos

as he's by quite a length the best Civilian in the entire set.

At least his attributes are balanced and he has two useful skills, a thing you cannot say of any other Civilians.

Also, his versatility is quite good. While providing the needed 7th Classification for the

Naiskos

, he can still be of some use for missions (but not

Dilemmas except the Impassable Door). This applies both to space missions and to planet missions, so no preference there.

And again, there is of course the "Directly comparable" card, but this time I've picked the better card for my review. But as I want to augment the COTD Readers' Hall of Fame by yet another name, I won't tell you this time.

But it's another Klingon personnel, of course.

Honorable mention of course to the first to name the correct card. Habibs and other gods explicitly excluded from this round :-)

Favorite combo(s):

- He's a support card if you play the

Naiskos

. No more no less.

Card Rating (1=worst 10=best) TOQ

Wesley's rating:	5.0
Conner's rating:	6.0
Phil's rating:	6.0
Michael's rating:	6.2
Owen's rating:	7.0
Ian's rating:	7.2
Cole's rating:	6.0
Jack's rating:	6.9
Jason's rating:	6.5
Jeff's rating:	4.0

-----

AVERAGE RATING: 6.08

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## 1.90 STCCG.guide/ST:CCG Card of the Day/Vash

ST:CCG Card of the day

Wesley's STCCG card of the day #88

Hi, folks,

I'm back! And I've dug out a beautiful card for ya:

VASH

Personnel, Federation, rare.

Integrity 3  
Cunning 8  
Strength 4

CIVILIAN, Archaeology x 2, Treachery, Anthropology

"Extraordinary archaeology treasure hunter. Traveled with Q. Romantically involved with

Captain Jean-Luc Picard  
. Lovable character, not to be trusted."

This is what you might characterize as "a Romulan with a blue background." With her low Integrity and her Treachery skill she would make the average Rommie (also high Cunning!). But as it stands, this card makes for an interesting but not necessarily great Federation character. Her greatest asset is anthropology, a skill only three Feds possess. The other two are

Nikolai Rozhenko  
) and Darian Wallace (common Security, otherwise worthless)

Wallace isn't really worth comparing, but the comparison to

---

Nikolai R.  
is

quite interesting. His attributes are almost the same (3/7/4) and he has Computer Skill instead of the Archaeology x2. Now which card do I prefer? When using one of these two, it is because I need some very rare (though momentarily also rarely used) skills. So, I'd better go for Vash as she's a key character in my deck anyway if I use her and in this case the rare Archaeology is worth more to me than the much more common Computer Skill.

Favorite combo(s):

-

Nikolai Rozhenko  
+ Vash used in an espionage deck (these two  
back up each other so I can afford losing one of them)

- Vash +

Picard  
+ \* +  
DNA Hunt  
Card Rating (1=worst 10=best)      VASH

Wesley's rating:	4.0
Conner's rating:	---
Phil's rating:	2.0
Michael's rating:	9.1 (Did you rate the photo ? :-)
Owen's rating:	7.9
Ian's rating:	8.5
Cole's rating:	8.0
Jack's rating:	7.0
Jason's rating:	8.0
Jeff's rating:	8.0 (Uh, seems we have a lot of DNA-hunters amongst the raters.)

-----  
AVERAGE RATING:                      6.7

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## 1.91 STCCG.guide/ST:CCG Card of the Day/Toreth

ST:CCG Card of the day

Wesley's STCCG card of the day #89

Hi, folks,

yesterday I gave you a Rommie in Federation disguise, how about the opposite?

TORETH

Personnel, Romulan, rare.

Integrity 5

Cunning 8

Strength 7

OFFICER, Leadership, Honor, Navigation, Command Star (\*)

"Female captain of Imperial Romulan Warbird, Khazara. Father killed by Tal Shiar. Uncovered M'ret defection plot."

Oops, a Romulan with Honor ? And Leadership on top of it ? And yet another useful skill ? Hey, these people are really getting sympathetic...

Toreth is one of the personnel that basically save you a card because she combines two rare (for Romulans) skills and good stats to give a well-rounded Officer. Leadership is not that uncommon among the rare Rommies but normally you don't get much to go with it (

Sela

and Tebok are the

big exceptions). But much more important, she's one of the three female Rommies with acceptable skills. (

Sela

and Varel are the other two).

If you are really sneaky, seed LOTS of artifacts (or at least one good card) under an opponent's Fed mission, espionage against it and watch his jaw drop! The crew for this: Toreth, Tebok,

Sela

,

Roga Danar

,

Ocett

. You can seed a

Matriarchal Society

AND a Firestorm there and laugh about it !

Favorite combo(s):

- The above mentioned espionage crew

Card Rating (1=worst 10=best) TORETH

Wesley's rating:	6.5
Conner's rating:	---
Phil's rating:	6.0
Michael's rating:	8.2
Owen's rating:	---
Ian's rating:	---
Cole's rating:	7.0
Jack's rating:	7.0
Jason's rating:	8.5
Jeff's rating:	8.5
-----	
AVERAGE RATING:	7.4

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LLAP,

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## 1.92 STCCG.guide/ST:CCG Card of the Day/I.K.C. Bortas

ST:CCG Card of the day

Wesley's STCCG card of the day #90

Hi, folks,

A ship ya said ? Well, they are boring, but if you asked me ...  
(And if you didn't: Look at the survey. Lots of people did.)

I.K.C. BORTAS

Ship, Klingon, rare.

Range 9  
Weapons 9  
Shields 7

Requires: \*++

Cloaking Device, Tractor Beam.

"

---



Gowron's  
 flagship during the Klingon Civil War of 2367-68.  
 Lieutenant Worf  
 briefly served aboard as a weapons officer."

This is probably the best Klingon ship. Although the Qu'Vat has the same range and the same point total, shield points are the least important ones, as they can very easily be boosted to obscene heights by

Nutational or Metaphasic shields

And at Weapons 9, she can blast EVERY ship except the

Enterprise  
 , the basic Galaxy and of course the clumsy

Husnock ship  
 out of space.

Unfortunately she's not that great for an Armada deck (the major reason to play Klingon), as she needs the three crew. In these cases, I'd rather use a bunch of K'Vort class ships with one crew each and head straight for the opponent's outpost. With a

Red Alert  
 and a  
 Traveler  
 , slow moving

decks will be denied their only outpost in six or seven turns without even a chance to do anything.

Nonetheless, the best ship for not-so-aggressive Klingon decks that balance between combat and mission-solving.

Favorite combo(s):

- This in a Fed/Klingon Treaty deck...

Card Rating (1=worst 10=best) I.K.C. Bortas

Wesley's rating:	8.5
Conner's rating:	7.0
Phil's rating:	8.0
Michael's rating:	8.1
Owen's rating:	7.9
Ian's rating:	8.9
Cole's rating:	9.0
Jack's rating:	7.5 (Quote: "The *ss-Kicker Extraordinaire")
Jason's rating:	9.0
Jeff's rating:	7.8

-----  
 AVERAGE RATING: 8.27

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---

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LLAP,

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### 1.93 STCCG.guide/ST:CCG Card of the Day/Ktarian Game

ST:CCG Card of the day

Wesley's STCCG card of the day #91

Hi, folks,

let's play a little game... A

KTARIAN GAME

Dilemma, Space, rare.

Place on ship. Now and at start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard.

"Psychotropically, mesmerizingly addictive game device. One by one, its players are made susceptible to complete mental control."

This card once inspired me for another personnel card :

ROBIN LEFLER (rare!)

Integrity 5, Cunning 6, Strength 4.

ENGINEER, Computer Skill.

If Robin Lefler and

Wesley Crusher

are on the same ship they each have

CUNNING=16.

'Nuff said ? This Dilemma is way too easy to overcome with any kind of decent crew. As a common, I would have accepted it, maybe as an uncommon. But as a rare ? When all the great personnel are floating around ?

The only way to nail a crew with this one is to first get them into a working

Nagilum

to really decimate them. Blasting just a single crewmember won't ←  
 nor-  
 mally help (except maybe against Klingons).

With that Robin Lefler card it would just have been a nice tribute to one of  
 the best episodes and realistic enough, too. (

Wes  
 and Robin solved this one).

A little rules notice: This Dilemma only DISABLES the crew. So even if the  
 whole crew is eliminated, it is not discarded. If you're able to send another  
 ship with the 31 CUNNING, you can instantly reactivate them !

BTW: Shaka is much better. The 30 CUNNING are augmented by 2 Diplomacy and  
 it's Planet and Space...

Favorite combo(s):

-

Nagilum  
 + Ktarian Game. The only one that worx.

Card Rating (1=worst 10=best)      KTARIAN GAME

Wesley's rating:	4.5
Conner's rating:	---
Phil's rating:	8.0
Michael's rating:	6.4
Owen's rating:	7.4
Ian's rating:	6.7
Cole's rating:	4.0
Jack's rating:	8.0
Jason's rating:	7.0
Jeff's rating:	7.7

-----  
 AVERAGE RATING:                      6.6

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## 1.94 STCCG.guide/ST:CCG Card of the Day/Ro Laren

ST:CCG Card of the day

Wesley's STCCG card of the day #92

Hi, folks,

I don't have any more Bridge Crew for you, but how about the next best thing:

RO LAREN

Personnel, Federation, rare.

Integrity 4

Cunning 7

Strength 5

OFFICER, Computer Skill, Navigation, Treachery, Staff Star (+)

"Ensign Ro Laren is a Bajoran female. Protege of  
Captain Jean-Luc Picard

Sympathetic to the Maquis. A bit of a renegade."

OK, this one easily wins the "Mot Award (TM)" in the category "Worst flavor text". Such an interesting character and such boring stuff...

What else ? Not much. Use a

Wesley

instead. If you don't urgently need

Treachery, that is.

Wes

does everything Ro does, and he does it a lot better.

(Not surprising as Ro was his replacement...) Even for stats, you won't win anything with her. 4/7/5 is beaten by ALL Bridge crew members including Tasha, but except

Deanna

(Strength 4).

So what use is Ro Laren ?

You could say, she is an alternative for those players who cannot afford the high prices of Bridge Crew cards on the secondary market. But nope, not even this is a valid answer as Ro's value comes very close to those of the minor Bridge crew cards (

Deanna

, Tasha,

Beverly

,

Wesley

) and she's also included in

most Bridge Crew sets I've seen sold. So this does not help.

Well, so only Treachery remains as an advantage. Let's check this:

What we need is a mission that needs Treachery. Let's have a quick look.

-Wormhole Negotiations. By the time I have the 4 Treachery I probably have 9 Diplomacy. Nah.

-Khitomer Research. Romulan use only. Ouch.

-Extraction. Same Thing. Ouch x2.

-Covert Installation. Another one. Ouch x3.

-Expose Covert Supply. This gets boring. Ouch x4.

-Strategic Diversion. ENOUGH!!! Ouch x5.

-

Investigate Sighting

. Not a good mission choice except for Empath decks. And in this case I have the Empathy x2. Booh.

-Secret Salvage. Treachery x4 ? For this price I can get 45 points instead of 30. And Nav x2 plus Compy Skill is much easier. And I need to espionage. Arrgh.

-Plunder Site. Built for

Vash

, not for Ro. And Espionage again. Doh.

-Pegasus Search. Yup. If I really don't get my

Interphase Generator

.

Treachery and Navigation helps. Use

Picard

for the rest. A few Strength from

wherever. But only as a backup, in case I can't uncover my

Interphase

...

Favorite combo(s):

- Remember

Troi

(COTD#39) ? Same thing here.

Card Rating (1=worst 10=best) RO LAREN

Wesley's rating: 3.0 (Down from 4.0 because of high price)

Conner's rating: 6.0

Phil's rating: 6.0

Michael's rating: 7.2

Owen's rating: 8.0

Ian's rating: 7.1

Cole's rating: 7.5

Jack's rating: 8.0

Jason's rating: 8.0

Jeff's rating: 5.0

-----

AVERAGE RATING: 6.58

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

## 1.95 STCCG.guide/ST:CCG Card of the Day/Gorta

ST:CCG Card of the day

Wesley's STCCG card of the day #93

Hi, folks,

just found time for this one:

GORTA

Personnel, Non-aligned, universal, common (and common WP)

Integrity 3

Cunning 7

Strength 4

ENGINEER, Physics, Greed.

"Male of Dopterian race. Representative of non-aligned agents. An opportunist. Had an encounter with the sisters of Duras in 2370."

Well, his best trait ? He's non-aligned. His second best ? He's universal, too. His other good traits ? ..... (Eh, can't think of anything right now)

Okay, what's the deal with this card ? A card they had to reprint for the Warp Pack ! Actually, the question as for why they did this is quite easily solved. Gorta has one acceptable skill: Physics. Unfortunately, this skill is not very common and it's even less common amongst common personnel. But with Test Mission and

Relief Mission

there are TWO common Warp Pack missions that do require Physics. So to make these usable, they had to include a non-aligned (to make it usable for all) common (as all WP cards are commons) character with Physics. Look at all four non-aligned commons: only one choice remains open :-)

What else ? ENGINEERs are useful but they exist in abundance. On the other hand, you often need more than one of them. Greed can be neglected (Never used). Stats are crappy, especially with that 3 Integrity.

Result: A beginner's card. At best.

Favorite combo(s):

- Er, ahem, do I really need to say anything here ?

Card Rating (1=worst 10=best)            GORTA

Wesley's rating:	4.0
Conner's rating:	3.5
Habib's rating:	3.0
Phil's rating:	2.0
Lore's rating:	4.3
Owen's rating:	1.5
Ian's rating:	3.1
Jack's rating:	5.2
Jason's rating:	4.5
GoOski's rating:	2.0

-----  
AVERAGE RATING:                            3.31

PS: Lore is not a new rater, just an old one under a new Alias...  
As for who: his new alias is 75% identical with his real last name :-)

PPS: Hey GoOski, what's yer real name (or net.alias) ???

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## 1.96 STCCG.guide/ST:CCG Card of the Day/Investigate Time Continuum

ST:CCG Card of the day

Wesley's STCCG card of the day #94

Hi, folks,

I promised (in  
#75

) to perhaps do one more mission: Here it is.

INVESTIGATE TIME CONTINUUM

Mission, Federation, Planet, rare.

35 Points

Span 3

Guinan OR

Data

OR

Time Travel Pod

"Dividia II: Trace mysterious time-traveling aliens living in a ←  
parallel time

continuum."

An interesting card to say the least. And a good one too.

Three requirements, only one of them needs to be fulfilled. And 35 points, so this sounds quite easy.

Well, on second sight, the first alternative is rather hard to fulfill, but we'll see... :-)

Lets check the second: One single crewmember can do it:

Data

. So this is less

than reliable. But wait a second: Who says this is the FIRST mission I have to solve ? And who stops me from placing a

Betazoid Gift Box

under this first

mission ? Then retrieve

Data

and whatever else seems good and go for it: A

Betazoid 35 points gift...

For the third requirement:

Time Travel Pod

. I'd rather use that one on an op-

ponent's ship. And if I need to uncover an artifact to solve this mission, why not take one that gives me something else (see above...) ?

But now for the nasty little combo with this card. Well, not exactly combo as this relies on YOUR OPPONENT using this mission. Try a shiny little Alien Abduction as the last Dilemma under this mission. 3 Leadership is incredibly rare and then the most CUNNING Away Team member gets abducted. Guess who this will be :-) Nice little

Data

-nullifier...

Favorite combo(s):

---



- Investigate Time Continuum +  
 Betazoid Gift Box  
 (Under Evaluate Terraforming)

Card Rating (1=worst 10=best)	INVESTIGATE TIME CONTINUUM
Wesley's rating:	8.5
Conner's rating:	6.0
Habib's rating:	---
Phil's rating:	4.0
Lore's rating:	8.2
Owen's rating:	1.1
Ian's rating:	2.0
Jack's rating:	5.4
Jason's rating:	6.5
GoOski's rating:	---
-----	
AVERAGE RATING:	5.2

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## 1.97 STCCG.guide/ST:CCG Card of the Day/Emergency Transporter Armbands

ST:CCG Card of the day

Wesley's STCCG card of the day #95

Hi, folks,

Once again I will be doing two cards in one issue, but this time with a twist  
 as they really are two versions of one card:

EMERGENCY TRANSPORTER ARMBANDS

Interrupt, common.

Beam Personnel up or down at any time, even during a battle before the winner  
 is determined (Limited / Alpha variant)

---

Beam Personnel up or down at any time except during the resolution of a Dilemma, unless the Dilemma card explicitly allows the use of this card. May use it during a battle, before the winner is determined (Beta variant; paraphrased)

"Devices which allow quick remote activation of a transporter when in danger."

Note: The Beta cards have not yet shipped (at least AFAIK), and I don't have any white-borders anyway so I paraphrased the effect. Decipher wants all players to use the most recent wording, so even limited ETA's will become watered down for tourney play.

OK, to the review: This was designed for the Rommies to escape Firestorms until they print the Thermal Deflectors. But a card with such a limited use was (correctly) classified as too weak. So they added the battle part of it (not too bad if you were attacked by something) and expanded the use to all Dilemmas. This in return caused lots of not-so-great players to use the ETA as an "Oops" card and beam out every time they struck a Dilemma. So they intended to fix this and went back to the original design. IMHO THIS WAS A BIG MISTAKE !!!

Look, using this card as an "Oops" costs you a slot in your deck. Sure, it allows peeking at a Dilemma and still saving the crew (You could have used a Full planet scan instead...). Saving your \*ss just once isn't the best application anyway. So you need multiples of these to be sure to survive "Oops"es. Well, I don't have several card slots in a 60 card deck to compensate for bad play. And so doesn't the aforementioned beginner. Each ETA costs him a really powerful card like a

Kevin Uxbridge

, a

Traveler

or a

Picard

.

So I guess now these cards will become even more what they have somewhat been from the start: Wallpaper with some minor use for Rommies.

BTW: Rommie Players who want to overcome Firestorms without crew loss can do the following: Tebok +

Toreth

(two good OFFICERS) + Medical Kit +

Genetronic Replicator

. Sure that's four cards instead of one but these four will continue to be useful even after the Firestorm.

Favorite combo(s):

- Uh, none here.

Card Rating (1=worst 10=best)

EMERGENCY TRANSPORTER ARMBANDS

Old

New

Wesley's rating:	3.0	1.0
Conner's rating:	6.0	3.5
Habib's rating:	6.0	4.0
Phil's rating:	7.0	2.0
Lore's rating:	9.8	6.2
Owen's rating:	6.0	1.4
Ian's rating:	5.2	2.1
Jack's rating:	6.8	6.7
Jason's rating:	3.0	7.0 (*)
GoOski's rating:	---	---
-----		
AVERAGE RATING:	5.8	3.8

(\*) ratings were justified by "Less of a cheat card". No SNAFU here !!!

PS: I could now try to estimate the playing skills of some people from the ratings they placed on this card, but I think I'd be way off sometimes :-)

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## 1.98 STCCG.guide/ST:CCG Card of the Day/T'Pan

ST:CCG Card of the day

Wesley's STCCG card of the day #96

Hi, folks,

we haven't seen a Vulcan for ... ummm ... a long time, so let's fix this:

T'PAN

Personnel, Federation, uncommon.

Integrity 8

Cunning 9

Strength 4

SCIENCE x2, Staff Star (+)

"Vulcan female. Dr T'Pan served as director of the prestigious Vulcan Science Academy. Preeminent expert in subspace morphology."

Ho-Hum. I'm always a little short on SCIENCE for the various Dilemmas, but on the other hand I'm even shorter on crew slots for my deck (playing only 13 personnel cards !) So I have to go for diversity instead of high amounts of a single skill. And worse, there are not many Dilemmas that need more than one SCIENCE. Ancient Computer is one of them, but normally 3 ENGINEER are easy to come by. Nitrium Metal Parasites is about the same case, but with 2 each of ENGINEER or SCIENCE. Nanites is no trouble for any Federation deck worth the name (Diplomacy ???) and that's it! Right, just 3 Dilemmas.

And then there's missions. NOT ONE mission requires any SCIENCE!!! So what do I need two SCIENCE on one card for ? BTW: If playing Planet missions only, the Dilemmas aren't a threat either: They are all three Space Dilemmas. So the double SCIENCE is a total loss as far as the current set of cards is concerned (I hope AU fixes this, we really need to see a few more uses for SCIENCE than just as a Life Insurance against a few Dilemmas).

So with the second SCIENCE being worthless, this card can only fall into one slot: crappy.

(Hey, don't use that

Metaphasic Shields  
 argument: I use the  
 Nutational  
 variant, as  
 Geordi  
 ,  
 Wesley  
 ,  
 Data  
 ,  
 Roga Danar  
 and Dr. Reyga supply enough

ENGINEERING power.)

Favorite combo(s):

- I'd love to have one here, but if a card has not a single situation in which you can put it to full use...

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

Wesley's rating:	3.0
Conner's rating:	6.5 (Med.? You confused her with Selar ?)
Habib's rating:	5.0
Phil's rating:	6.0
Lore's rating:	6.3 (What ? HE ? Look at the card again :-)
Owen's rating:	2.4
Ian's rating:	3.0
Jack's rating:	6.9
Jason's rating:	6.5
Gooski's rating:	4.5

-----  
 AVERAGE RATING: 5.01

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## 1.99 STCCG.guide/ST:CCG Card of the Day/Masaka Transformations

ST:CCG Card of the day

Wesley's STCCG card of the day #97

Hi, folks,

a major theme in most games is affecting card play and one of the few STCCG  
 cards that does this is

### MASAKA TRANSFORMATIONS

Event, uncommon.

Plays on any player. That player must shuffle entire hand, place on bottom of  
 draw deck, then draw the same number of cards from the top. Discard event  
 after use.

"Masaka attempted to transform the  
                   U.S.S. Enterprise  
                   into an ancient temple  
 and grounds by rearranging its matter."

Two uses here:

- 1) Try to improve a lousy hand of yourself. Ho-hum, who is playing such a bad  
 deck anyway ?  
 Useful however, if you can't seem to draw your only  
                   Red Alert  
                   in  
 a tournament situation.

- 2) Spoil a GREAT hand of your opponent.
-

This one is OK, but you need to know a time your opponent is holding good cards. Of course, a grin might sometimes hint at a good draw.

The major use, however, is to nullify a

Betazoid Gift Box

. (Yeah, and that's

the only way to do so.) A deck like mine that relies on a fast first mission and then on

BGB'ing

the urgently needed cards for solving the second can be crippled by the use of this card. Note that you always get a chance to use it, as I won't be able to play more cards (except Interrupts) in a turn I used the

Gift Box

and your turn is next. (

Horga'hn

does of course upset this, but with

both artifacts already found you're lost anyway...)

OH, BTW (by Lore): A few more ways to tell your opponent has a good hand:

- She just played a

Tox Uthat

- She just played Alien Probe or

TAK

- Either of you played Alien probe and you see what's up

Favorite combo(s):

- Your

BGB

and my Masaka Transformations

Card Rating (1=worst 10=best)

MASAKA TRANSFORMATIONS

Wesley's rating:	5.5
Conner's rating:	5.0
Habib's rating:	5.5
Phil's rating:	6.0
Lore's rating:	7.2
Owen's rating:	4.7
Ian's rating:	3.1
Jack's rating:	7.2
Jason's rating:	5.0
GoOski's rating:	---

-----  
AVERAGE RATING: 5.5

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## 1.100 STCCG.guide/ST:CCG Card of the Day/Ishara Yar

ST:CCG Card of the day

Wesley's STCCG card of the day #98

Hi, folks,

care for another Yar ?

ISHARA YAR

Personnel, Non-aligned, uncommon.

Integrity 3

Cuning 7

Strength 8

CIVILIAN, Treachery, Youth, Staff Star (+)

"Sister of Lieutenant Natasha Yar. Once betrayed the  
U.S.S. Enterprise  
crew in  
an attempt to aid the rebels on Turkana IV."

Arrgh. The second worst non-aligned (although she looks somewhat good). A Civilian is not worth anything unless you're using the

Naiskos

, Youth is a

skill that all affiliations have in abundance and Treachery is one of those skills that are rare but useless for one affiliation (Fed) and highly useful but common as dirt for another (Rom). Combined with the sub-par (read below 5) Integrity, Ishara just SUX. Worse still, the few cases Youth is needed, Treachery isn't even remotely useful and the other way round. And both are not the skills you would want to build a deck around (well, perhaps a Romulan all-space-mission deck around Treachery, but you'd need a few more expansion cards for this).

One plus: perhaps the most famous character among the (few) non-aligned cards printed yet.

Favorite combo(s):

- Ishara +

Sela  
+ Tasha in a treaty deck (Theme deck section)

Card Rating (1=worst 10=best)      ISHARA YAR

Wesley's rating:                    3.5  
 Conner's rating:                   4.5  
 Habib's rating:                    3.5  
 Phil's rating:                      3.0  
 Lore's rating:                      6.4  
 Owen's rating:                    1.9  
 Ian's rating:                       1.9  
 Jack's rating:                      5.0  
 Jason's rating:                    4.5  
 GoOski's rating:                  3.0

-----  
 AVERAGE RATING:                   3.72

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## 1.101 STCCG.guide/ST:CCG Card of the Day/Distortion Field

ST:CCG Card of the day

Wesley's STCCG card of the day #99

Hi, folks,

just stuck in "Bad card" mode, so let's look at another:

DISTORTION FIELD

Event, uncommon.

Plays crosswise on any planet location. On each of your turns, flip card over.  
 While face up, prevents any beam down here unless pattern enhancers in play.

"Atmospheric phenomena that inhibits use of transporters, as on Nervalva IV."



This one has just a very minor use, the one of slowing down a player by one turn, unless the player just reconsiders his actions and tries a different mission first. And the fact that it does cost you a turn (Event) does not make it any better.

But then, as with most BAD cards, you can put this to a good use. Remember those pesky all-planet mission tournament decks ? Preferably those with few ships and their outpost at a really EASY mission. (Evaluate Terraforming, anybody ?)

What to do ?

Use TWO Distortion Fields !!!!!

Play the first one right away and the second one the next turn - on the same mission !!!

Result: Unless opponent has pattern enhancers, perfect lock ! One of the two is always face up - one valuable

Kevin Uxbridge

gone. If you then have a Q2...

Favorite combo(s):

- The only one that is sensible. (see above)

Card Rating (1=worst 10=best)	DISTORTION FIELD
Wesley's rating:	2.0 (1 point for the combo)
Conner's rating:	4.5
Habib's rating:	4.0
Phil's rating:	4.0
Lore's rating:	3.2
Owen's rating:	6.0
Ian's rating:	4.5
Jack's rating:	5.5
Jason's rating:	6.5
GoOski's rating:	---
-----	
AVERAGE RATING:	4.5

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## 1.102 STCCG.guide/ST:CCG Card of the Day/Mirror Universe

ST:CCG Card of the day

Wesley's STCCG card of the day #100

Hi, folks,

sorry for the fact that my "Captain's Holiday" was a little longer than intended, but being a highly active member in a fast-growing Star Trek Club sometimes takes its toll... (Had to work up all that was left from those two weeks)

Anyway, as Decipher was not allowed to tell me card texts, I dug deep into my treasure chest of ideas, and presto, I hereby present you:

MIRROR UNIVERSE

Dilemma, either, rare, Dream Card(\*).

All Dilemmas at this location will have their conditions inverted. You must NOT fulfill the prerequisites or your crew will suffer the consequences.

"In a mirror universe, events that really happened will be nonexistent but others just will have happened instead."

Picture:

Cmdr Riker

in the captain's chair, being mirrored upside down in a distorted fashion by some hazy effect.

(\*) We might actually see this one in AU, as I've sent the idea to Decipher and they did like it. However, it will most probably have a different name (they had a card of this name in the making that had a different effect).

This is a dual-purpose card and a powerful one, too. But it also involves some danger...

First use: Nullify Dilemmas. Place it late under a location your opponent has heavily seeded at. Then rush in with a minimal crew (

Mot the Barber

might

come handy) and solve the dilemmas one after one as you can never fulfill any requirement. Then, when it comes to the mission, leave

Mot

stopped and rush

in with the minimal crew. Two dangers are involved in this strategy:

a) Your opponent might have used unconditional dilemmas. These don't get affected. (

Male's love interest

, anyone?)

b) There might be a nasty trap in form of - another Mirror Universe ! Both cancel each other and you're back to normal...

Of course, there is a nasty combo to circumvent this: Play the following cards on an "Evaluate Terraforming": Any Artifact +

Q  
+ Mirror Universe. Then

have

Beverly Crusher  
make your day. 35 points + the artifact with no risk.

Second use: Counter those pesky "Mega-Away-Team" decks. Place a Mirror Universe at a strategic location and use those nasties that are otherwise WAY too easy to overcome. Try Cosmic String Fragment with this one: BANG! Also nice: a mirrored Two-Dimensional Creatures ("Ship can't move until you get rid of all SCIENCE or all ENGINEERS", use a Warp Core Breach if she tries the latter...) Many more are possible.

This card makes the use of Scan-Type cards absolutely vital for decent chances at survival.

Favorite combo(s):

- Evaluate Terraforming +

Q  
+ Mirror Universe +  
Beverly Crusher  
: 35 points.

- Mirror Universe + Cosmic String Fragment: Big Bang.

- Mirror Universe + Crystalline Entity: Arrggh.

- On planet:

Barclay's Disease  
+ Mirror Universe +  
Crystalline Entity

(encountered in this exact order. Figure it out yourself.) The ←  
ultimate

Away-Team Killer.

Ratings : I can't give a rating for this one. It has experienced too little play to really evaluate it in full. But, I'd say it's at least a 9.0, if not more.

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