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Design What-If: Second Edition Hirogen [Tweet](#) [G+](#)

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"As barbaric as the Hirogen were, they were different from the Kazon because the Hirogen were trophy hunters who, although they competed with one another, were nevertheless rules-driven. There was an organization that differed from the tribalism of the Kazon." - *Star Trek: Aliens and Artifacts*, p. 177

Of the antagonists introduced in *Star Trek: Voyager*, Hirogen were always my favorite. They had a strong cultural identity which, unlike the Kazon and Vidiian, was not based on need. The Hirogen revere the hunt, a fact which *First Edition* represents with [Rituals of the Hunt](#). How might *Second Edition* represent this fearsome faction? As with Charlie's article regarding the Kazon, this article assumes we have made the decision to add a new affiliation or sub-affiliation to *Second Edition*. We have no plans to do so at this time; this article deals in the hypothetical.

Affiliation vs Sub-Affiliation

In my heart, I would love to see a Hirogen affiliation. But we have to design with our heads, not just our hearts. In *First Edition*, Hirogen have a scant 28 personnel, including Holograms. If we exclude the photonic personnel, that number drops to 19. By contrast, the new Vulcan affiliation in *First Edition* already contains 36 personnel. With so few personnel, I believe a non-aligned sub-affiliation would work better than a full-fledged new affiliation.

Affiliation Themes & Mechanics

Charlie stated in the Kazon What-If article that a new affiliation or sub-affiliation needs to do something unique. In my opinion, a new affiliation or sub-affiliation does not necessarily need to do something new, but rather needs to care about existing mechanics in different ways from existing affiliations. Using existing mechanics in a new sub-affiliation carries both a risk and rewards. The Hirogen could naturally support existing affiliations, but we would also have to be careful not to lose their identity in the process.

In the show, the Hirogen care primarily about two things: the hunt, and relics. Their mechanics would likely focus on these two points. The easiest way to represent both, in my opinion, would be through capture. The Hirogen would likely have a way to identify a target, leading to its eventual capture. Several affiliations have capture sub-themes, including the Romulans, the Dominion and most especially the Cardassians. The Hirogen would need to differentiate themselves from these affiliations.

Cardassians often care about quantity of captives, either by crippling the opponent or gaining bigger boosts; the Romulans use capture to generate new recruits; the Dominion... just happen to have a couple of capture cards. Instead of caring about sheer quantity, the Hirogen could care about quality of captives. The best hunts result in the best relics, after all. The "best" could be defined in a number of ways, such as higher cost, more skill dots or highest total attributes. In this way the Hirogen could support an existing capture strategy, or be used on their own. They could even use [Impressive Trophies](#) to set up their relic.

The Hirogen have one other obvious thematic mechanic. In the two-part story *The Killing Game*, the Hirogen take over *Voyager* and use its holodecks to create simulated games. They would go on to create the [Hunters' Training Program](#). I expect the Hirogen would interact with Holograms, perhaps even with some new ones designed to work specifically with the Hirogen. To keep with the relics theme, the Hirogen might care about having the highest quality cards on the Holograms, rather than the highest quantity.

Conclusions

As a reminder, we have no plans to implement any new affiliations or sub-affiliations at this time. But I hope you enjoyed taking a look at how the Hirogen might show up in *Second Edition* some day. But I'm just one person with an opinion. I'm looking forward to hearing what you would like to see in a *Second Edition* Hirogen affiliation!

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