

Infinite Diversity

Star Trek CCG Second Edition

Explore the unique and unexpected possibilities of draft play with *Infinite Diversity*, the Second Edition Virtual Draft Kit brought to you by The Continuing Committee! Each time you draft, you'll get a unique experience as you build your deck from the cards available, giving each player a taste of the ancient Vulcan philosophy of IDIC - *Infinite Diversity in Infinite Combinations*.

Running a draft event requires a little bit of preparation. The tournament director needs to prepare the virtual booster packs from which the players will draft their decks. You can do it all yourself using our Virtual Pack Creator (<http://www.trekcc.org/vpc>), available for free on our website. Just print a set of packs for each player, cut them out and group them into nine (9) card boosters, and you can start drafting. Each player should bring their own copy of *Infinite Diversity*.

To begin the draft, the tournament director should divide the players into drafting groups. These should have a minimum of three (3) players and a maximum of six (6) players. The tournament director should create the largest drafting groups possible, while ensuring that groups are approximately the same size. Players then receive their virtual draft boosters: one (1) booster of missions, including at least two headquarters, and then six (6) of the thematic boosters selected for the event. (Note: This is just the recommended combination. Tournament directors should feel free to mix this up in order to accommodate the players' wishes.) The mission pack should be drafted first, then the remaining packs in the order selected by the event organizer. *Infinite Diversity* is not drafted.

After selecting one card from his or her first booster pack, each player passes the pack's remaining cards to the player on his or her left. Each player should then take the cards that were just passed to him or her, and repeat the process of selecting one card and passing the rest on, until each of the first booster pack's cards have been selected.

The same process is repeated for all the remaining booster packs to be drafted, with players alternating the direction of passing packs for each subsequent booster pack (first pack passes to the left, second pack passes to the right, third pack passes to the left, etc). If there are cards remaining in one booster while all the cards in other boosters have been drafted, that remaining booster continues to be passed around. Each player then constructs a deck using the cards in his or her card pool.

As a limited event, the "rule of three" is suspended while players are constructing their draft decks.

There are a few special rules in effect for *Infinite Diversity* draft events, as follows:

Deck Size Limits

Deck Size: Minimum 25 Maximum NONE
Dilemma Pile: Minimum 10 Maximum NONE
Missions: Minimum 3 Maximum 5

Multiple Headquarters

If your deck contains more than one headquarters mission, you may play a personnel or ship at your headquarters mission that you could play at your other headquarters mission. You must spend one additional counter when paying that card's cost.

First Turn Download

During the Play and Draw Cards segment of your first turn (and only your first turn), you may spend 3 counters to download a ship.

Dilemma Recycling

When your opponent scores points from a mission, you may return all your dual dilemmas overcome at that mission to your dilemma pile.

Discard Pile Recycling

When your deck contains no cards, you must take all the cards from your discard pile and shuffle them to form a new deck. This is done only once per game.

Victory Conditions

A player wins the game when he or she has:
scored 70 points (or more);
completed at least one planet mission; and
completed at least one space mission.

That's all there is to it! Enjoy exploring the *Infinite Diversity* Virtual Draft Kit!

4 A Private Little War



Dilemma

Randomly select a personnel to be stopped. Unless you have **Honor, Medical, Science and Integrity**>32 or **Engineer, Security, Treachery and Strength**>32, randomly select a second personnel to be stopped and your opponent may download an equipment.

"A balance of power. The trickiest, most difficult, dirtiest game of them all, but the only one that preserves both sides."

2 Dark Page

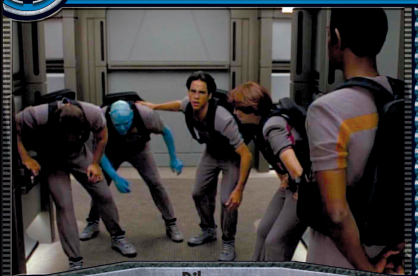


Dilemma

Choose a personnel who has **Anthropology** or **Exobiology** to be stopped. If you cannot, randomly select a personnel to be killed.

"Oh, Kestra. My precious one. I'm so sorry."

6 In Development



Dilemma

For each headquarters mission you command, this dilemma is cost -1. Randomly select a personnel who has a cost of 2 or less. All your other personnel who have a cost of 2 or less are stopped.

"You may be experiencing difficulty because I increased the gravity on this deck by ten percent."

4 Inhumane Interrogation



Dilemma

Randomly select a personnel to be killed. You may destroy an event in your core to prevent this.

"Give us what we came for, and we'll leave you in peace."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 4

3 Mark of Gideon



Dilemma

Randomly select a personnel to be stopped. If you still have **nine personnel** remaining, return that personnel to his or her owner's hand, then your opponent chooses a second personnel to return to his or her owner's hand. If you still have **ten personnel** remaining, your opponent chooses a third personnel to return to his or her owner's hand.

"There is no place ... that is not filled with people."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 5

1 Pillage and Plunder



Dilemma

Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.) Choose a personnel who has **Archaeology** or **Treachery** to be stopped. If you cannot, randomly select a personnel to be killed.

"These mercenaries use weapons that can activate their transporter."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 6

2 Setting the Stage



Dilemma

Randomly select nine personnel. All your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Let him stew for a few minutes, then go in and tell him that you've convinced me to meet with him one more time. Tell him I'm a loose cannon, and that he needs to be more reasonable because I'm such an unreasonable man. Lemec will want to bring his own aides aboard ... pretend to be worried that I'll object, and then give grudging permission for two aides, no more."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 7

2 The Clown: Go Away



Dilemma

Place this dilemma on this mission. At the start of each of your turns, if you command no personnel or ships at this mission, remove this dilemma from the game. When personnel begin a mission attempt at this mission, randomly select a personnel to be returned to his or her owner's hand.

"Well, you certainly know how to bring a party to a halt."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 8

1 The First Duty



Dilemma

Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.) Choose a personnel who has **Honor** or **Law** to be stopped. If you cannot, randomly select a personnel to be killed.

"If you can't find it within yourself to stand up and tell the truth about what happened, you don't deserve to wear that uniform."

NOT RECORDED BY GUN PAUL P.C. ©

21 V 9

2 Hypospray



Equipment

When your personnel present is about to be killed by a dilemma, you may stop that personnel and your Medical personnel present to prevent that. You may do this only once each turn.

Typical medical device used to inject liquids into the body of a patient via a noninvasive mechanism of compressed air.

NOT RECORDED BY GUN PAUL P.C. ©

21 V 10

3 Persistent Strike



Event

Maneuver. Plays in your core.

Order — Begin an engagement involving your Officer personnel. If you win, place this event on an opponent's ship involved. Otherwise, destroy this event.

Damage — If this is a non-ship, ignore its game text.

At times, persistence can overcome a lack of firepower.

NOT RECORDED BY GUN PAUL P.C. ©

21 V 11

0 Product Placement



Event

Discard an equipment, event, or interrupt from hand to spend two additional counters this turn. Destroy this event.

"Come to Quark's, Quark's is fun, come right now, don't walk, run!"

NOT RECORDED BY GUN PAUL P.C. ©

21 V 12

0 Product Placement



Event

Discard an equipment, event, or interrupt from hand to spend two additional counters this turn. Destroy this event.

"Come to Quark's, Quark's is fun, come right now, don't walk, run!"

NOT INDEXED BY CCG PAIR F&C

21 V 12

0 Slightly Awkward



Event

Q. Temporal. Plays in your core. When a personnel that the player on your right commands begins a mission attempt, you may discard an equipment, event, or interrupt from hand to choose one: draw an extra dilemma or spend one extra in total cost on dilemmas.

"A little jumpy this morning, are we? Feeling guilty, perhaps?"

NOT INDEXED BY CCG PAIR F&C

21 V 13

•Transport Crash Survivor



A **30**

16 different skills and Cunning>32

When a player's personnel begins a mission attempt at a mission worth 30 or more points with five or less personnel, the player to the right of that player may draw six extra dilemmas and spend six extra in total cost on dilemmas.

Near Colony Alpha 5: Transport unusual castaway to nearby colony.

Any affiliation may attempt this mission.

3

NOT INDEXED BY CCG PAIR F&C

21 V 14

2 Automated Server



Hologram

● Anthropology ● Diplomacy ● Exobiology ● Transporters

Waiter. While you command three ● personnel, this personnel is attributes +1, gains Acquisition, and becomes ●.

"May I take your order, sir?"

NOT INDEXED BY CCG PAIR F&C

INTEGRITY 5 CUNNING 5 STRENGTH 4

21 V 15

2 Doran



Hologram

● Anthropology ● Engineer ● Physics ● Treachery

While you command three ● personnel, this personnel is attributes +1, gains Archaeology, and becomes ●.

Cardassian Hologram created as prey by the Hirogen. Once liberated by Iden, his memories of being hunted were used to persuade The Doctor to join their cause.

NOT INDEXED BY CCG PAIR F&C

INTEGRITY 3 CUNNING 5 STRENGTH 5

21 V 16

2 Garren



Hologram

● Astrometrics ● Navigation ● Programming ● Science

While you command three ● personnel, this personnel is attributes +1, gains Engineer, and becomes ●.

Romulan Hologram created as prey by the Hirogen. Once liberated by Iden, his technological experience was used to help build a future for the Children of Light.

NOT INDEXED BY CCG PAIR F&C

INTEGRITY 5 CUNNING 5 STRENGTH 5

21 V 17

2 K'vov



Hologram

● Exobiology ● Navigation ● Security

While you command three ● personnel, this personnel is attributes +1, gains Leadership, and becomes ●.

Klingon Hologram created as prey by the Hirogen. Once liberated by Iden, he fell victim to subterfuge degradation before being repaired by The Doctor.

NOT INDEXED BY CCG PAIR F&C

INTEGRITY 4 CUNNING 4 STRENGTH 6

21 V 18

2 SumeK



Hologram

● Geology ● Honor ● Medical

While you command three ● personnel, this personnel gains Biology and Officer, and becomes ●.

Vulcan Hologram created as prey by the Hirogen. Once liberated by Iden, he often set aside his logic and morality out of loyalty to his savior.

NOT INDEXED BY CCG PAIR F&C

INTEGRITY 6 CUNNING 6 STRENGTH 6

21 V 19

5 •Olarra



Transport Class

While your ● Hologram with no staffing icons is aboard this ship, he or she gains ●. While you have a lower score than each of your opponents and a Hologram personnel is aboard this ship, you may spend an additional counter this turn.

"There's nothing to be afraid of. I want you to consider this ship your own."

NOT INDEXED BY CCG PAIR F&C

RANGE 8 WEAPONS 6 SHIELDS 7

21 V 20