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 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 five (5) 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 a virtual draft booster pack: 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 packs 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!
•Transport Crash Survivor
Any affiliation may attempt this mission.

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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.

Doran
INTEGRITY 3 C UNNIGN 5 S TRENGTH 5
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.

Garren
INTEGRITY 5 C UNNIGN 5 S TRENGTH 5
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.

Sumek
INTEGRITY 6 C UNNIGN 6 S TRENGTH 6
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.

K’wov
INTEGRITY 4 C UNNIGN 4 S TRENGTH 6
Hologram
Exobiology
Navigation
Security

While you command three personnel, this personnel is attributes +1, gains Acquisition, and becomes. Klingon Hologram created as prey by the Hirogen. Once liberated by Iden, he fell victim to subroutine degradation before being repaired by The Doctor.

Olarra
RANGE 8 WEAPONS 6 S HIELDS 7
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.

“Nothing to be afraid of. I want you to consider this ship your own.”

“Come to Quark’s, Quark’s is fun, come right now, don’t walk, run!”

“May I take your order, sir?”

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

Slightly Awkward

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

“Is this party a bit early?”

Event
Event

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