

STAR TREK CUSTOMIZABLE CARD GAME SECOND EDITION

INFINITE DIVERSITY: REMASTERED

THE CONTINUING COMMITTEE

21 ADDITIONAL VIRTUAL CARDS · RELEASED MAY 2016 · VERSION 1.0

Remastered Design Team

Tyler Fultz
Chris Lobban

Original Design Team

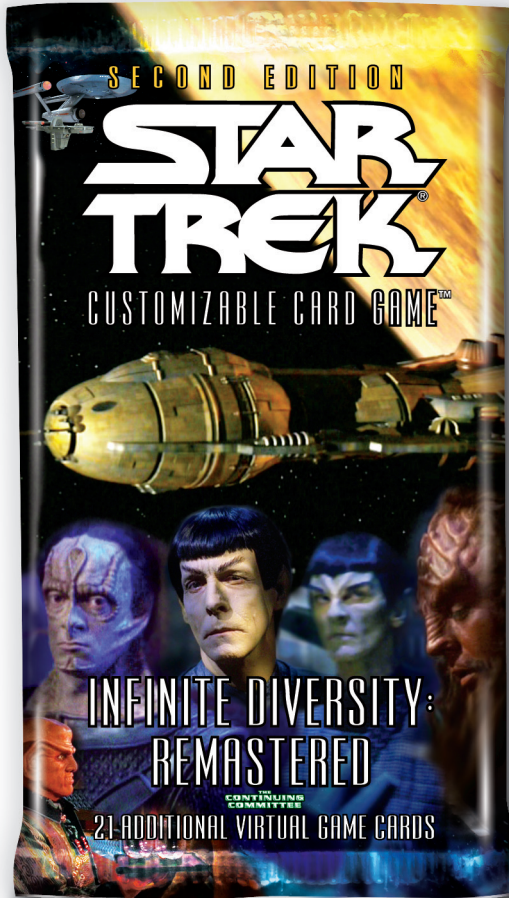
Brad DeFruiter
Michael Girard
Michael R. Keller
Matt Kirk
Chris Lobban
Charlie Plaine

"There's still so much to do..."

Welcome back to the world of *Second Edition* draft play with *Infinite Diversity: Remastered*! This updated version of the original draft product brings you a revised card pool, cleaner and simpler rules, and a wider variety of draft choices! Plus, enjoy new alternate image versions of three (3) cards! Enjoy everything draft and *Second Edition* have to offer with *Infinite Diversity: Remastered*.



Coming Next — *Star Trek* wouldn't be worth watching if every mission went off without a hitch. Picard might have preferred the time to read while transporting merchants around the Federation, but you know it's better when your favorite crew is infested with troubles that challenge their skill set. Dilemmas take center stage in the thirty-eighth *Second Edition* expansion, coming in Summer 2016.



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES

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RULES

CARD IMAGES

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PLAYER LOCATOR

The *Star Trek* CCG Community lives on at
WWW.TREKCC.ORG



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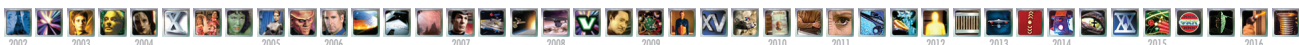
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4 A Private Little War



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."

37 V 1

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, Keatra. My precious one. I'm so sorry."

37 V 2

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.

"... we have to accept the fact that we're not always told about everything that happens aboard ship."

37 V 3

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."

37 V 4

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."

37 V 5

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."

37 V 6

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."

37 V 7

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."

37 V 8

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.

37 V 9

0 *At What Cost?*

Event

Lose 5 points to spend 7 additional counters this turn. Destroy this event.
*"Eight hundred million dead."
 "And casualty reports still coming in."*

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37 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.

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37 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!"

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37 V 12

4 *Raise the Stakes*

Event

Plays in your core. Each of your opponent's personnel are attributes +1. Each of your missions are worth 5 more points. When you are about to lose command of this event, remove it from the game instead.
"...I can play anything you can figure out. Take the cards, big man. Show us how it's played."

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37 V 13

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?"

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37 V 14

Alpha 5 Approach
Transport Crash Survivor

A **30**

16 different skills and Cunning>32

When a player's personnel begin a mission attempt at a mission worth 30 or more points with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.
Transport unusual castaway to nearby colony.

Any affiliation may attempt this mission.

3

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37 V 15

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?"

INTEGRITY 5 CUNNING 5 STRENGTH 4

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37 V 16

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 Hiranen. Once liberated by Iden, his memories of being hunted were used to persuade The Doctor to join their cause.

INTEGRITY 3 CUNNING 5 STRENGTH 5

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37 V 17

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 Hiranen. Once liberated by Iden, his technological experience was used to help build a future for the Children of Light.

INTEGRITY 5 CUNNING 5 STRENGTH 5

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37 V 18

2 *K'wov*



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 subroutine degradation before being repaired by The Doctor.

INTEGRITY 4 **CUNNING 4** **STRENGTH 6**

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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.

INTEGRITY 6 **CUNNING 6** **STRENGTH 6**

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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."

RANGE 8 **WEAPONS 6** **SHIELDS 7**

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STAR TREK CUSTOMIZABLE CARD GAME SECOND EDITION

INFINITE DIVERSITY DRAFT RULES

Setting Up

In order to run an *Infinite Diversity* draft, you will have to do some preparation. Each player needs to bring their own copy of *Infinite Diversity: Remastered*. The tournament director also prepares a number of booster packs using our Pack Generator (<http://www.trekcc.org/vpc>), then prints and cuts out the generated boosters. Each player will get a mission pack containing nothing but missions and then six (6) booster packs. Finally, the tournament director will need to bring multiple copies of each headquarters associated with the draft theme.

How to Draft

Drafting *Infinite Diversity: Remastered* is a unique sealed experience where you pick cards one at a time. When you are done drafting, you'll have a pool of cards that you chose; then you use those cards to build your deck.

Players should be divided into drafting groups between three (3) and six (6) players. If there are multiple groups, they should be as close to the same size as possible. The mission pack should be drafted first, then the remaining packs. The copies of *Infinite Diversity: Remastered* is not drafted.

Each player selects one card from his or her first booster pack, then passes the pack's remaining cards. Each player then takes the cards they were passed, 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 packs.

You may look at the cards you have drafted at any time.

After all the booster packs are drafted, players may add up to three (3) headquarters missions to their card pool. These headquarters missions are provided by the tournament director.

For more information on how to draft and draft procedures, see The Continuing Committee's Organized Play Guide at <http://www.trekcc.org/op/TCCOPG.pdf>.

Special Rules

There are a few special rules for *Infinite Diversity: Remastered* events that are different from normal *Second Edition* play. Please keep the following rules in mind while drafting and building your decks.

Deck Limits

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

The "rule of three" is suspended while players are constructing their draft decks. This means you can include as many copies of any card you draft!

No Quadrants

All quadrant rules are suspended; every mission is considered to be in every quadrant. (You do not need to add 2 to the Range required to move between missions.)

Reinforcement

If you have a headquarters mission, you may play any personnel and/or ships that couldn't normally report to that headquarters at cost +1.

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.

Discard Pile Recycling

The first time each game your deck is empty, you may immediately shuffle your discard pile into a new deck.

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 possibilities of *Second Edition* draft with *Infinite Diversity: Remastered*.