

STAR TREK™: ATTACK WING The Dominion™ War Storyline

Month One Overview: Operation Return

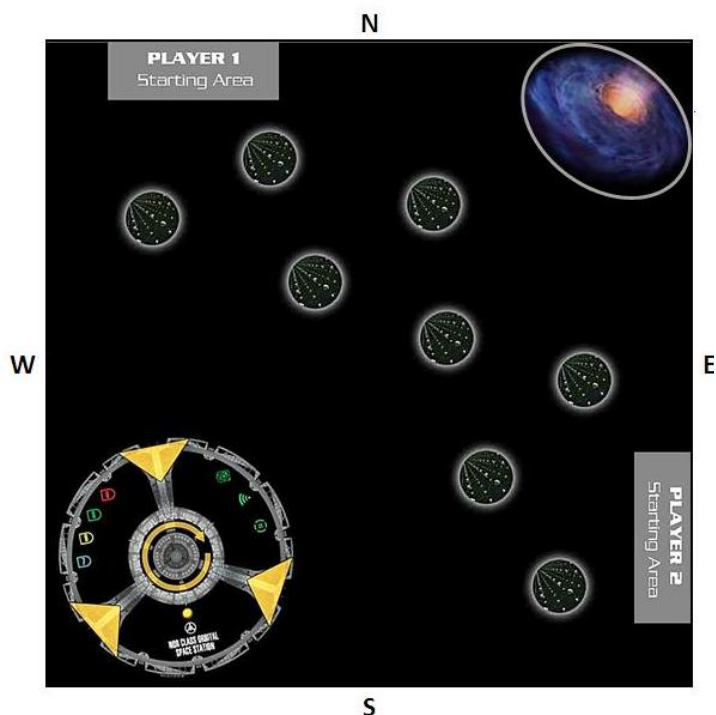
Shortly after the Cardassian™ Union joined the Dominion, the Cardassians, aided by their newfound allies, drove back the Klingons™, reclaimed their space and took control of Deep Space 9™.

Before losing the station, the Federation Alliance had placed a field of self-replicating mines at the mouth of the Bajoran™ Wormhole to prevent the Dominion forces from entering the Alpha Quadrant through the Wormhole. Despite their efforts, the Dominion failed at every attempt to remove the minefield.

News has reached the Federation Alliance that the Cardassians finally found a way to remove the minefield. Without it in place, the Dominion will overwhelm the Alpha Quadrant.

The Federation Alliance has launched a massive attack to retake the station before this can happen.

SET UP



- Place the Bajoran Wormhole Token in the NE corner of the playing area, so that it touches both the N and E sides.
- Place the DS9 Token in the SW corner of the playing area, so that it touches both the S and W sides, with 1 of its Pylons facing the SW corner. The Independent *Nor*-class Space Station side should be face up.
- Then in turn, starting with the highest ranked player, each player places one of the Self-replicating Minefield tokens in the playing area with the following limitations: The Minefield Tokens may not be placed within 4" of any edge of the playing area or any other token. In addition, they may not be placed within 8" of the DS9 Token. Players continue placing these Tokens until all of them have been placed.
- After the map elements are set up, players then set up using the Standard 2 Player Rules (see page 6 of the Full Rules of Play) with the following exceptions: Player 1 sets up on one edge of the playing area (N) in a 4" x 12" area, exactly 4" from the NW corner and player 2 sets up on one edge of the playing area (E) in a 4" x 12" area, exactly 4" from the SE corner.

This OP Tournament calls for a 3' x 3' playing area.
For set up rules for alternate playing area sizes,
visit www.wizkidsgames.com/thedominionwar.

SPECIAL RULES

DEEP SPACE 9 TOKEN (DS9)

If there are no Away Teams aboard DS9 during the Combat Phase, no one is considered to be in control of DS9 and it will fire at any ship within range (Range 1-3 for either Pylon or Range 1-2 for the main body of the station).

WHEN NO ONE is in control of DS9, it can make 3 attacks every round (1 with each Pylon facing the play area and 1 from the main body of the station).

- If a single ship is within range of more than 1 of these attacks, it will be attacked by all attacks separately and each attack may be defended separately.
- If more than 1 ship is within range of an attack, each player rolls 5 dice and the player with the least amount of **[Battle Stations]** results is the target of that attack.

DS9 has the following stats (though not all of these stats are used in this Tournament):

- Primary Weapon: **5** Agility: **0** Hull: **8** Shields: **8** *
- Action Bar: **[Target Lock]** - **[Scan]** - **[Battle Stations]** ***
- Upgrade Bar: **[Weapon]** - **[Weapon]** - **[Weapon]** - **[Crew]** - **[Crew]** - **[Crew]** *
- No Maneuvers (stationary)
- Must have 1 Captain. *
- Each Pylon has a 90° firing arc and may fire up to Range 1-3. The pylons may fire secondary weapons. **
- The main body of the Station has a 360° Firing Arc and may fire at Range 1-2, measuring from the edge of the DS9 Token.
- The main body of the DS9 Token is considered an Obstacle (see page 22 of the Full Rules of Play).
- The Pylon Tokens are considered Ship Tokens/Bases with regards to Overlapping (see page 18 of the Full Rules of Play)
- SP Cost: 48 *

** For purposes of this tournament, disregard the Shield values and Upgrade Bar as well as the SP Cost. The Shields are considered already destroyed. In addition,*

no player controls DS9 at the start of the battle, so no Captain is required. DS9 has a starting Captain Skill of 1.

*** No secondary weapons will be used on DS9 in this tournament.*

**** The **Action Bar** will become available to any player that controls DS9 (see below).*

AWAY TEAM

- Any ship within Range 1-2 of DS9 may perform either of the following Actions:

ACTION: If your ship is not Cloaked, disable all of your remaining Shields and then disable your Captain and/or any number of your **[Crew]** Upgrades of your choice (place Disabled Upgrade Tokens on these cards). These cards are considered to have beamed aboard DS9 as your "Away Team." You cannot remove these Disabled Upgrade Tokens without using the Action listed below. If your Captain is part of your Away Team, your ship is considered to have a Skill of 1.

NOTE: A player may have multiple Away Teams on DS9 at the same time (i.e. that player has used the Action above for multiple ships in their fleet). Treat all Captain and **[Crew]** Upgrades from every ship as 1 Away Team. The Captain Skill will be equal to the highest Skill number of one of that player's Captains.

OR

ACTION: If your ship is not Cloaked, disable all of your remaining Shields to remove the Disabled Upgrade Tokens from your Captain and/or **[Crew]** Upgrades. These cards are now considered on board the ship and are no longer part of the "Away Team."

- When using the Action above, Captain and **[Crew]** Upgrades may only be returned to their original ships.

NOTE: If a Captain is in the Away Team, remove the Captain ID Tokens from their ship and place them on the DS9 Token. If the Captain returns to their ship, place their Captain ID Tokens back on their original ship.

IF ONLY 1 PLAYER has an Away Team aboard DS9, that player is considered to **control** DS9 and may use it as if it were one of their ships.

- During the Activation Phase, DS9 does not move, but the controlling player may perform 1 of the following Actions:
[Target Lock] - [Scan] - [Battle Stations]
- If there is no Captain in the controlling player's Away Team, DS9's Captain Skill Number is "1". If there is a Captain in the Away Team, use that Captain's Skill number for DS9.

IF BOTH PLAYERS have Away Teams aboard DS9, then **no one controls** it and a battle ensues inside of DS9. At the end of the Combat Phase, after all ships have made their attacks, both players' Away Teams attack each other.

- The player with the highest Captain Skill on DS9 rolls 1 attack die for every card that is in his Away Team; the other player rolls 1 defense die for every card that is in his Away Team. For every uncanceled **[Hit]** result, the defending player discards 1 Captain or **[Crew]** Upgrade of his choice from his Away Team. After the player with the higher Captain Skill attacks, the player with the lower Captain Skill attacks with the remaining members of his Away Team in the same way.
- If both players' have the same highest Captain Skill, then the player with initiative attacks first; however, any defeated Captains or Crew may

fire back before being discarded as per the Simultaneous Attack Rule (see pg 17 of the Rules of Play)

NOTE: Away Team Captain and **[Crew]** Upgrade Cards cannot be targeted by any other cards or effects from any ships.

SELF-REPLICATING MINEFIELD TOKENS

A ship whose base or Maneuver Template overlaps a **Self-Replicating Minefield Token** must roll 1 attack die.

- On a **[Hit]** or **[Critical Hit]** that ship sustains 1 damage to its Shields (or Hull if it has no Active Shields).
- If a ship is damaged in this way, it must immediately roll another attack die. On a **[Hit]** or **[Critical Hit]** that ship sustains 1 more damage to its Shields (or Hull if it has no Active Shields).
- The ship continues to roll attack dice and take damage until it does not roll a **[Hit]** or **[Critical Hit]** result OR it has suffered 4 damage from the Minefield Token.
- In all other respects, the Self-replicating Minefield Tokens are treated as Obstacles (see pg 22 of the Full Rules of Play).

BAJORAN WORMHOLE TOKEN

A ship whose base or Maneuver Template overlaps the **Bajoran Wormhole Token** is considered "destroyed", and removed from the game.

OBJECTIVE

Destroy all of your opponent's ships.

BONUS: If the winning player controls DS9 as part of Surviving Fleet, that player adds +10 to their Fleet Score for that Battle Round.

NOTE: You do not have to destroy DS9 if it is controlled by your opponent in order to eliminate that player's fleet. DS9 is not considered part of either player's fleet when determining a winner.

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Storyline Organized Play Instructions

BATTLE ROUNDS: Tournaments are run in **3 Battle Rounds**. Each player will battle against 1 other player in each 60 minute Battle Round. Prior to the first Battle Round, players will be assigned opponents randomly. A Battle Round ends when one player is eliminated or the time limit is reached. If the time limit is reached, the player with the most Fleet Points at the end of that Battle Round wins.

BYES: If there are an odd number of players, then one player will be assigned a **Bye** in each Battle Round. That player does not participate in the Battle Round, but receives 2 Battle Points (see *Battle Points below*). In the first Battle Round, the Bye is determined randomly. During subsequent Battle Rounds, the player with the least amount of Battle Points will be assigned the Bye. If the player with the least amount of Battle Points has already received a Bye, then assign the Bye to the player with the next least amount of Battle Points who has not received a Bye.

SQUAD BUILDING: At the start of a tournament, players must record their Fleets on a *Fleet Build Sheet*. Players CANNOT change their fleets between Battle Rounds. Players have a number of **Squadron Points (SP)**, listed on the Set Up section of the OP Kit's Overview, with which to equip their fleets using the standard Squad Building Rules (see page 21 of the full Rules of Play). At the start of every Battle Round players must verify their opponent's Fleet build and sign off on it.

RESOURCES: In addition to normal Squad Building, each player may equip their fleet with **exactly 1 Resource**. The SP Costs for Resources are located on the Resource Reference Cards. Players may choose from among any available Resources for the current Storyline OP. Players CANNOT change Resources between Battle Rounds.

BATTLE POINTS: At the end of every Battle Round, players receive BATTLE POINTS based on their performance in that Battle Round (2 PTS for a Win, 2 PTS for a Bye and 1 PT for a Loss). Battle Points are recorded on players' Fleet Build Sheets as well as on the Score Sheet.

FLEET POINTS: Players receive FLEET POINTS at the end of every Battle Round. Fleet Points are used to break ties of players' Win/Loss records for purposes of determining round pairings and final ranks. Fleet Points are equal to the current month's maximum Fleet Build number MINUS the number of SP left in your opponent's surviving fleet. A player who receives a Bye will receive a number of Fleet Points equal to the average of all other players' Fleet Points for that round (rounded up). Fleet Points are recorded on players' Fleet Build Sheets as well as on the Score Sheet.

SURVIVING FLEET: A player's surviving Fleet includes: 1) any of that player's ships that are not destroyed, 2) any Upgrades those ships are still equipped with, and 3) any Upgrades that are placed under the ship card. NOTE: Any Upgrades that a player discards to use for their text ability are placed under the ship card on which they were equipped. Any

Upgrades that are under a ship that was destroyed are also destroyed.

RANKS: At the end of Tournament, the player with the highest cumulative Battle Points (and Fleet Points if there is a tie) will be Rank 1 (Admiral). The player with the next highest cumulative Battle Points (and Fleet Points if there is a tie) will be Rank 2 (Vice Admiral), and so on. Ranks are listed on the *Score Sheet*.

WINNING THE TOURNAMENT: All players' *Fleet Build Sheets* are collected at the end of the Month's tournament and each player's Battle and Fleet Points are tallied to determine Final Ranks. The player with the highest cumulative Battle and Fleet Points at the end of 3 Battle Rounds is the winner!

BREAKING TIES: If there is a tie between 2 or more players' Battle and Fleet Points at the end of any Battle Round, the tie will be broken by a roll off. Each player rolls 5 attack dice and the player with the most **[Battle Stations]** results is the winner.

FACTIONS: Prior to the tournament, each player chooses a Faction Allegiance and records that Faction on their Fleet Build Sheet. The Faction that scores the most combined Battle Points (and Fleet Points in case of a tie) is the victorious Faction for that Month's tournament. We recommend that the highest ranked player from each Faction should receive 1 full set of the Map Elements used for the tournament.

STORYLINE OP POSTER: The names and Factions of all players involved in the tournament will be recorded on the grids for that Month at the bottom of the poster (i.e. the Admiral is recorded in the top row, the Vice Admiral in the 2nd row, etc). In addition, the winning Faction is recorded on the poster by marking the Faction Icon above the current Month's Title in the center oval (if using a dry erase marker, simply black out the 3 other Faction Icons).



COMMENDATION AWARD TOKEN (starting in Month 2): The previous month's Admiral will be given 1 Commendation Award Token at the start of the next month's tournament. If that Admiral is not present at the current tournament, the next highest ranked player will receive the Commendation Award Token. A Commendation Award Token may be spent during any one of that month's Battle Rounds to re-roll any 1 of their attack or defense dice. Once a Commendation Award Token is used, it is removed from the game. Commendation Award Tokens cannot be saved from tournament to tournament. If a player does not use their token in the tournament, it is lost.