# STAR TREK™: ATTACK WING The Dominion™ War Storyline

# Month Two Overview: The Battle of Chin'toka

*A major victory is needed for the morale of the Federation Alliance. With reports that the bulk of the Dominion Fleet is battling on the Romulan™ borders, it is now time to take the fight to the Dominion and attack them in their own space. The target: the Dominion shipyards and cloning facilities in the Chin'toka system on the borders of Cardassian™ space.*

*Upon arrival to the system, the Federation Alliance forces realize that the system is not as unguarded as was originally reported. With the limited amount of ships in the system, the Cardassians have developed Orbital Weapon Platforms to defend their space. These platforms are formidable with tremendous firepower and regenerative force fields.*

*Will you be able to defeat your enemy in the face of these unforeseen weapons?*

## SET UP
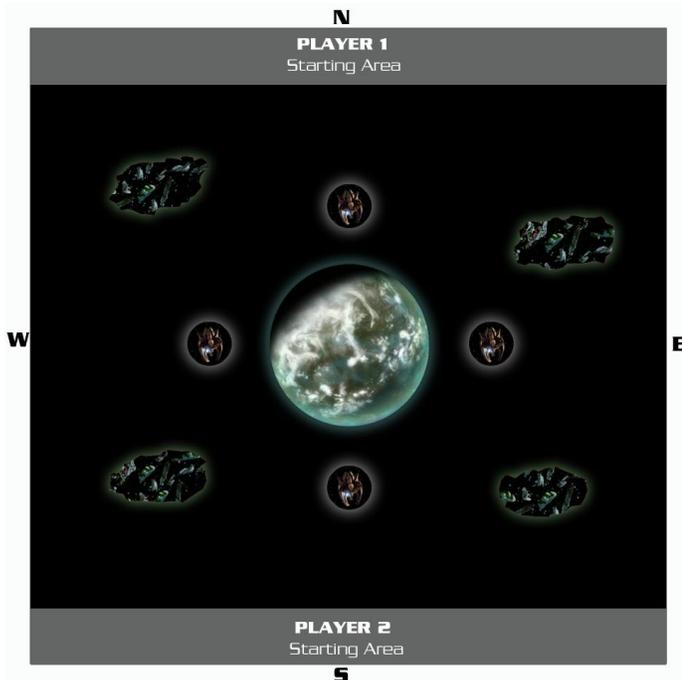




- Place the Planet Token in the center of the playing area.

- Place the 4 Orbital Weapon Platforms to the N, S, E and W of the Planet Token, with exactly 4" between the edges of the OWP and the Planet Token.

- In turn, starting with the highest ranked player, each player places 1 Debris Token in the playing area with the following limitation: Players may not place a Debris Token within 4" of any other Token or the edge of the playing area. Players continue placing these Tokens in this manner until all of them have been placed.

- Then, players set up using the Standard 2-Player Rules *(see page 6 of the Full Rules of Play).*

*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

## ORBITAL WEAPON PLATFORM TOKENS (OWP)

At the end of the Combat Phase (after all ships have attacked), each OWP fires at the nearest ship that is within Range 1-2 of the OWP.

- No OWP may fire more than once per round.

OWP Tokens have the following stats (though not all of these stats are used in this Tournament):

- Primary Weapon: **4**   Agility: **0**   Hull: **2*** Shields: **6***
- No Maneuvers (stationary)
- 360$^o$ firing arc and may fire up to Range 1-2.
- SP Cost: 24 each*

*\* For purposes of this tournament, disregard the Hull and Shield values as well as the SP Cost. The OWPs are not controlled by either player and may not be destroyed.*

Any ship that overlaps an OWP Token at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the OWP Token. This ship cannot perform any Actions during that round.

A ship may pass through the OWP Token the same way that it would another ship.

The OWP Token is not considered an obstruction for firing purposes.

## PLANET TOKEN

Treat this as a normal Planet Token *(see page 23 of the full Rules of Play).*

## DEBRIS TOKENS

Debris Tokens are treated as Obstacles *(see page 22 of the full Rules of Play).*

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## OBJECTIVE

Destroy all of your opponent's ships, while not being destroyed by the Orbital Weapon Platforms.

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# STAR TREK: ATTACK WING

## 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 3 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 3 highest ranked players on the winning 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.

# STAR TREK ATTACK WING

# FLEET BUILD SHEET

# WIZK!DS

## Tournament Information

| Date | |
|---|---|
| Event | |

## Faction Allegiance

| | |
|---|---|

## Player Information

| Name | |
|---|---|
| Email | |

| | Type | Card Title | Faction | SP | Type | Card Title | Faction | SP |
|---|---|---|---|---|---|---|---|---|
| **Ship** | Ship 1 | | | | Ship 2 | | | |
| **Captain** | Captain | | | | Captain | | | |
| **Upgrades** | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| *Upgrade Types* | | | | | | | | |
| **C**=Crew | | | | | | | | |
| **E**=Elite Talent | | | | | | | | |
| **T**=Tech | | | | | | | | |
| **W**=Weapon | | | | | | | | |
| | | | **Total SP** | | | | **Total SP** | |

| | Type | Card Title | Faction | SP | Type | Card Title | Faction | SP |
|---|---|---|---|---|---|---|---|---|
| **Ship** | Ship 3 | | | | Ship 4 | | | |
| **Captain** | Captain | | | | Captain | | | |
| **Upgrades** | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| *Upgrade Types* | | | | | | | | |
| **C**=Crew | | | | | | | | |
| **E**=Elite Talent | | | | | | | | |
| **T**=Tech | | | | | | | | |
| **W**=Weapon | | | | | | | | |
| | | | **Total SP** | | | | **Total SP** | |

*FACTIONS:* **F** = Federation  **K** = Klingon  **R** = Romulan  **D** = Dominion  **I** = Independent

## Resource Used | | **SP** | |

| Ship 1 Total SP | | Ship 2 Total SP | | Ship 3 Total SP | | Ship 4 Total SP | | Resource Total SP | | Total Build |
|---|---|---|---|---|---|---|---|---|---|---|
| | + | | + | | + | | + | | = | |

*If you have more than 4 ships in your Fleet, record the additional ships on the back of this page.*

## Before Battle Starts:

| Battle Round | Opponent's Name | Opponent's Initials (Verify Build) |
|---|---|---|
| **1** | | |
| **2** | | |
| **3** | | |

## After Battle Ends:

| Your Result (W-L-B) | Your Fleet Points | Cumulative Fleet Points | Opponent's Initials (Verify Results) |
|---|---|---|---|
| | | | |
| | | | |
| | | | |