

STAR TREK™: ATTACK WING The Dominion™ War Storyline

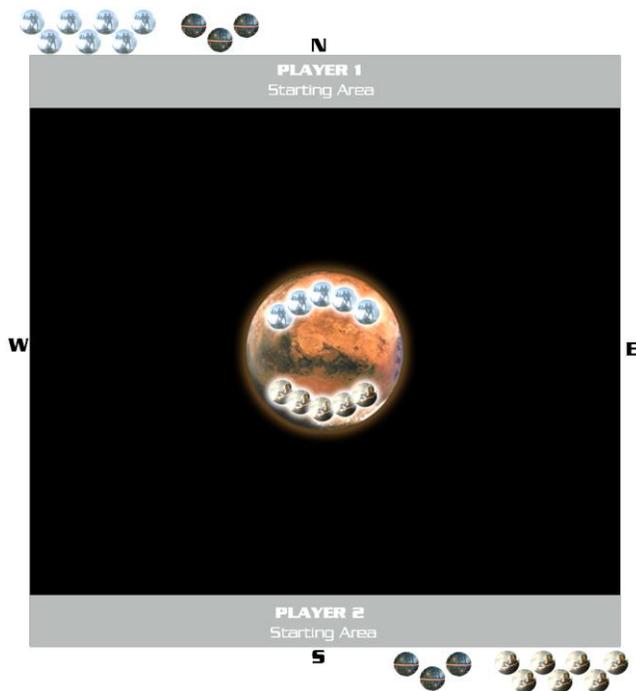
Month Three Overview: The Siege of AR-558

AR-558, a planet in the Chin'toka system that is not habitable for long without a steady supply chain, has been held by Federation troops for months following the Federation Alliance's invasion into Cardassian™ space. The importance of this location is the Dominion communications array, currently being held by those Federation Troops. Because of this, AR-558 has become the site of constant assaults by Dominion Troops, attempting to regain control of their communications array.

The Dominion troops have deployed subspace anti-personnel mines, or "Houdinis", and this, along with the lack of Federation support, has reduced the Federation's Forces significantly. It is a desperate time for the stranded Federation troops, but they must hold AR-558. A single Federation ship has gotten through with supplies and fresh troops, and the Federation troops have been able to disarm the mines and use them against the relentless Dominion troops.

Who will take control of AR-558? Will it be you?

SET UP



- Players set up using the Standard 2 Player Rules (see page 6 of the Full Rules of Play).
- Place the AR-558 Planet Token in the center of the playing area.
- Each player places 5 of their Ground Troops Tokens on AR-558. 7 additional Ground Troops Tokens are placed beside each player's Ship Card.
- Each player also places 3 Subspace Anti-Personnel Mine Tokens beside his/her Ship Card.



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

AR-558 TOKEN

Treat this as a regular Planet Token (see page 23 in the Rules of Play). Any ship within Range 1-2 of AR-558 may perform the following Action:

Action:

ACTION: If your ship is not Cloaked, disable all of your remaining Shields and then place either up to 2 Ground Troop Tokens (or 1 Subspace Anti-personnel Mine Token) onto AR-558.

GROUND TROOP TOKENS

There are 2 different types of Ground Troop Tokens. At the start of the game, each player chooses 1 type to represent their Ground Troops.

During the Combat Phase, when it is a ship's turn to attack, if the ship is within Range 1-2 of AR-558, that ship's player may choose to forego that ship's attack and instead attack with his Ground Troops.

The attacker rolls 1 attack die for each of his Ground Troop Tokens on AR-558 (max 4). The defender then rolls 1 defense die for each Ground Troop Tokens on AR-558 (max 4).

For each un-canceled **[Hit]** or **[Critical Hit]** result, the defending player must remove 1 Ground Troop Token from the game. Tokens removed in this way may not be used again in that Battle.

NOTE: A ship does not have to have an opponent in its firing arc to forego its attack.

SUBSPACE ANTI-PERSONNEL MINE TOKENS (SAM)

If you lose at least 1 Ground Troop Token from an attack, discard 1 SAM Token that you have already placed on AR-558 and roll 2 attack dice.

For every **[Hit]** and **[Critical Hit]** result, remove 1 of your enemy's Ground Troop Tokens from the game. Defending players do not roll defense dice against this attack. NOTE: A player may only use 1 SAM Token against any single attack.

CONTROLLING AR-558

A player is considered to control AR-558 if he has at least 1 Ground Troop Token on AR-558 and the opposing player has no Ground Troop Tokens on AR-558 at the end of the Battle. Subspace Anti-Personnel Mine Tokens do not count when determining control of AR-558.

OBJECTIVE

Destroy all of your opponent's ships.

BONUS: If the winning player controls AR-558 (see above) at the end of the Battle, that player receives an additional +1 Battle Score.

Also, a player adds an additional +2 Fleet Points for every Ground Troop Token that player has left on AR-558 at the end of the Battle.

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.

Tournament Information

Faction Allegiance

Player Information

Date	
Event	

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Name	
Email	

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 1				Ship 2			
	Captain				Captain			
Captain								
Upgrades								
<i>Upgrade Types</i>					<i>Upgrade Types</i>			
C=Crew					C=Crew			
E=Elite Talent					E=Elite Talent			
T=Tech					T=Tech			
W=Weapon					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								
<i>Upgrade Types</i>					<i>Upgrade Types</i>			
C=Crew					C=Crew			
E=Elite Talent					E=Elite Talent			
T=Tech					T=Tech			
W=Weapon					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
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If you have more than 4 ships in your Fleet, record the additional ships on the back of this page.

Before Battle Starts:

After Battle Ends:

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

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