

STAR TREK™: ATTACK WING The Dominion™ War Storyline

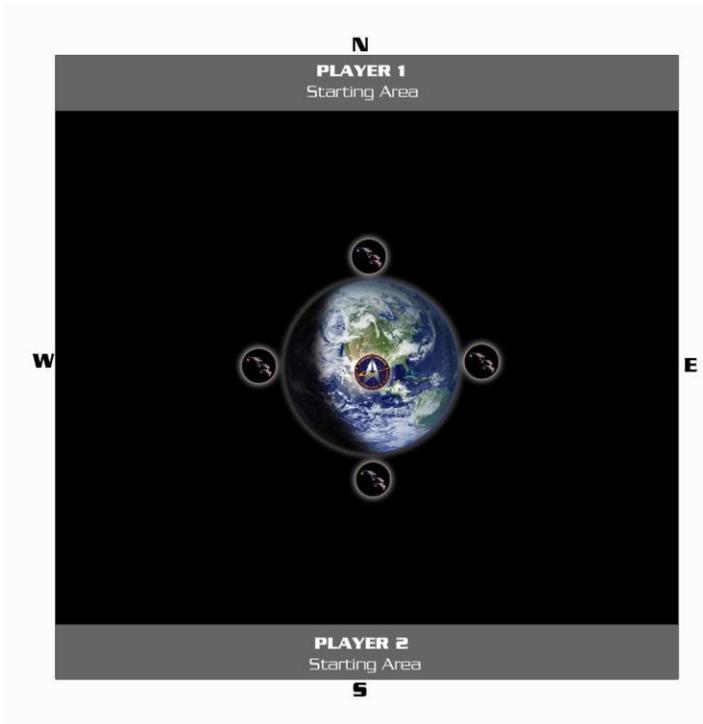
Month Four Overview: The Attack on Earth

The Dominion is preparing to launch a surprise attack on Earth. If successful, this would be a tremendous blow to the Federation Alliance and a great victory for the Dominion.

Earth's planetary defenses are strong, but the Dominion has the element of surprise and a single focus: Destroy Starfleet Headquarters.

Will the Federation react to this attack in time? Or will this be the end of Starfleet Headquarters?

SET UP



- Players set up using the Standard 2 Player Rules (see page 6 of the Full Rules of Play).
- Place the Earth Planet Token in the center of the playing area.
- Place the Starfleet Headquarters Token on top of the Planet Token, directly in the center of the playing area. Place 6 Mission Tokens on this token.
- Then Place the Planetary Defense Tokens on the Planet Token, with the outer edge of each one touching the edge of the Planet Token (N, S, E and W).



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

EARTH TOKEN

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

PLANETARY DEFENSE TOKENS (PDT)

At the end of the Combat Phase (after all ships have attacked), the PDTs attack every ship within range 1-2 that attacked Starfleet Headquarters that round. PDTs fire as follows:

- Roll 2 attack dice for every PDT that is within Range 1-2 of the attacking ship. These dice are combined into one single attack (i.e. 1 PDT = 1 attack die, 2 PDTs = 4 attack dice and 3 PDTs = 6 attack dice).

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

- Primary Weapon: 2 Agility: 0 Hull: 3* Shields: 3*
- No Maneuvers (stationary)
- 360° firing arc and may fire up to Range 1-2.
- SP Cost: 18 each *

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

STARFLEET HEADQUARTERS TOKENS (SHQ)

This Token may be fired at by any ship.

- Any ship attacking this Token must roll 1 less attack die.
- If a ship inflicts at least 1 damage to the SHQ, the player that inflicted the damage removes one of the Mission Tokens from the SHQ and places it beside his Ship Cards. NOTE: Only 1 Mission Token can be removed from the SHQ Token from any single attack, regardless of how much damage was inflicted by that attack.
- If the last Mission Token is removed from the SHQ (i.e. it has been damaged 6 times), it can then be destroyed. The next damage inflicted on the SHQ will destroy it. Place the SHQ Token beside the Ship Cards of the player that inflicts the last damage.

OBJECTIVES

Destroy all of your opponent's ships, while not being destroyed by the Planetary Defense Tokens.

BONUS POINTS:

At the end of the Battle, a player receives **+5 Fleet Points** for every Mission Token beside his Ship Cards and an additional **+5 Fleet Points** if the SHQ Token is beside his Ship Cards.

If a player has no Mission Tokens or SHQ Token beside his Ship Cards at the end of the battle, that player receives an additional **+10 Fleet Points**.

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.

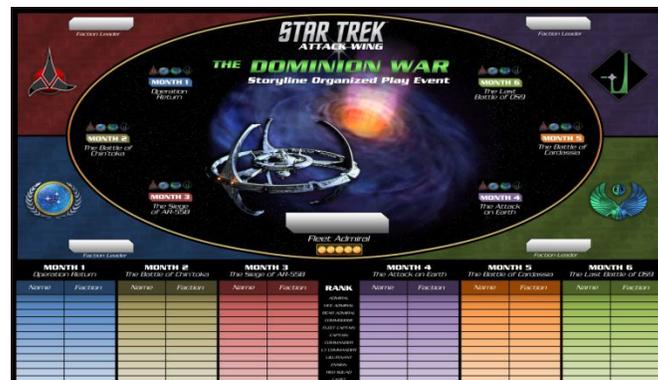
RANKS: At the end of Tournament, the player with the highest cumulative Battle Points (and Fleet Points if there is a tie) will be Rank 1 (Admiral). The player with the next highest cumulative Battle Points (and Fleet Points if there is a tie) will be Rank 2 (Vice Admiral), and so on. Ranks are listed 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
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

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)