

STAR TREK™

ATTACK WING



**RULES OF
PLAY**



Game Overview

Welcome to **Attack Wing**, an exciting, fast-paced starship battle game set in the Star Trek universe. In **Attack Wing**, 2 or 3 players represent the legendary captains of the Federation, Klingon Empire, and Romulan Empire as they fight ship to ship in tactical space combat. The player who destroys all of his opponents' ships wins the game!

The game box includes all of the components necessary for 2–3 players to get started, as well as two missions that offer unique victory conditions.

If you have played Fantasy Flight Games' Flight Path system then you will be familiar with many of the mechanics already. You should still review for new rules and new ways to play that are unique to **Attack Wing**.

HOW TO USE THIS RULEBOOK

This rulebook is written assuming that players are using only the three ships included in this game box. After players are more experienced with the game, they can implement the advanced rules, which allow players to encounter planets, build custom squads, and play unique missions (see pages 21–25).

If this is your first game, set this rulebook aside and use the introductory rules explained on the included quick-start rules booklet before reading this rulebook.

Component List

- 1 Full Rulebook
- 1 Quick-Start Rules Booklet
- 3 Painted Plastic Ships
 - *U.S.S. Enterprise-D* (Federation)
 - *I.K.S. Maht-H'a* (Klingon)
 - *I.R.W. Khazara* (Romulan)
- 3 Transparent Plastic Bases with 6 Pegs
- 3 Ship Tokens (double-sided)
- 14 Captain ID Tokens
- 13 Maneuver Templates, consisting of:
 - 3 Turns
 - 4 Banks
 - 6 Straights
- 3 HeroClix™ Maneuver Dials (each consisting of a faceplate, a dial, and a pair of plastic connectors)
- 15 Action Tokens, consisting of:
 - 5 Evade Tokens
 - 1 Battle Stations Tokens
 - 1 Scan Token
 - 2 Cloak Tokens (double-sided)
 - 3 Red Target Lock Tokens (double-sided)
 - 3 Blue Target Lock Tokens (double-sided)
- 12 Shield Tokens (double-sided)
- 3 Critical Hit Tokens
- 3 Auxiliary Power Tokens
- 12 Disabled Upgrade Tokens
- 1 Minefield Token
- 1 Planet Token
- 12 Mission Tokens
- 6 Objective Tokens
- 6 Ship Cards
- 3 Maneuver Cards
- 7 Captain Cards
- 17 Upgrade Cards
- 33 Damage Cards
- 5 Red Attack Dice
- 5 Green Defense Dice
- 1 Range Ruler

COMPONENT OVERVIEW

This section describes the components in detail.

SHIPS, BASES, & PEGS

These pre-painted models represent ships in the game. The pegs securely attach the ships to their bases.

Each base also holds a Ship Token that identifies the ship name and two Captain ID Tokens that identify the Captain of the ship.



SHIP TOKENS

These tokens identify the ship's name and display information about the ship's capabilities. One token is placed in each ship's base to identify the ship.



CAPTAIN ID TOKENS

These tokens are inserted into a ship's base to identify which Captain is commanding the ship. They display the Captain's image and Skill Number for quick reference during the game.



HEROCLIX™ MANEUVER DIALS

These dials let the players secretly plan maneuvers for their ships. Each ship has its own Maneuver Dial.



MANEUVER TEMPLATES

These templates correspond to possible maneuvers on the ships' Maneuver Dials. They are used when physically moving ships around the play area.



ACTION TOKENS

These tokens mark ships performing specific types of actions, such as Scanning, Cloaking, or Acquiring a Target Lock.



SHIELD TOKENS

These tokens track how strong a ship's Deflector Shields are. These tokens are double-sided: one side shows an Active Shield (blue) and the other side shows a Disabled Shield (red). The Disabled Shield signifies that a player has voluntarily disabled his Shield in order to perform a particular Action such as Cloaking.



CRITICAL HIT TOKENS

These tokens mark ships that have suffered a critical hit and remind players to consult their Damage Cards for more information.



AUXILIARY POWER TOKENS

These tokens mark ships that have strained their power resources and have switched to auxiliary power to continue functioning.



DISABLED UPGRADE TOKENS

These tokens are placed on top of powerful Crew, Weapon, and Tech Upgrades that can only be used intermittently aboard the starship.



MINEFIELD TOKEN

This token is used to mark the play area when a ship launches Antimatter Mines from its rear firing arc.



PLANET, MISSION, & OBJECTIVE TOKENS

These tokens are primarily used during Missions (see pages 24–25). The Planet and Objective Tokens can also be added to standard play (see page 22).



SHIP CARDS

These cards list a ship's statistics and special ability, the Actions it can perform, the Upgrades it can equip, and its point cost when building squads.



MANEUVER CARDS

These cards reference each ship's full list of maneuvers. The Maneuver Cards act as a guide to players as they decide which maneuver to choose on their Maneuver Dials each round.



CAPTAIN CARDS

Each ship must include one (and only one) Captain Card. Each Captain provides a Skill Number for his ship and often provides a special ability as well. A Captain Card is not considered an Upgrade Card and is not affected by abilities that affect Upgrade Cards.



UPGRADE CARDS

These cards represent different Upgrades that players can purchase for their ships, including Crew, Weapon, and Tech Upgrades, as well as Elite Talents if their Captain is capable of supporting them.



DAMAGE CARDS

These cards track how much damage a ship has suffered and describe special penalties that occur when a ship suffers a critical hit.

CUSTOM DICE

These custom eight-sided dice are used to resolve combat and other abilities during the game. There are two different types of dice: attack dice (red) and defense dice (green).

RANGE RULER

This two-sided cardboard ruler is used to measure various distances during the game.

SOME ASSEMBLY REQUIRED

SHIP ASSEMBLY

To assemble a ship, follow these steps:

1. Place the chosen Ship Token in the base with its forward firing arc (i.e. the firing arc with solid lines) over the chevron, which points to the front of the base.
2. Insert one peg into the tower of the base.
3. Insert the second peg into the first peg.
4. Insert the small peg on the bottom of the plastic ship into the second peg.

From this point forward in the rulebook, the term "ship" refers to a fully assembled ship, complete with plastic ship, pegs, base, Ship Token, and Captain ID Token (see next column).



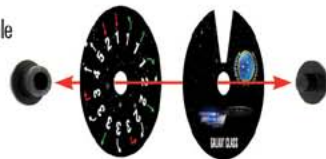
Captain ID Token

Take the 2 Captain ID Tokens that match the image on your Captain Card. Insert both tokens into the tower of the base as shown in the diagram. The colored border that you display on the front facing ID Token must match the border that you display on the rear facing ID Token. This allows two different players (each with their own copy of the game) to play with the same Captain; each player must choose a different colored border to face outward from the front and rear of their ships.

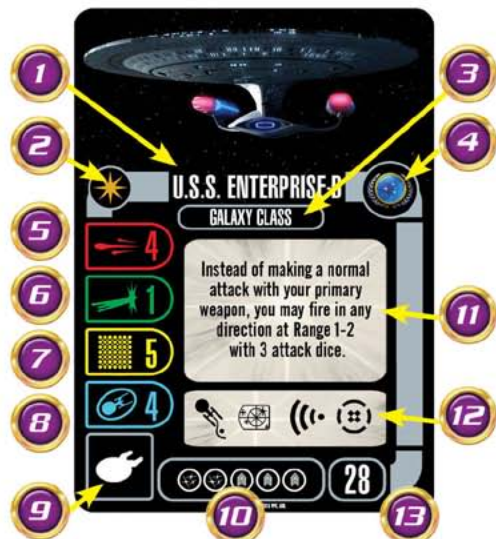


HEROCLIX™ MANEUVER DIAL ASSEMBLY

Before playing, assemble each dial as shown. Connect each dial with the faceplate with the matching artwork.



SHIP CARD ANATOMY



1. Ship Name
2. Unique Icon
3. Ship Class
4. Faction Icon
5. Primary Weapon Value
6. Agility Value
7. Hull Value
8. Shield Value
9. Ship Type Icon
10. Upgrade Bar
11. Ship Special Ability
12. Action Bar
13. Squadron Point Cost

Setup

Before playing, set up the game as follows:

1. **Choose a Faction:** Players agree on which Factions to control (Federation, Klingon, or Romulan). If players cannot agree, randomly assign Factions. All components belonging to one player are considered friendly (even if they are from different Factions), and all components belonging to his opponent are considered enemy.



2. **Gather Forces:** Each player chooses Ship, Captain, and Upgrade Cards. If players are not using the squad building rules (see pages 21–22), then players should assemble the following cards:

Federation Faction

Ship Card: *U.S.S. Enterprise-D*
Maneuver Card: *Galaxy Class*
Captain Card: Jean-Luc Picard
Upgrade Cards: Geordi La Forge, Miles O'Brien

Klingon Faction

Ship Card: *I.K.S. Maht-H'a*
Maneuver Card: *Vor'cha Class*
Captain Card: Nu'Daq
Upgrade Cards: Konnel, Tractor Beam, Photon Torpedoes (Klingon Faction)

Romulan Faction

Ship Card: *I.R.W. Khazara*
Maneuver Card: *D'deridex Class*
Captain Card: Toreth
Upgrade Cards: Bochra, Plasma Torpedoes

After the first game or two, it is strongly recommended that players customize their own ship configurations using the squad building rules on pages 21–22.

3. **Assemble Ships:** Each player finds the plastic ship, Ship Token, and Captain ID Token that match his chosen Ship Card and Captain Card. Players assemble their ships as shown in the "Ship Assembly" and "Captain ID Token" diagrams on page 4.
4. **Establish Play Area:** Choose a play area on a table or other flat surface. Players may use a playmat, a tablecloth, or some other means to mark the edges of the play area (see "The Play Area").

2 Players: Players sit opposite from each other across the play area. The side of the play area closest to each player is referred to as his "starting edge." See "2-Player Setup Diagram" on page 6.

3 Players: One player sits toward the center of one edge of the play area, and each of the remaining players sits at one of

the corners on the other side of the play area; each player is then assigned a 4" x 8" rectangular space called his "starting area." See "3-Player Setup Diagram" on page 7.

5. **Place Forces:** Place each ship in the play area in order of Captain Skill (the gold number on the Captain ID Token), from lowest to highest (i.e. the ship with the lowest Captain Skill is placed first; the ship with the highest Captain Skill is placed last). If multiple ships share the same Captain Skill, the ship with initiative is placed first (see "Initiative" on page 18).

2 Players: To place a ship, its owner lays the Range Ruler straight out from the edge of the play area and places the ship anywhere that is entirely within the Range 1 section, facing any direction (see "2-Player Setup Diagram" on page 6).

3 Players: To place a ship, its owner starts by measuring out his 4" x 8" starting area as shown on the "3-Player Setup Diagram" on page 7. The ship's owner places his ship anywhere that is entirely within his starting area, facing any direction. Please note that each segment on the Range Ruler is 4" long, so this will be a guide for players to measure out their starting areas.

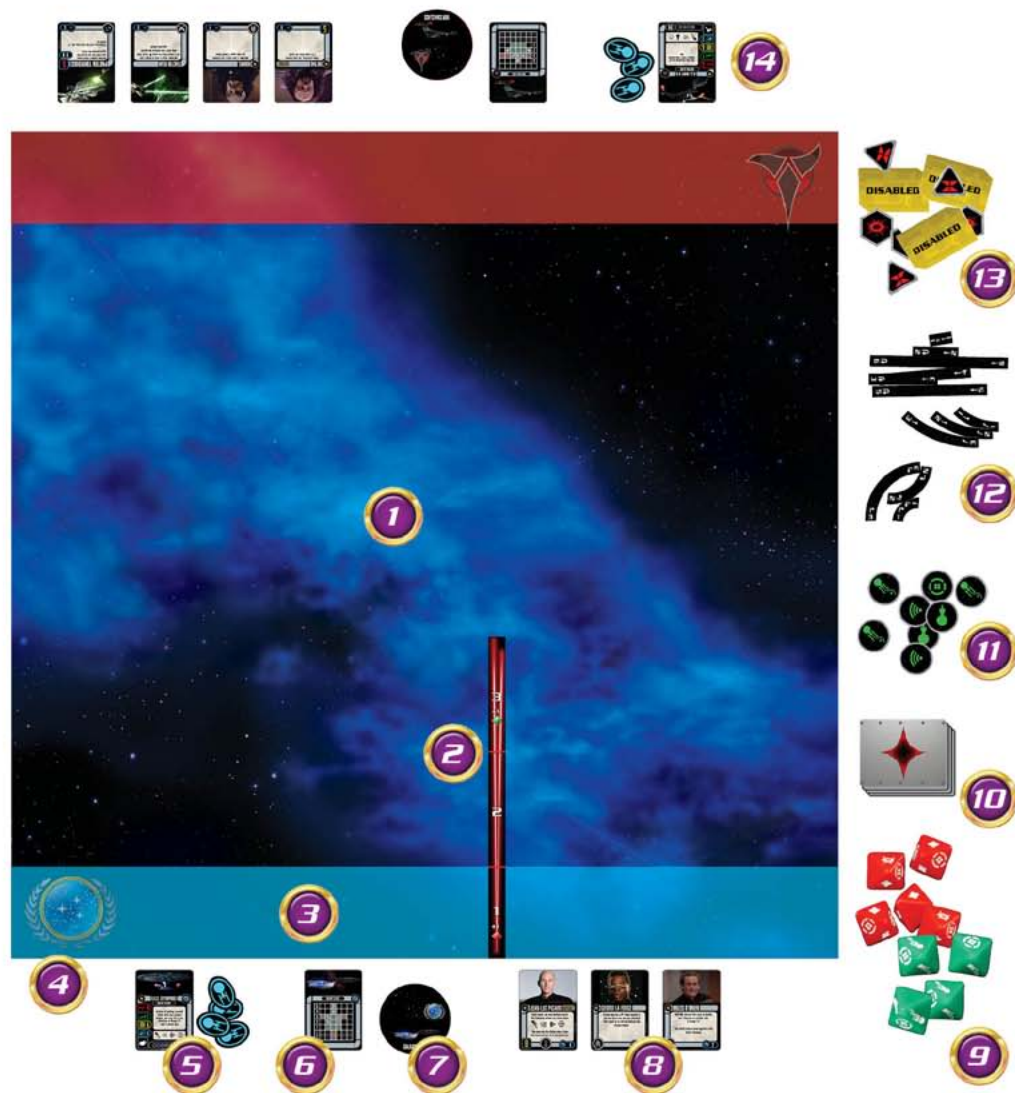
6. **Prepare Gathered Cards:** Each player takes the cards matching his forces and places them face up outside the play area in view of all the players.
7. **Raise Shields:** Place a number of Shield Tokens above each Ship Card equal to its Shield Value (blue number). A ship cannot have more Shield Tokens than its Shield Value. Make sure each Shield Token is showing its Active Side (blue).
8. **Prepare Other Components:** Shuffle the Damage Deck and place it face down outside the play area within reach of all the players. Place the other components outside the play area within reach of all the players (see Setup Diagrams on pages 6–7).

THE PLAY AREA

Attack Wing is not played on a board. Instead, it is played on any flat surface with at least 3' X 3' of space. Players may want to use a felt or cloth surface, which provides a bit of friction and helps to prevent players from accidentally bumping or moving the ships.

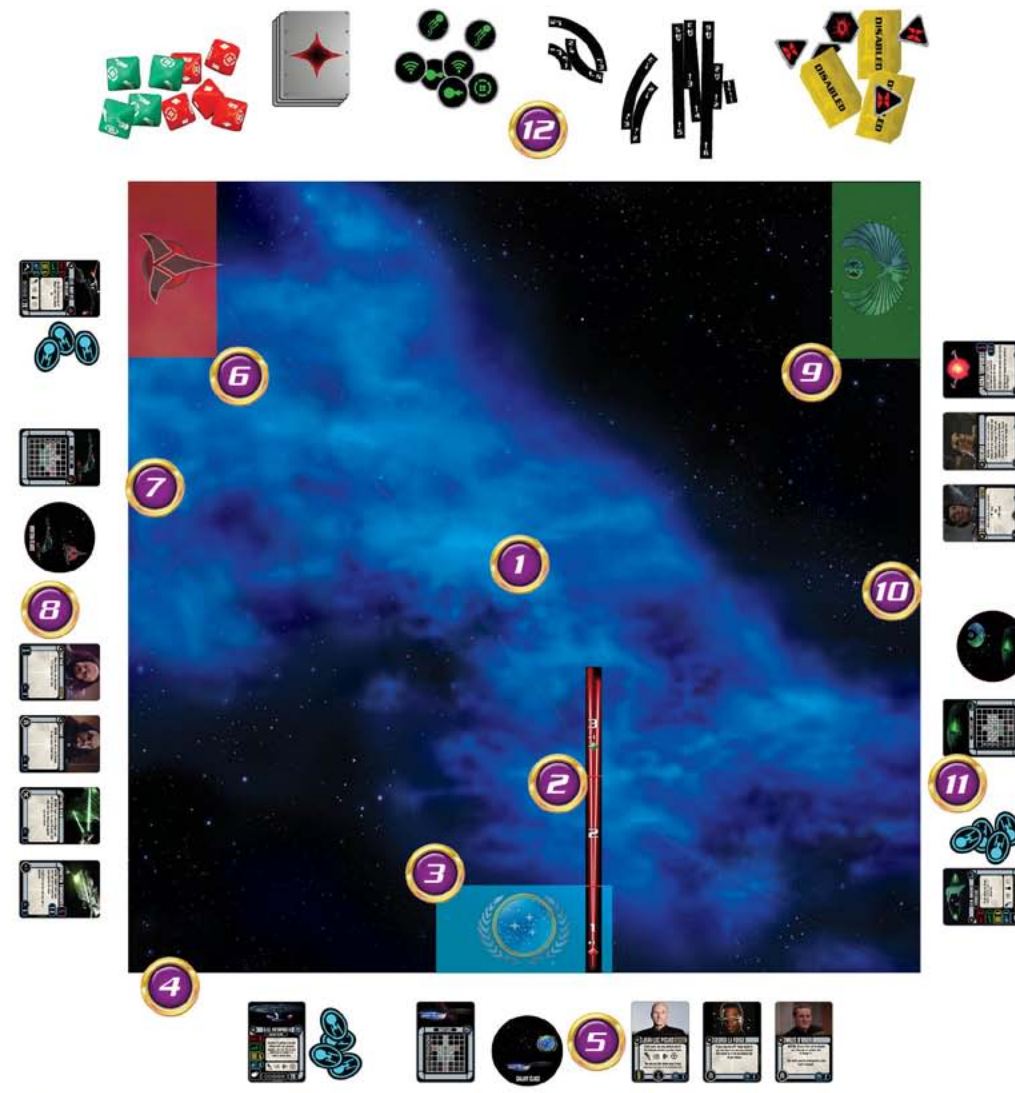
Experienced players should feel free to experiment with different play area sizes.

TWO-PLAYER SETUP



1. Play Area (roughly 3' x 3')
2. Range Ruler (measuring out the start area)
3. Player 1 Starting Area (first 4" of play area)
4. Player 1 Starting Edge
5. Player 1 Ship Card (with Shield Tokens)
6. Player 1 Maneuver Card (for reference)
7. Player 1 Maneuver Dial
8. Player 1 Captain and Upgrade Cards
9. Dice
10. Damage Deck (shuffled, face down)
11. Action Token Supply
12. Maneuver Templates
13. Miscellaneous Tokens
14. Player 2's Area (as Player 1)

THREE-PLAYER SETUP



1. Play Area (roughly 3' x 3')
2. Range Ruler (measuring out the start area)
3. Player 1 Starting Area (4" x 8" centered on the side)
4. Player 1 Starting Edge
5. Player 1 Ship Area (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)
6. Player 2 Starting Area (4" x 8" at the far end of the side from Player 1)
7. Player 2 Starting Edge
8. Player 2 Ship Area (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)
9. Player 3 Starting Area (4" x 8" across from Player 2)
10. Player 3 Starting Edge
11. Player 3 Ship Area (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)
12. Game Accessories (see previous page for details)

The Game Round

Attack Wing is played over a series of game rounds. During each game round, players perform the following four phases in order:

1. **Planning Phase:** Each player secretly chooses one maneuver for each of his ships by using that ship's Maneuver Dial.
2. **Activation Phase:** Each ship moves and performs one Action. In **ascending order** of Captain Skill, reveal each ship's Maneuver Dial and execute its chosen maneuver. Immediately after performing its chosen maneuver, each ship may perform one Action.
3. **Combat Phase:** Each ship may perform one attack. In **descending order** of Captain Skill, each ship can attack one enemy ship that is inside its forward firing arc and within range. Some ships include a rear firing arc marked with a dashed line; this firing arc can only be used for Weapon Upgrades that specifically say they can be fired through a rear firing arc.
4. **End Phase:** Players perform the following end of round activities:

- All Shield Tokens that were flipped to their disabled sides (red) during the round can be flipped back to their active sides (blue) for free.

Note: Disabled Shields are not the same thing as Damaged Shields. Shields that are **damaged** during combat are removed from play until they are repaired by a special ability.

- Players remove Scan Tokens, as well as unused Evade and Battle Stations Tokens, from their ships; unused Target Lock Tokens remain on the table.

- Cloak Tokens that were flipped to their red sides **must** be removed.

- Cloak Tokens still on their green sides **may** stay in play if their owners elect to keep their Shields disabled. If the Cloak Token was currently positioned on top of the ship's base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked.

- Resolve any "End Phase" abilities on cards.

After resolving the End Phase, a new game round begins starting with the Planning Phase. This continues until one player destroys all of his opponents' ships or a mission objective is completed.

Each of these phases is discussed in detail over the next few pages.

PLANNING PHASE

During this phase, each player uses his Maneuver Dial to secretly choose one maneuver for each of his ships. The selection on the dial dictates how his ships move during the next Activation Phase. Players **must** assign a dial to each ship. After all ships have been assigned Maneuver Dials, continue to the Activation Phase.

Note: Players should consult their ships' Maneuver Cards for a full list of the maneuvers that their ships are capable of performing.

CHOOSING A MANEUVER

To choose a maneuver, the player rotates the faceplate of the ship's Maneuver Dial until the window shows only the desired maneuver. He then assigns the maneuver to one of his ships by placing the dial **face down** near its corresponding ship inside the play area.

A player may look at his own face down Maneuver Dials at any time, but he cannot look at his opponent's face down dials. A player controlling more than one ship may assign maneuvers to his ships in any order.

Each selection on the Maneuver Dial has a corresponding Maneuver Template that measures the ship's movement during the Activation Phase. During the Planning Phase, the players **cannot** use Maneuver Templates in order to "test" where ships will end up. Instead, they must plan their maneuvers by estimating their ships' movement in their heads.

Note: Since different types of ships in the Star Trek universe vary in their maximum speed and maneuverability, the dial for each type of ship is unique. Thus, not all ships are capable of using every Maneuver Template included in the game, and some ships can execute maneuvers that others cannot.

TYPES OF MANEUVERS

Each maneuver consists of three elements: the bearing (arrow), the speed (number), and the difficulty (arrow color).

Bearing

Bearing is indicated by the arrows on the Maneuver Dial. Ships can travel in seven possible bearings, depending on the options available on their dials:



Straight: Advances the ship straight ahead, without changing its facing.



Bank: Allows the ship to execute a shallow curve that advances the ship ahead, slightly to one side, and changes its facing by 45°.



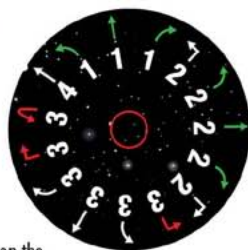
Turn: Allows the ship to execute a tight curve that advances the ship ahead, sharply to one side, and changes its facing by 90°.



Come About: Advances the ship straight ahead, changing its facing by 180°.



Full Astern: Moves the ship straight backward, without changing its facing.



Speed

Speed is indicated by the numbers on the Maneuver Dial and varies between "1" and "6," depending on the options available on the dial. The higher the speed, the farther the ship travels during its maneuver.

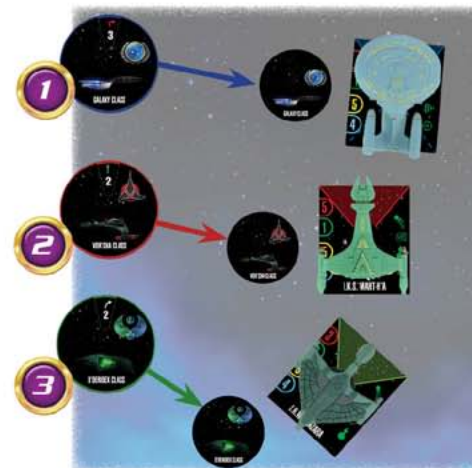
Difficulty

Some maneuvers are more difficult to execute than others. The color of the bearing arrow indicates each maneuver's difficulty. Most arrows are white, which represents a standard maneuver. Some arrows are red or green, which represent that the maneuver is either difficult for the ship to handle (red) or extremely simple (green).

During the Activation Phase, ships may receive or remove Auxiliary Power Tokens based on the color of the maneuver executed (see "Auxiliary Power" on page 19).

Note: Some maneuvers may be modified or restricted by other factors, such as an Auxiliary Power Token or the text on a face up Damage Card.

Planning Phase Example



The players simultaneously choose one maneuver for each of their ships:

1. The Federation Player rotates the *Galaxy Class* Maneuver Dial to the [↗ 3] Maneuver and places the dial **face down** near the *Enterprise-D*.
2. At the same time, the Klingon Player rotates the *Vor'cha Class* Maneuver Dial to the [↑ 2] Maneuver and places the dial **face down** beside the *Maht-H'a*.
3. Also at the same time, the Romulan Player rotates the *D'deridex Class* Maneuver Dial to the [↖ 2] Maneuver and places the dial **face down** near the *Khazara*.

ACTIVATION PHASE

During this phase, each ship is activated **one at a time**. Starting with the ship with the **lowest Captain Skill**, resolve the following steps in order:

1. **Reveal Dial:** Reveal the active ship's Maneuver Dial by flipping it face up.
2. **Set Template:** Take the Maneuver Template that matches the chosen maneuver on the dial and place that template snugly against the front of the ship's base between the **front guides**. Insert the template fully into the guides so that it is flush against the base.
3. **Execute Maneuver:** Holding the template firmly in place, grip the side walls of the ship base and lift the ship off the play surface. Then place the ship at the **opposite** end of the template, sliding the **rear guides** of the ship into the opposite end of the template.

Exceptions: To execute a [↖] Maneuver, see "Come About" on page 10. To execute a [↓] Maneuver, see "Full Astern" on page 10.

If the ship has any tokens assigned to it (such as Action Tokens or Auxiliary Power Tokens), move the tokens along with the ship.

Note: If a ship executes a maneuver that causes either its base or the Maneuver Template in use to physically overlap another ship base, see "Moving Through a Ship" and "Overlapping Other Ships" on page 18.

4. **Check for Power Strain:** If the ship just executed a Red Maneuver, place 1 Auxiliary Power Token beside the ship. If the ship just executed a Green Maneuver, remove 1 Auxiliary Power Token from the ship (if any) and return the token to the miscellaneous token supply (see "Auxiliary Power" on page 19).
5. **Clean Up:** Return the used template to the pile of Maneuver Templates. Place the revealed dial outside the play area, near the ship's corresponding Ship Card.
6. **Perform Action:** The ship may perform one Action. Actions provide a wide range of benefits and are described on pages 10–12. A ship with one or more Auxiliary Power Tokens cannot perform Actions (see "Auxiliary Power" on page 19).

The ship currently resolving a phase is known as the **active ship**. After the active ship resolves the final step, the ship with the next lowest Captain Skill becomes the active ship and resolves these same steps. Players continue activating ships in order of ascending Captain Skill until each ship has activated.

BREAKING TIES

When two or more ships have the same Captain Skill, the ship with **initiative** activates first. Unless otherwise specified, the order of initiative is Federation > Klingon > Romulan. For the full list of Factions in the game and their initiative order, see "Initiative" on page 18.

If a single player owns multiple ships from the same Faction with the same Captain Skill, he may activate those ships in the order of his choosing.

MANEUVER TEMPLATES

Maneuver Templates precisely measure distance and angle to ensure that all ship movements are consistent. Each end of a Maneuver Template displays one arrow (the bearing) and one number (the speed).

After a player reveals his dial during the Activation Phase, he finds the template matching the bearing and speed of the revealed maneuver and uses that template to move his ship.

Note: Ships must bank or turn using the **exact same maneuver** chosen on their dial. In other words, if a player reveals [↗3], he cannot rotate the template to execute a [↘3].

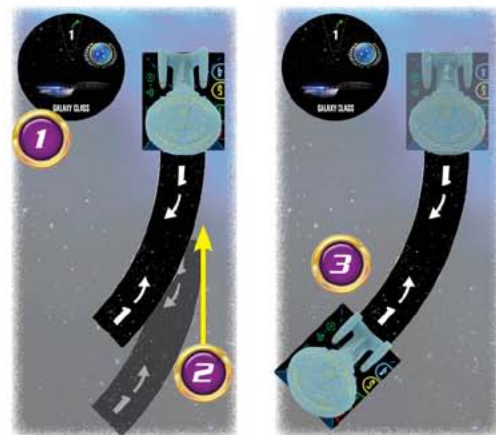
Come About

The Come About Maneuver [↻] uses the same movement template as a Straight Maneuver [↑]. The only difference between these maneuvers is that after executing a [↻] Maneuver, the player **rotates his ship 180°** (so that the guides on the **front** of the ship's base fit securely with the Maneuver Template).

Full Astern

The Full Astern Maneuver [↓] uses the same movement template as a Straight Maneuver [↑]. To execute this move, place the appropriate [↑] template on the **back** of the ship's base and then move the ship so that the front of the ship is placed on the other end of the Maneuver Template.

Movement Example



1. The Federation Player flips his dial to reveal his chosen maneuver: [↗1].
2. The Federation Player takes the [↗1] Maneuver Template and sets it between his ship's front guides.
3. Then the Federation Player holds the template in place, moves the ship to the opposite end of the template, and slides the rear guides of the ship into the template.

ACTIONS

During the Activation Phase, each ship may perform **one Action** immediately after moving. A ship may perform any Action shown in the Action Bar of its Ship Card. Additionally, certain Ship Cards, Captain Cards, Upgrade Cards, Damage Cards, or Missions may allow ships to perform other Actions. Each of the possible Actions is described in detail over the next few pages. If an ability allows a ship to perform a "free Action," this Action **does not** count as the one Action allowed during the "Perform Action" step.

Evasive Maneuvers [↺]

Ships with the [↺] icon in their Action Bar may perform the **Evasive Maneuvers** Action. To perform this Action, place one [↺] Token near the ship.

The player can spend the [↺] Token later during the Combat Phase to cancel 1 damage rolled by the attacker (see "Spending an Evade Token" on page 14). Unspent [↺] Tokens are removed from all ships during the End Phase.

Scan [🔍]

Ships with the [🔍] icon in their Action Bar may perform the **Scan** Action. To perform this Action, place one [🔍] Token near the ship.

A ship with a [🔍] Token beside it during the Combat Phase reduces the number of defense dice rolled by his opponent (see "Roll Defense Dice" on page 14). All [🔍] Tokens are removed from all ships during the End Phase.

Battle Stations [🛡️]

Ships with the [🛡️] icon in their Action Bar may perform the **Battle Stations** Action. To perform this Action, place one [🛡️] Token near the ship.

The player can spend the [🛡️] Token later during the Combat Phase to increase his chances of hitting when attacking or decrease his chances of getting hit when defending (see "Spending a Battle Stations Token" on page 14). Unspent [🛡️] Tokens are removed from all ships during the End Phase.

Cloak [👤]

Ships with the [👤] icon in their Action Bar may perform the **Cloak** Action. A ship must have at least 1 Active Shield in order to perform a Cloak Action. When performing a Cloak Action, disable all of the ship's remaining Shields by flipping them over to their red sides (see "Disabling Shields" on page 19) and place a [👤] Token on the ship with its green side face up. The [👤] Token is placed right on top of the ship base to signify that the ship has just Cloaked and can still be Target Locked for the remainder of the round (see "Acquire a Target Lock" on page 11).

While Cloaked, the ship rolls 4 extra defense dice in battle and is capable of performing a **Sensor Echo** Action (see next page) as an Action in future turns.

If a Cloaked ship fires, its owner must flip the [👤] Token over to its red side, which signifies that the [👤] Token must be removed during the End Phase. However, the ship is still considered Cloaked for the remainder of the round.

During the End Phase, if a ship still has a green [👤] Token (signifying that it did not attack), that ship's owner may choose to keep its Shields disabled in order to retain the Cloak Token. In this case, the player moves the Cloak Token off the ship base to signify that the ship has been Cloaked for more than one round. A player may keep his ship Cloaked in this manner for an indefinite number of turns. If the player instead chooses to raise the ship's Shields during the End Phase, then the player must remove the Cloak Token.

Sensor Echo [👁️]

Ships with the [👁️] icon in their Action Bar may perform the **Sensor Echo** Action. A ship can only perform a Sensor Echo Action if it is currently Cloaked (e.g. from a previous turn). Performing a Sensor Echo Action signifies that the Cloaked ship is actually in a different position than the enemy ship's sensors were able to detect.

To perform a Sensor Echo, follow these steps:

1. Choose either the [↑1] or [↑2] Maneuver Template.
2. Place one end of the template against either the left or right side of the ship's base. The template may be placed anywhere along the side of the ship's base as long as **no part** of the template goes beyond the front or back edge of the base.
3. Holding the template firmly in place, lift the ship off the play surface. Then place the ship at the opposite end of the template, making sure no part of the template goes beyond the front or back edge of the base. The front of the ship must face the same direction it was facing when it started the Sensor Echo.

A ship cannot perform a Sensor Echo if this would cause its base to overlap another ship or similar obstruction. The player may measure to see if his ship can perform a Sensor Echo **before** committing to this Action; he may even test both the [↑1] and [↑2] Maneuver Templates when making this determination. However, once he physically picks his ship off the playing surface, he must commit to the Sensor Echo Action unless doing so proves to be impossible without overlapping another ship or obstruction.

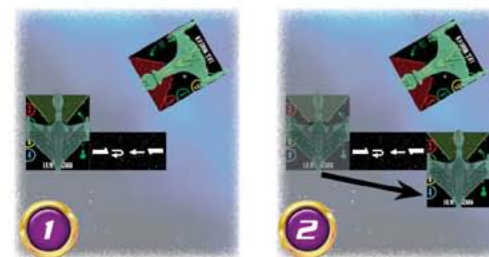
CLOAKING IN STAR TREK: ATTACK WING

Throughout the history of the Alpha Quadrant, advancements in cloaking technology have always been answered by advances in sensor technology. Therefore, it was frequently the case that tracking ships would devise some method to sense their cloaked enemy's approximate whereabouts.

In **Attack Wing**, it is assumed that ships have the ability to acquire a vague reading of their cloaked enemy's whereabouts, but firing upon such an elusive enemy will often end in failure. This is represented by the extra defense dice rolled by cloaked ships.

Sometimes a ship's sensors will pick up a blip that is significantly wrong about a cloaked enemy's position. In **Attack Wing**, that is represented by the Sensor Echo Action (see above).

Sensor Echo Example



The *Khazara* is Cloaked and performs a Sensor Echo Action, hoping to move outside the *Mah-H'd's* forward firing arc.

1. The Romulan Player wants to shift the *Khazara* to the right, so he takes the [↑1] Maneuver Template and sets it along the right wall of the ship's base.
2. Then he takes the *Khazara* and moves it to the other side of the template so that the template touches the left wall of the ship's base.

Acquire a Target Lock [🔒]

Ships with the [🔒] icon in their Action Bar may perform the **Acquire a Target Lock** Action to place a pair of [🔒] Tokens (see below). The player can choose to spend the [🔒] Tokens later during the Combat Phase to increase his chances of hitting the targeted ship (see "Spending Target Lock Tokens" on page 14).

To acquire a Target Lock, follow these steps:

1. Determine if the enemy ship is within range by taking the Range Ruler and measuring the distance from **any point** on the active ship's base to **any point** on the enemy ship's base.
2. If the enemy ship is at Range 1, 2, or 3, the active ship may acquire a Target Lock on that ship.
3. Place one **red** [🔒] Token near the enemy ship to indicate that it is **targeted**.
4. Place the corresponding **blue** [🔒] Token (the one that matches the red token's letter) near the active ship to indicate that it is **locking**.

When measuring the range for a Target Lock, the player may measure 360° from the active ship. The active player may measure to see if an enemy ship is within range before committing to this Action.

Each ship capable of performing this Action can maintain only 1 Target Lock (i.e. each ship can have only 1 blue [🔒] Token assigned to it). However, multiple ships can target the same ship, so it is possible for a ship to have several red [🔒] Tokens assigned to it.

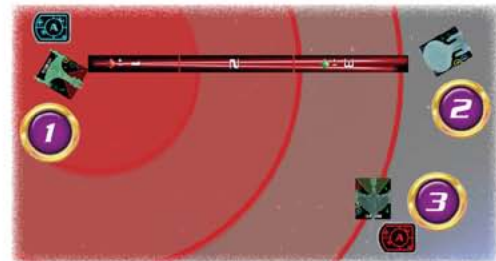
While it is possible to Target Lock an enemy ship the turn that it Cloaks (i.e. if its Cloak Token is still resting on its ship base), a ship cannot acquire a Target Lock on a ship that has been Cloaked since the previous turn (i.e., if its Cloak Token is now beside the ship base). However, a ship that has acquired a Target Lock on an enemy ship can keep its [🔒] Token beside that ship even if the enemy ship later Cloaks and remains Cloaked for more than one turn.

[🔒] Tokens are only removed if the locking ship **either** acquires a Target Lock on a different ship **or** spends the Target Lock during the

Combat Phase. [🎲] Tokens are not removed automatically during the End Phase like many other tokens. Certain abilities may also allow a targeted ship to remove a Target Lock.

Some Secondary Weapons, such as Photon Torpedoes, can only be used if the ship spends a Target Lock on the targeted ship (see "Secondary Weapons" on page 20).

Acquire a Target Lock Example



After the *Maht-H'a* moves, it performs an Acquire a Target Lock Action.

1. The Klingon Player measures 360° around the *Maht-H'a* to see which enemy ships are at Range 1–3.
2. The *Enterprise-D* is out of range, so the *Maht-H'a* cannot acquire a Target Lock on it.
3. The *Khazara* is at Range 3, so the *Maht-H'a* locks onto the *Khazara*. The Klingon Player places one red [🎲] Token next to the *Khazara*. Then he places the blue [🎲] Token with the matching letter next to the *Maht-H'a*.

Pass

A ship may **pass**, choosing not to perform any Action.

Other Actions

Some card abilities include the "Action:" header. A ship may resolve this ability during its "Perform Action" step. This counts as that ship's Action for the round.

Card abilities without the "Action:" header may be resolved when specified on the card and do not count as the ship's Action. However, a ship **cannot perform the same Action more than once** during a single game round (not even when the Action is a "free Action").

RANGE RULER

The Range Ruler is divided into three sections, and each section is labeled with a number (1, 2, or 3). When the rules instruct a player to "measure the distance," always orient the Range Ruler so that the Range 1 section touches the point of origin (usually the active ship) and the Range 3 section points toward (or touches) the intended target.

When the rules refer to a ship being "at Range 2," it means that the closest part of the intended target's base must fall under the "Range 2" section of the Range Ruler. When the rules refer to a ship being "at Range 1–3," it means that the target's base must fall under any section of the Range Ruler.

COMBAT PHASE

During this phase, each ship may perform one attack against one enemy ship that is inside its forward firing arc and within range. Some Secondary Weapons can be fired from the forward or rear firing arcs, as indicated on the respective Weapon Upgrades (see "Secondary Weapons" on page 20).

Starting with the ship with the **highest Captain Skill**, players resolve the following combat steps in order:

1. **Declare Target:** The attacker chooses which enemy ship he wishes to attack.
2. **Roll Attack Dice:** The attacker rolls a number of attack dice equal to his ship's Primary Weapon Value (red number), unless using a Secondary Weapon, in which case he rolls a number of dice equal to the Secondary Weapon's Attack Value (see "Secondary Weapons" on page 20).
3. **Modify Attack Dice:** Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify attack dice results.
4. **Roll Defense Dice:** The defender rolls a number of defense dice equal to his ship's Agility Value (green number). If the defending ship is Cloaked, the defender rolls 4 additional defense dice each time the ship is attacked.
5. **Modify Defense Dice:** Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify defense dice results.
6. **Compare Results:** Players compare the final attack and defense dice results to determine if the defending ship was hit and how much damage it suffers.
7. **Deal Damage:** If the defending ship was hit, it loses Active Shield Tokens or receives Damage Cards based on the damage it suffers.

After resolving the final step, the ship with the next highest Captain Skill resolves these same steps. Players continue resolving combat for ships in order of Captain Skill, from **highest to lowest**, until all ships have had the opportunity to perform one attack.

If multiple ships have the same Captain Skill, **the ship with initiative** resolves its combat steps **first** (see "Initiative" on page 18 and "Simultaneous Attack Rule" on page 17).

If a single player owns multiple ships from the same Faction with the same Captain Skill, he may resolve their attacks in the order of his choosing.

Note: Each ship may attack only once per round.

The seven steps of combat are described in detail over the next few pages.

1. DECLARE TARGET

During this step, the **attacker** (the active ship) must declare its **target** (the ship he wishes to attack). The target ship must be inside the attacker's **firing arc** and within **range**. A player may measure to verify that these conditions are met **before** declaring a target.

Once declared, the target ship is now the **defender** and players proceed to the "Roll Attack Dice" step.

Firing Arc

At the front of each Ship Token is a wedge shape (colored differently for each Faction) called the **forward firing arc**. This area shows the angle from which the ship's weapons can fire. An enemy ship is inside the active ship's firing arc if **any part** of the enemy ship's base falls inside the angle defined by the wedge shape (see "Firing Arc and Range Example" to the right).

Some ships also have a **rear firing arc** marked by dashed lines on the rear of the Ship Token. The ship can use that arc to fire specific Weapon Upgrades that indicate that they can be fired through a rear firing arc. A ship cannot fire its Primary Weapon through its rear firing arc unless it has a special ability that allows it to do so.

Other ships **do not** obstruct firing arcs. For example, if a ship has multiple enemy ships inside its forward firing arc, it can target any one of them. Thematically, this represents that ships can attack above or below the other ships in 3D space.

Range

Range is measured using the Range Ruler. The Range Ruler is divided into three sections: Range 1 (close), Range 2 (medium), and Range 3 (long). Some weapons and abilities provide bonuses or are restricted based on the range (distance) from another ship (see "Upgrade Card Anatomy" on page 20).

Each ship's Primary Weapon can target ships at Range 1–3 (i.e., at Range 1, 2, or 3).

To measure range, place the Range 1 end of the range ruler so that it touches the **closest part** of the attacker's base. Then point the ruler toward the **closest part** of the target ship's base that is inside the attacker's firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target ship's base is considered the range between the ships.

If the ruler is not long enough to reach the target ship, the ship is considered out of range and cannot be targeted. A ship may be within range, but still fall outside the attacker's firing arc.

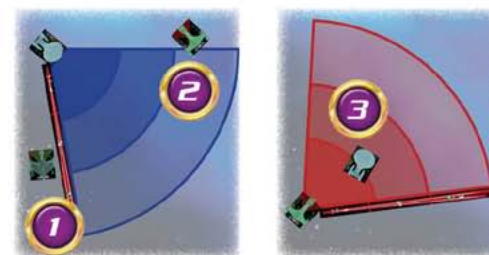
Range Combat Bonuses

Depending on the range between the ships, the attacker or defender may roll additional dice during this attack (see "Roll Attack Dice" and "Roll Defense Dice" on pages 13–14). Range combat bonuses only occur when a ship is attacking with its **primary weapon**.

Firing While Cloaked

If a Cloaked ship fires, flip its Cloak Token over to the red side. The ship is still considered Cloaked until the End Phase, at which time its Cloak Token must be removed (see "End Phase" on page 17).

Firing Arc and Range Example



1. The *Khazara* is at Range 2, but outside of the *Enterprise-D*'s firing arc.
2. The *Maht-H'a* is at Range 3 and inside the *Enterprise-D*'s firing arc.
3. The *Enterprise-D* is at Range 1 and inside the *Maht-H'a*'s firing arc.

2. ROLL ATTACK DICE

During this step, the attacker calculates how many attack dice to use and then rolls the dice.

The Primary Weapon for each ship represents either its phaser or disruptor banks. The player rolls a number of attack dice equal to the ship's **Primary Weapon Value** (the red number shown on its Ship Card and Ship Token).

Instead of attacking with its Primary Weapon, the attacker may choose to use a Secondary Weapon that his ship has equipped (see "Secondary Weapons" on page 20).

The attacker resolves any card abilities that allow him to roll additional (or fewer) dice. Also, if he is targeting a ship at Range 1 with his Primary Weapon, he rolls 1 additional attack die.

After calculating the number of attack dice, the attacker takes that number of red attack dice and rolls them.

Combat Bonuses

There are several factors that may modify a ship's attack or defense, including the range modifier just described. All dice modifiers are cumulative. If modifiers would reduce the attacker's dice to zero or less, then the attack causes no damage. If modifiers would reduce the defender's dice to zero or less, then the defender rolls 0 defense dice.

3. MODIFY ATTACK DICE

During this step, players may resolve abilities and spend tokens that allow them to modify attack dice. This includes **adding** die results, **converting** die results, and **re-rolling** dice (see "Modifying Dice Results" on page 14).

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that modify attack dice, the defender resolves all of his abilities before the attacker resolves any.

Spending Target Lock Tokens

If the attacker has a Target Lock on the defender, he may return his pair of assigned [A] Tokens to the Action Token supply to choose any number of attack dice and re-roll them once (see "Combat Phase Example" on pages 15–16).

The attacker may spend [A] Tokens only when he is attacking a ship that his lock is targeting (i.e., the red [A] Token near the targeted ship must match the letter on the blue [A] Token near the attacker).

Spending a Battle Stations Token

If the attacker has a [B] Token, he may return it to the Action Token supply to convert all [A] results on the attack dice to [D] results.

MODIFYING DICE RESULTS

When players roll dice during combat, these dice are rolled into a common area. The face up side of each die is considered the **result**.

Dice in this common area may be modified in several ways, and the final results determine how much damage the target ship suffers (if any).

Add: Some effects **add** a specific result to the combat. To resolve this, the player places a token or unused die displaying this result into the common area.

Convert: Some effects **convert** one die result to a different result. To resolve this, the player physically picks up the die from the common area and rotates the die so that its face up side displays the new result.

Re-roll: Some effects allow players to **re-roll** certain dice. To resolve this, the player picks up the appropriate number of dice from the common area and rolls those dice again.

Important: When a die is converted or re-rolled, ignore its original result and apply only the new result. This new result may be modified by other effects; however, a die that has already been re-rolled cannot be re-rolled again during this attack unless a card effect specifically says that the die can be re-rolled more than once.

4. ROLL DEFENSE DICE

During this step, the defender calculates how many defense dice to use and then rolls the dice.

The defender rolls a number of defense dice equal to the ship's **Agility Value** (the green number shown on the Ship Card and Ship Token).

If the defender has a [G] Token beside his ship (green or red), he rolls 4 additional defense dice.

If the defender is targeted at Range 3 by the attacker's Primary Weapon, he rolls 1 additional defense die.

If the attacker has a [C] Token beside his ship, the defender rolls 1 less defense die.

The defender also resolves any card abilities that allow him to roll additional (or fewer) dice.

After calculating the number of defense dice, the defender takes that number of green defense dice and rolls them.

5. MODIFY DEFENSE DICE

During this step, players may resolve abilities and spend tokens that allow them to modify defense dice. This includes **adding** die results, **converting** die results, and **re-rolling** dice (see "Modifying Dice Results").

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that can modify defense dice, the attacker resolves all of his abilities before the defender.

Spending a Battle Stations Token

If the defender has a [B] Token, he may return it to the Action Token supply during this step to change all [A] results to [D] results.

Spending an Evade Token

If the defender has an [E] Token, he may return it to the Action Token supply to add one additional [G] result to his defense roll (see "Combat Phase Example" on pages 15–16).

6. COMPARE RESULTS

During this step, players compare their dice results to determine whether the defender was **hit**.

To determine whether the defender was hit, compare the number of [G], [D], and [A] results in the common area. For each [G] result, cancel (remove) 1 [D] or [A] result from the attack roll. All [D] results must be canceled before any [A] results may be canceled.

If there is at least one uncanceled [D] or [A] result remaining, the defender is considered hit (see "Deal Damage" below). If all [D] and [A] results are canceled, the attack misses and the defender does not suffer any damage.

Canceling Dice

Each time a die result is canceled, a player takes 1 die displaying the canceled result and physically removes the die from the common area. Players ignore all canceled results during this attack.

All abilities that allow players to cancel dice must be resolved at the start of the "Compare Results" step.

7. DEAL DAMAGE

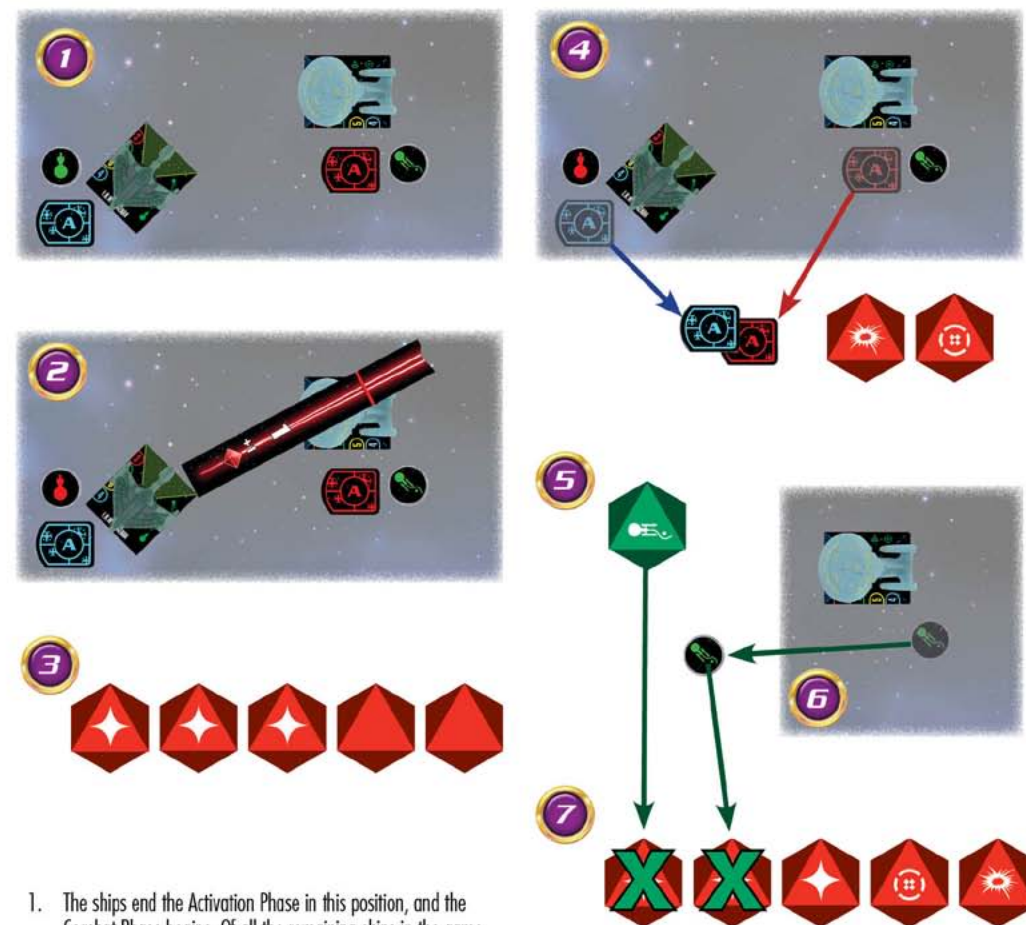
During this step, ships that have been hit suffer damage based upon uncanceled [D] and [A] results.

The hit ship suffers 1 **damage** for each uncanceled [D] result, and then suffers 1 **critical damage** for each uncanceled [A] result. For each damage or critical damage suffered, the ship must lose one Active Shield Token (blue). If it has no Active Shield Tokens, it must receive 1 Damage Card instead (see "Suffering Damage" on page 17).

Note: A Disabled Shield Token (red) cannot be damaged but does not protect the ship from receiving Damage Cards.

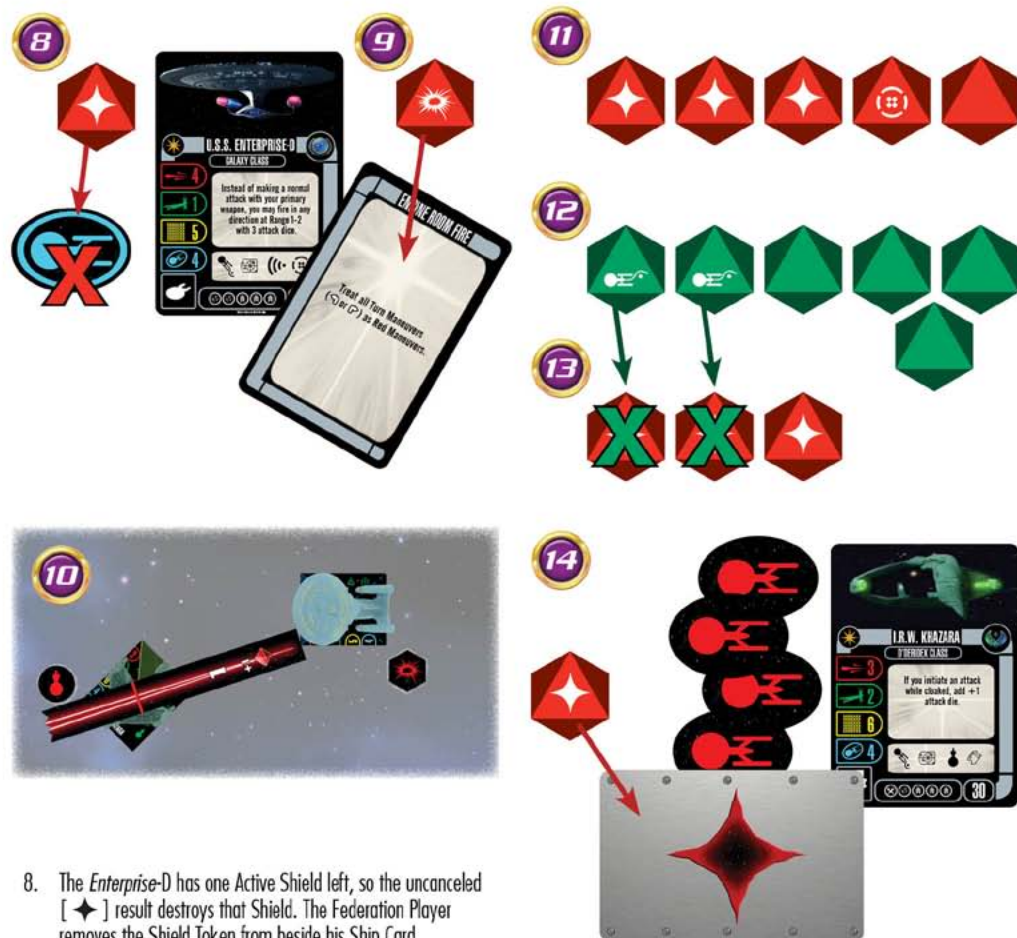
When the number of Damage Cards dealt to a ship equals or exceeds its **Hull Value** (yellow number), that ship is destroyed (see "Destroying Ships" on page 17).

Combat Phase Example



1. The ships end the Activation Phase in this position, and the Combat Phase begins. Of all the remaining ships in the game, the Khazara's Captain has the highest Skill ("7"), so it resolves its combat steps first.
2. The Enterprise-D is within the Khazara's forward firing arc and at Range 1, and the Khazara attacks. Since the Khazara was Cloaked, it must flip its Cloak Token over to its red side; it is still considered Cloaked until the end of the round.
3. The Khazara rolls 5 attack dice (three dice from the ship's Primary Weapon Value of 3, one additional die for firing at Range 1, and one additional die for a special ability that allows it to roll an extra attack die when firing with its Cloak on). The Khazara obtains the following results: [D], [D], [D], [blank], and blank.
4. The Khazara chooses to spend its Target Lock to re-roll the two blank results, obtaining a [A] and a [G] result. The [G] result will have no effect for this attack.
5. The Enterprise-D rolls one defense die since it has an Agility Value of 1, and obtains an [G] result.
6. The Enterprise-D chooses to spend its [E] Token to add one additional [G] result to the defense roll.
7. The two [G] results cancel two [D] results, but one [D] result and one [A] result remain. The Enterprise-D is hit!

Combat Phase Example (Continued)



8. The *Enterprise-D* has one Active Shield left, so the uncanceled [♦] result destroys that Shield. The Federation Player removes the Shield Token from beside his Ship Card.
9. He then suffers one critical damage from the uncanceled [♦] result. The Romulan Player deals one Damage Card face up next to the *Enterprise-D*'s Ship Card. This face up Damage Card's text has an ongoing effect that applies during each Activation Phase.
The Romulan Player places one Critical Hit Token near the *Enterprise-D* to remind him of this Damage Card's effect.
The *Enterprise-D* is **not destroyed** by this attack because its Hull Value (5) is greater than the total number of Damage Cards it has (1).
10. The ship with the next highest Captain Skill is the *Enterprise-D* ("6"), so it resolves combat next. The Federation Player chooses to target the *Khazara*, which is at Range 1.
11. The Federation Player rolls 5 attack dice (four dice from the ship's Primary Weapon Value of 4, and one additional die for firing at Range 1), and obtains the following results: [♦], [♦], [♦], [♦], and blank. The [♦] result will have no effect for this attack.

12. The Romulan Player rolls 6 defense dice (two dice from the ship's Agility Value, and four additional dice for being Cloaked). Note that even though the *Khazara* has fired and its Cloak Token has been flipped over to its red side, the ship is still considered Cloaked until the end of the round. The Romulan Player obtains the following results: [♦], [♦], blank, blank, and blank.
13. The two [♦] results cancel two of the [♦] results. One [♦] result remains - the *Khazara* is hit!
14. Even though the *Khazara* has four Shield Tokens remaining, the Shields were disabled when the ship Cloaked. Since Disabled Shields do not protect a ship's Hull, the remaining [♦] result causes the *Khazara* to receive one face down Damage Card. Since the *Khazara* has a Hull Value of 6, it can sustain 5 more damage before it is destroyed.

END PHASE

During this phase, the players perform the following steps. Although the players can usually perform these steps at the same time, any player can request that the players act one by one in **ascending order** of Captain Skill. If two or more Captains have the same Skill, then those ships perform these activities in initiative order.

- Each player may flip all of his Disabled Shield Tokens (red) back to their Active sides (blue). This is free and does not count as an Action. This has no effect on Damaged Shield Tokens (i.e. Shield Tokens removed during Combat).
- Players remove Scan Tokens, as well as unused Evade and Battle Stations Tokens, from their ships; unused Target Lock Tokens remain on the table.
- Cloak Tokens that were flipped to their red sides **must** be removed.
- Cloak Tokens still on their green sides **may** stay in play if their owners elect to keep their Shields disabled. If the Cloak Token was currently positioned on top of the ship's base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked.
- Some card abilities or Missions may instruct players to resolve certain effects during the End Phase. If this is the case, do so now.

After completing the End Phase, the round is over. If more than one player has a ship remaining, a new round begins, starting with the Planning Phase.

Note: In a 3-Player game, if a player has lost all of his ships, he is eliminated from the game.

Winning the Game

When only one player has ships remaining in the play area, the game ends and that player wins. If playing a Mission, refer to its victory conditions.

In the event that all remaining ships are destroyed at the same time, the player whose destroyed ship had initiative wins.

Exception: If a destroyed ship has an ability that triggers when it is hit or destroyed (such as the text on "Riker"), and this ability destroys all enemy ships, then the player owning the ship with the special ability wins the game.

Additional Rules

This section explains all rules not previously addressed.

SUFFERING DAMAGE

Ships can suffer damage from different sources, such as being hit during combat or by an effect or card ability. Damage cards track how much damage each ship has suffered and are used to determine if the ship has been destroyed (see "Destroying Ships" below).

When a ship suffers damage or critical damage, it suffers them **one at a time** following these steps. The ship must suffer all normal damage before suffering any critical damage.

1. **Damage Active Shields:** If there are any Active Shield Tokens (blue) remaining beside the ship's card, remove one of the tokens from play and skip Step 2. If there are no Active Shield Tokens, proceed to Step 2 below. Note that Disabled Shield Tokens (red) cannot be destroyed, but they do not protect the ship's Hull.
2. **Damage Hull:** Deal one Damage Card to the ship based on the type of damage it suffered. If the ship suffered damage (such as from a [♦] result), place the Damage Card **face down** beside the ship's card. If the ship suffered critical damage (such as from a [♦] result), place the Damage Card **face up** next to the ship's card (see "Critical Damage" below).

Note: If the Damage Deck runs out, shuffle the discard pile to form a new deck.

CRITICAL DAMAGE

When a ship suffers damage, players deal the Damage Card **face down** and ignore the card's text. However, when a ship suffers **critical damage**, players deal the Damage Card **face up**.

The text on face up Damage Cards is resolved as instructed on the card. When a ship is dealt a Damage Card face up, place a Critical Hit Token near the ship. This token reminds players that this ship is affected by an ongoing effect. If a ship somehow manages to remove the ongoing effect (e.g. by flipping that card face down, by discarding that card, etc.), return the Critical Hit Token to the supply.

DESTROYING SHIPS

When the number of Damage Cards dealt beside a Ship Card is **equal to or greater than** the ship's Hull Value (yellow number), the ship is immediately destroyed (face up and face down cards count toward this total). Immediately remove the destroyed ship from the play area, discard all of its Damage Cards to a face up discard pile next to the Damage Deck, and return all of its tokens to their respective supplies.

Exception: See "Simultaneous Attack Rule" below.

Note: Because ships are destroyed immediately after receiving Damage Cards, ships with low Captain Skills may be destroyed before having an opportunity to attack.

SIMULTANEOUS ATTACK RULE

Although ships perform their attacks one at a time, ships with a Captain Skill **equal to the active ship's** Captain Skill have the opportunity to attack **before** being destroyed.

If such a ship would be destroyed, it simply retains its Damage Cards without being removed from the play area. It may perform an attack as normal during the Combat Phase, although any face up Damage Cards just dealt to it may affect this attack.

After the ship has had its opportunity to attack this round, it is immediately destroyed and removed from the play area.

Example: Both the *Khazara* and the *Maht-H'a* are playing with non-unique Captains with a Captain Skill of 1. Since the *Maht-H'a* has initiative, it attacks first. From this attack, the *Khazara* suffers damage

equal to its Hull Value. The *Khazara* will be destroyed, but since it has the same Captain Skill as the active ship, it first has the opportunity to resolve its combat steps. After the *Khazara* resolves its combat steps, it is destroyed and removed from the play area.

RESOLVING CONFLICTS

INITIATIVE

Ships have **initiative**, a distinction used to resolve timing conflicts involving Captains of equal Skill. Unless using the squad building rules (see page 21), use the **ship's** Faction to determine the order of initiative as follows:

Federation > Klingon > Romulan > Dominion > Borg > Species 8472 > Kazon > Bajoran > Ferengi > Independents > Mirror Universe

Initiative does not change during the game. During the Activation Phase, when ships of equal Captain Skill are activated, the ship with initiative activates first. Then the next ship in initiative order that has the same Captain Skill activates, and so on.

Initiative also applies during the Combat Phase; the ship with initiative resolves its combat steps **before** an opponent's ship with the same Captain Skill (see "Simultaneous Attack Rule" above).

If a single player owns multiple ships from the same Faction with the same Captain Skill, he may activate those ships and resolve their attacks in the order of his choosing.

It may be possible for different players to have ships from the same Faction with the same Captain Skill. When this occurs, determine randomly at the start of the game which of those ships will have initiative over the others throughout the game.

BREAKING THE RULES

Some abilities on cards conflict with the general rules. In case of a conflict, card text overrides the general rules.

If one card ability forbids an effect, while another ability allows it, the effect is forbidden.

RESOLVING RULES DISPUTES

Situations may arise that are too close to call (such as a ship being within a certain range, etc.) If players cannot agree on the correct ruling, follow these steps:

1. One player takes five attack dice while the other player takes five defense dice.
2. Both players roll. The player who obtains the most [5] results wins the dispute.

The player who wins the dispute determines the correct ruling for this situation. If this situation arises again during this game, apply the same ruling.

Remember that what is most important when playing a game of *Attack Wing* is having fun!

MOVEMENT RULES

FLEEING THE BATTLEFIELD

If a ship executes a maneuver that causes **any part** of its base to go outside the play area (beyond the edge), then that ship has fled the battlefield. Unless specified by the Mission Overview, ships that flee the battlefield are immediately destroyed.

MOVING THROUGH A SHIP

Ships can move **through** space occupied by other ships without penalty; it is assumed the ships have sufficient time and room to maneuver around them in 3D space.

To execute a maneuver through another ship, the player should hold the Maneuver Template above the ships and make his best estimation of where the ship should end its movement. Then he picks up his ship and moves it to its final location. Both players must agree on the ship's final position and facing.

OVERLAPPING OTHER SHIPS

There are a few situations that may arise where ships overlap other ships, and they are explained below.

Plastic Bases Overlapping

If a ship executes a maneuver that would cause the final position of its base to physically overlap another ship's base (even partially), follow these steps:

1. From the opposite end of the template, move the active ship backward along the top of the template until it no longer overlaps another ship. While moving the ship, adjust it so that the template remains centered between both the sets of guides on the ship's base. Place the ship so that the bases of both ships are touching.
2. Skip this ship's "Perform Action" step.

Ships whose bases are touching can target each other during the Combat Phase.

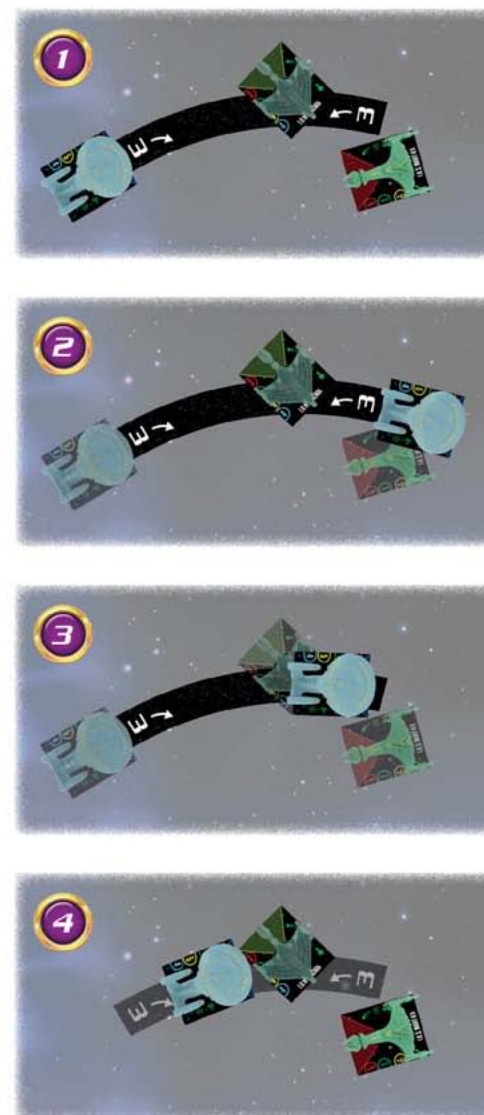
Important: If the active ship is executing a [R] Maneuver that causes it to overlap another ship, instead treat its maneuver as a [↑] Maneuver with the same speed and color revealed on the dial.

If the ship is executing a [↓] Maneuver that causes it to overlap another ship, then from the opposite end of the template, move the active ship **forward** along the top of the template until it no longer overlaps another ship.

Plastic Figures Overlapping

Some ship figures extend beyond the edge of their base. If this part of the figure would touch another figure or obstruct its movement, simply add or remove one peg from the base to prevent this situation and continue moving as normal.

Overlapping Other Ships Example



1. The *Enterprise-D* is executing a maneuver that appears to cause it to overlap the *Maht-H'a*.
2. While trying to execute the maneuver, it does in fact cause the *Enterprise-D* to overlap the *Maht-H'a*.
3. The Federation Player moves the *Enterprise-D* backwards along the template, but now the *Enterprise-D* is overlapping the *Khazara*.
4. The Federation Player moves the *Enterprise-D* backwards along the template, and places it touching the *Khazara*.

SHIP SYSTEMS

ACTIONS AND CLOAKING

Some Actions begin with the following text: "**Action:** If your ship is not Cloaked, disable all of your remaining Shields..."

These Actions cannot be used if you are Cloaked. Furthermore, a player wishing to use that ability must first disable all of his remaining Active Shields.

AUXILIARY POWER

There are several factors that can force a ship to switch to Auxiliary Power, such as executing difficult Red Maneuvers (see "Activation Phase" Step 4 on page 9). When this occurs, place an Auxiliary Power Token beside the ship. While a ship has at least one Auxiliary Power Token, it **cannot execute Red Maneuvers or perform any Actions** (even free Actions).

If a ship already has an Auxiliary Power Token assigned to it and it reveals a Red Maneuver during the Activation Phase, the **opposing player** chooses any non-Red Maneuver on that ship's dial for the ship to execute.

After a ship executes a Green Maneuver, remove one Auxiliary Power Token from it (see "Activation Phase" Step 4 on page 9).

DISABLING SHIELDS

Some abilities require a player to disable Shield Tokens. All Shield Tokens begin the game with their active (blue) sides face up. When instructed to disable a Shield Token, the player flips it over to its disabled (red) side. A Disabled Shield Token cannot be damaged but does not protect the Hull. During the End Phase, a player can activate all of his Shield Tokens by flipping them back to their blue sides for free.

If a special ability requires a player to disable a **specified number** of Active Shields, then the ship must possess at least that many Active Shields in order for the player to use that special ability. However, if a special ability requires a player to disable **all remaining Shields**, then the player is permitted to use that ability even if he has no Shield Tokens remaining.

Example: N'Vek's Action requires a player to disable "1 Active Shield" to use his ability. If N'Vek's ship has no Active Shields, he cannot use his ability. Conversely, Bochra forces a player to disable all of his ship's "remaining Shields" to use his ability. This ability can be used even if Bochra's ship has no Active Shields.

Exception: In order to perform a Cloak Action (see "Cloak" on page 10), a ship must have at least 1 Active Shield in play. When performing the Cloak Action, the ship must then disable all of its remaining Shields.

Note: A Disabled Shield is not the same thing as a Damaged Shield. If a Shield is damaged during combat, it is removed from play and does not come back during the End Phase. The only way to restore a Damaged Shield Token is to use a card's special ability.

UPGRADES

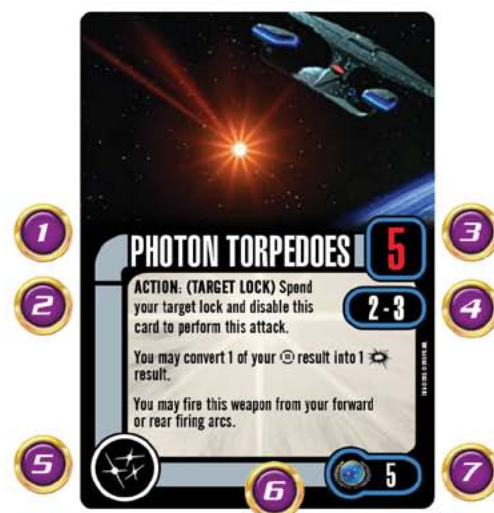
Disabling / Discarding Upgrades

Some abilities may instruct you to “disable” an Upgrade Card. Disabling an Upgrade works differently than disabling a Shield Token. When instructed to disable an Upgrade, place a Disabled Upgrade Token on that Upgrade Card. While an Upgrade Card is disabled, a player cannot use its card text.

During the Activation Phase, a ship can spend its Action to remove a Disabled Upgrade Token from one of its Upgrade Cards. That Upgrade is no longer considered disabled.

Some abilities may require the player to “discard” an Upgrade Card. Return discarded Upgrade Cards to the game box; they cannot be used for the remainder of the game.

Upgrade Card Anatomy



1. Card Title
2. Card Ability
3. Attack Value (Secondary Weapon Only)
4. Weapon Range (Secondary Weapon Only)
5. Upgrade Icon
6. Faction Icon
7. Squadron Point Cost (see page 21)

Secondary Weapons

Some Weapon Upgrade Cards provide their ships with Secondary Weapons such as Photon Torpedoes. This section explains a few rules related to Secondary Weapons.

Ships may perform only one attack during the Combat Phase. Secondary Weapons show the header “Attack:” as a reminder that a ship attacks with **either** its Primary Weapon or one of its Secondary Weapons.

In addition to being inside the attacker’s firing arc, the closest point of the target ship’s base must fall within the **Weapon Range** shown on the card (see “Upgrade Card Anatomy” below). If both of these conditions are met, then the player rolls the number of attack dice equal to this card’s **Attack Value** (instead of the ship’s Primary Weapon Value).

Example: Photon Torpedoes can only be used to attack an enemy ship that is at Range 2-3. They cannot be used to target ships at Range 1 or beyond Range 3.

Some Secondary Weapons specify they can be fired either from a ship’s forward firing arc or from its rear firing arc. These are the only types of weapons that can be fired from a rear firing arc. Of course, a ship must actually have a rear firing arc on its Ship Token (marked by dashed lines) in order to fire a Secondary Weapon from its aft section.

Secondary Weapon attacks are not affected by the extra dice provided by the Range Ruler at Range 1 (+1 attack die) or Range 3 (+1 defense die). When firing a Secondary Weapon, use the side of the Range Ruler that does not show the bonus dice (to avoid confusion). Only Primary Weapons make use of these extra dice.

Some Secondary Weapons specify other requirements in parentheses after the word “Attack.”

Example: The “Photon Torpedoes” card specifies “Attack (Target Lock):” In order to attack with this Secondary Weapon, the attacker must have already acquired a Target Lock on the defender.

Non-Weapon Upgrades and Range

If a Crew [☺], Tech [☒], or Elite Talent [☺] Upgrade has an ability that works within a certain range, then that power works **regardless of firing arc**. Firing arcs are only used when attacking with a Primary or Secondary Weapon.



Advanced Rules

This section explains advanced rules that enhance the **Attack Wing** experience. Before starting a game, players must agree which advanced rules they would like to use during the game (if any).

SQUAD BUILDING

Although **Attack Wing** is fast and fun using only the ships found in this game box, the gameplay is even more exciting and tactical with more ships. After players have a firm grasp on the core gameplay, they can add the rules explained in this section.

To best use the squad building rules, players will need more than the three ships found in this game box. Additional ships are sold separately in expansion packs.

All Ship Cards, Captain Cards, and Upgrade Cards display a number in the lower right corner. This lists the **squadron point** cost of the ship, Captain, or Upgrade. Note that each ship must include one (and only one) Captain Card. However, some Captain Cards cost 0 squadron points.

During the “Gather Forces” step of Setup, all players must first agree on a number of squadron points per player. It is recommended that each player play with either 80 or 100 squadron points, although players are welcome to choose any point total. If players only own the three ships found in this game box, each player should field 40 points.

Note: If playing with more than 100 squadron points per player, be sure to check the “Component Limitations” section on page 23.

After choosing a point total, all players secretly and simultaneously build their squads. They do this by choosing Ship, Captain, and Upgrade Cards with combined squadron points equal to or lower than the agreed upon total.

If all players agree, then each player may play with ships from multiple Factions. Players may even combine Captains and Upgrades from multiple Factions on the same ship if they are willing to pay the Faction penalty, which requires a player to pay 1 extra squadron point for each Captain and Upgrade Card that does not match its ship’s Faction.

After all players are satisfied with their choices, they simultaneously reveal their chosen Ship Cards, Captain Cards (one per ship), and Upgrade Cards. Players then resume the steps of Setup, continuing with the “Assemble Ships” step (see page 5).

Note: The Faction Penalty does not apply to Captains who cost 0 Squadron Points. Players may freely swap out to other 0 point Captain Cards to help keep track of who controls which ships.

INITIATIVE WHEN SQUAD BUILDING

When using squad building rules, the ships belonging to the player with the **lowest** point total at the start of the game always have initiative. Then the ships belonging to the player with the next lowest point total have initiative, and so on. If two or more players’ squadron point totals are equal at the start of the game, then use the initiative rules defined on page 18.

ADJUSTING THE PLAY AREA

If playing with more than 100 squadron points per player, players may wish to expand the size of their play area beyond 3' X 3'. Players are free to use any play area size that they agree on.

UNIQUE NAMES

This game box includes several famous ships, captains, and crew members from throughout the Star Trek universe. Each of these famous ships and characters is represented by a card with a unique name. On such cards, this is identified by a special Unique Icon [☼] to the left of the card name (see “Ship Card Anatomy” on page 4).

A single player cannot field two or more cards that share the same unique name, even if there are two different cards with the same name (e.g. a “Riker” Crew Upgrade Card cannot be played if the player is already using a “Riker” Captain Card). In a team game, this limit applies to each team (see “Team Play Rules” on page 23).

However, two different players can use the same unique character as long as they are not on the same team. If two different players are using the same Captain, then they should take care to position their Captain ID Tokens so that they display different borders on the fronts and backs of their respective ship bases.

Example: On the “Enterprise-D” Ship Card, there is a Unique Icon to the left of the ship’s name. A single player may only field one copy of the Enterprise-D. There is no Unique Icon to the left of the “Federation Starship (Galaxy Class)” Ship Card, so a single player could field as many Galaxy Class Federation Starships as he wants (within the squadron point limit).

CARD ABILITIES

Many card abilities use the word “you” to specifically reference that Ship Card. Abilities on Ship Cards cannot affect other ships unless explicitly specified by the ability.

Example: The Enterprise-D’s ability reads: “Instead of making a normal attack with your Primary Weapon, you may fire in any direction at Range 1–2 with 3 attack dice.” This ability only allows the Enterprise-D to perform this special attack.

Likewise, Captain Cards, Upgrade Cards, and Damage Cards only affect the ship to which they are assigned, unless otherwise specified.

Unless a card ability uses the word “may” or has “Action:” or “Attack:” headers, then the ability is mandatory and must be followed.

UPGRADE CARDS

There are different ways to customize a ship, such as adding a crew member, a secondary weapon, or an elite talent. However, each ship is limited in which Upgrades and how many of each Upgrade it can equip.

The Upgrade Bar along the bottom of the Ship Card displays icons that represent which Upgrades the ship can equip. For each icon shown in the Upgrade Bar, the ship can equip one Upgrade Card with the matching icon. Upgrade icons that appear in a ship’s Upgrade Bar include Crew [☺], Weapon [☒], and Tech [☒] Upgrades.

Elite Talent [E] icons do not appear on a ship's Upgrade Bar. To use an Elite Talent Upgrade, the ship's Captain must feature an [E] icon on the bottom center of his Captain Card. Unless a Captain Card has more than one [E] icon on his Captain Card, the ship can only field one Elite Talent Upgrade.

Remember: Each ship must include one (and only one) Captain Card. Captain Cards are not considered Upgrade Cards and are not affected by abilities that affect Upgrade Cards.

Upgrade Bar Anatomy



The *Enterprise-D* shows two Weapon icons and three Crew icons in its Upgrade Bar. While the Federation Player is building his squads during Setup, he may equip the *Enterprise-D* with up to two Weapon Upgrades and three Crew Upgrades (of his choice), provided that he has sufficient squadron points available.

Upgrade Card Abilities and Action Tokens

Some Upgrade Cards provide special abilities when a particular token is placed beside the corresponding ship. **Only one Upgrade Card on each ship can trigger its ability from the same token during the same round.**

Example: While Geordi La Forge's ship has a [G] Token beside it, Geordi can force one enemy ship to re-roll one defense die during that round. Similarly, while Mr. Spock's ship has a [S] token beside it, Mr. Spock can convert all of his ship's [G] results to [D] results during an attack. If both Geordi La Forge and Mr. Spock are on the same ship, then the player must choose which of their abilities to use during a particular round; he cannot use both. The player does not have to make this choice until the moment he decides to use one of their abilities.

OBSTACLES

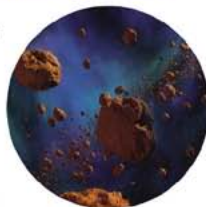
Outer space contains many hazards including asteroids and floating debris. Some Missions call for Obstacles, and players can also use Obstacles to add variety to the standard game.

The game box includes 6 Objective Tokens which sometimes represent abstract positions in space that do not act as Obstacles, but they sometimes represent physical objects in space that do act as Obstacles. Individual Missions will specify whether or not an Objective Token acts as an Obstacle.

The game also includes a large Planet Token which will be used in a variety of Missions, including a Mission in the starter set and other Missions in expansion packs. The Planet Token follows rules different than those of standard Obstacles (see "Planet Token" on page 23).

ADDING OBSTACLES TO A STANDARD GAME

The reverse side of the Objective Tokens show potential Obstacles that players can use in the standard game if they wish. During Setup, before the "Gather Forces" step, the players can agree to use Obstacles for this game.



Starting with the player whose ship is highest on the Faction Initiative Order (see "Initiative" on page 18) and then continuing through each other player in Initiative Order, each player takes a turn placing one Obstacle inside the play area. Obstacles cannot be placed within Range 1–2 of **any** edge of the play area. After placing all of the Obstacles, the players choose their starting areas in **reverse** Faction Initiative Order.

If a single player has ships from different Factions, then use the Faction on the player's most expensive ship (including all associated cards) to determine his **Main Faction** for these purposes. If two players are using the same Main Faction, then determine their initiative position randomly at the start of this process.

Players may also decide to add the Planet Token to their standard game. When doing so, players should place the Planet Token in the center of the play area, but they can decide to place it elsewhere if they all agree.

Players may agree to increase the size of their play area to account for these extra elements.

MOVING INTO AND THROUGH OBSTACLES

When a ship executes a maneuver in which either the Maneuver Template or the ship's base physically overlaps an Obstacle (other than the Planet Token, see next page), follow these steps:

1. Execute the maneuver as normal, but skip the "Perform Action" step.
2. The player rolls one attack die. The ship then suffers any damage or critical damage rolled (see "Suffering Damage" on page 17).

Important: When overlapping an Obstacle, the ship stays where it lands (on top of the token). When the ship moves next turn, it may separate from the Obstacle without a penalty. A ship that is overlapping an Obstacle during the Combat Phase suffers the same penalties that other ships do when attacking through Obstacles (see below).

ATTACKING THROUGH OBSTACLES

Obstacles (other than the Planet Token, see next page) represent space features that are difficult to fire through.

When measuring range during combat, if any part of the Range Ruler **between the two ships** overlaps an Obstacle, the attack is considered **obstructed**. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

Remember that range is always measured as the shortest distance between the two ships' bases. The attacker cannot attempt to

measure a range to a different part of a base in order to avoid obstructing Obstacles.

THE PLANET TOKEN

Any ship that overlaps the Planet Token at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the Planet Token. Skip the ship's "Perform Actions" step during that round. A ship may, however, move completely through the Planet Token the same way that it would another ship without suffering any penalty.

The Planet Token is considered a complete obstruction for firing purposes. When measuring range during combat, if any part of the Range Ruler **between the two ships** overlaps the Planet Token, the attack is considered **completely obstructed** and the attacker cannot roll any attack dice.

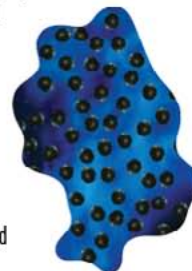


THE MINEFIELD TOKEN

The Minefield Token is used whenever a player uses the "Antimatter Mines" Weapon Upgrade or any other Upgrade that references the Minefield Token.

When a ship executes a maneuver in which either the Maneuver Template or the ship's base physically overlaps a Minefield Token, this triggers the text of whichever card placed the Minefield Token in the play area.

If a card's effect actually causes the Minefield Token to be placed on top of a ship during the game, the ship immediately suffers the effects of the card. Afterwards, place the Minefield Token beneath the ship. The ship is now considered to be overlapping the Minefield Token.



Important: When overlapping a Minefield Token, the ship stays where it lands (on top of the token). When the ship moves on its next turn, it may separate from the Minefield Token without a penalty. A ship that is overlapping a Minefield Token during the Combat Phase suffers the same penalties that other ships do when attacking through Minefield Tokens (as described in the next paragraph).

When measuring range during combat, if any part of the Range Ruler **between the two ships** overlaps a Minefield Token, the attack is considered obstructed. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

TEAM PLAY RULES

It is possible to play **Attack Wing** with two or more teams. It is recommended that players use the squad building rules when playing with teams (see page 21). Each team receives the same number of squadron points regardless of the number of players on that team.

Each player takes ownership over a number of ships on his team, as agreed upon by the other players on his team. Each player plans maneuvers for his own ships and makes all decisions for his Actions and attacks. Abilities that affect friendly ships affect all ships on that team, regardless of who the owner is.

If two or more players on the same team have ships from the same Faction with the same Captain Skill Number, those players may decide which of their ships will activate first and which will fire first each round.

Players win (and lose) together as a team. It is possible for all of one player's ships to be destroyed, but for his team to win if his teammates manage to destroy all of the opposing teams' ships.

SHARING INFORMATION

Players on the same team may strategize against their opponent(s). Players are free to discuss any information with teammates (and opponents), but all discussion must take place in public (i.e., their opponent[s] must be able to hear all discussion). Also, teammates cannot show each other the maneuvers chosen on their dials.

COMPONENT LIMITATIONS

Objective Tokens, all cards, plastic ships, bases, and pegs are limited by the quantities included in this game box.

If players run out of any other tokens, they may use a suitable replacement (such as a coin or bead) as a substitute.

If players would roll more dice than the maximum number they have available, keep track of the results showing and re-roll the dice necessary to equal the total number of dice the player would have rolled all at once. Note that these dice are not considered re-rolled for the purposes of modifying dice (see "Modifying Dice Results" on page 14).

In the unlikely event that there are no Damage Cards remaining in the deck or discard pile, change all [D] results rolled to [D] results. Use a suitable replacement to track additional damage until the deck is replenished.

Missions

Missions are a special way of playing the game which changes the victory conditions and offers some unique rules and objectives for the game session. After learning the basics of **Attack Wing**, players can play Missions to add variety and unique objectives to the game.

Before following the standard steps for Setup, players resolve the following steps:

1. **Choose Mission:** Players must all agree on which Mission to play. There are two Missions included in this rulebook (see pages 24–25).
2. **Choose Ships:** Both players choose their own ships using the squad building rules (see “Squad Building in Missions” to the right). These ships are used during the “Gather Forces” step of Setup.

Then players perform the Setup steps listed on page 5 with the following exception: instead of performing the “Place Forces” step, players follow the rules in the “Mission Setup” section of the Mission Overview.

After setting up the game, review the Mission’s “Special Rules” and “Objectives.” Then players are ready to begin the game.

PLAYING A MISSION

When playing a Mission, players follow all standard rules found in this rulebook **in addition to** any special rules that apply to that specific Mission. Players resolve game rounds as normal until one player has fulfilled his Objective (see “Mission Overviews” below).

MISSION PLAY AREA SIZE

When playing a Mission, the size of the playing surface is crucial to the overall balance of the game. These Missions play best with a play area of 3' X 3'.

MISSION OVERVIEWS

The rules for each Mission are described in three major sections: Mission Setup, Special Rules, and Objectives. Each section’s purpose is explained below:

Mission Setup: This section identifies the number of players recommended for this Mission, as well as any special components that are required. It also defines the number of squadron points allocated to each player and identifies specific ships and other cards that must be used by particular players during the Mission. If a particular player is not ordered to use specific cards, then that player can use any ships and cards that he pleases. This section also provides detailed instructions for how to place ships and special tokens during Setup.

Special Rules: This section describes the unique rules that players must follow during this Mission. These rules override all other rules and abilities.

Objectives: This section describes what each player needs to do in order to win the game. A player can **only win by fulfilling his specified Objective**. Players **cannot win** by destroying all enemy ships unless this is stated in the “Objectives” section.

SQUAD BUILDING IN MISSIONS

Players choose Ship, Captain, and Upgrade Cards with total squadron points equal to or less than the number specified in the Mission Setup. Some players must include certain cards as specified in the Mission. Some players must also allocate some of their squadron points for special tokens that represent outposts or star bases, as specified during Mission Setup.

The ships belonging to the player with the lowest point total at the start of the game always have initiative. Then the ships belonging to the player with the next lowest point total have initiative, and so on. If two or more players’ squadron point totals are equal at the start of the game, then use the initiative rules defined on page 21.

MISSION 1

A NEW SOURCE OF DILITHIUM

Rumors of a new planet harboring dilithium crystals reach the ears of the Federation, as well as the Klingon and Romulan Empires. So rich is the new source that it threatens to provoke open war from the Romulan Empire, and even threatens the Khitomer Accords between the Federation and the Klingon Empire.


Each great power sends its closest ship to the planet to discover if the rumors are true, hoping that open war can be averted, but first each side wants to retrieve dilithium samples for analysis. The first ship to reach the planet, secure the samples, and return to its home will be able to lay claim to the discovery.

Mission Setup

Number of Players: 3

Special Components: Planet Token, 12 Mission Tokens

Squadron Points:

Federation Player: 40 Squadron Points, including at least one Federation Ship and one [] Upgrade

Klingon Player: 40 Squadron Points, including at least one Klingon Ship and one [] Upgrade

Romulan Player: 40 Squadron Points, including at least one Romulan Ship and one [] Upgrade

The ships are set up as in a standard 3-Player Game (see “3-Player Setup Diagram” on page 7). Place the Planet Token in the exact center of the play area and place the 12 Mission Tokens on the table outside the play area.

Special Rules

Ships moving through, overlapping, or firing through the Planet Token must obey the rules for the “Planet Token” outlined on page 23.

Each ship within Range 1 of the Planet Token gains the following two Actions:

Action: If your ship is not Cloaked, disable all of your remaining Shields and then disable your Captain and one Crew Upgrade of your choice (place Disabled Upgrade Tokens on these cards). These two

cards are considered to have beamed down onto the planet as your “Away Team.” You cannot remove these Disabled Upgrade Tokens without using the Action listed below.

Action: If your ship is not Cloaked, disable all of your remaining Shields to remove the Disabled Upgrade Tokens from your Captain and Crew Upgrade. These two cards are now considered on board the ship and are no longer the “Away Team.”

While beamed onto the surface of the planet, an Away Team cannot be targeted by any other cards or effects. While the Captain is part of the Away Team, his ship is considered to have a Skill of 1.

During the End Phase, each ship with an Away Team places 1 Mission Token on top of its Captain Card. Once the Away Team beams back aboard the ship, transfer any Mission Tokens from the Captain Card to his Ship Card.

Objectives

Any player that possesses at least 3 Mission Tokens on his Ship Card (not his Captain Card) may enter warp by moving through his starting area and off the play area. This player immediately wins the game.

Any ship that leaves the play area without having 3 Mission Tokens on its Ship Card fails the Mission and loses the game. Also, any ship that leaves the play area without going through its starting area loses the game.

Alternatively, a player can complete the Mission by eliminating all enemy ships.

MISSION 2

THE CHASE


The Federation, Klingons, and Romulans are trying to complete a computer program that is contained within secret genetic codes scattered throughout the galaxy. Each Faction races against the others in order to secure the code’s knowledge and power, which is no less than the mystery of life itself.

Mission Setup

Number of Players: 3

Special Components: Planet Token, 2 Objective Tokens, 12 Mission Tokens

Squadron Points:

Federation Player: 40 Squadron Points, including at least one Federation Ship and one [] Upgrade

Klingon Player: 40 Squadron Points, including at least one Klingon Ship and one [] Upgrade

Romulan Player: 40 Squadron Points, including at least one Romulan Ship and one [] Upgrade

The ships are set up in one corner of the board. Each ship begins with a 4" X 4" square as its starting area (use Range 1 on the Range Ruler as a way of outlining 4"). The Federation and Klingon starting areas are at the exact center of each side (East and South) and the

Romulan ship is in the corner (Southeast). Place 1 Mission Token beside the Romulan ship.

Place 1 Objective Token in each of the corners closest to the Federation and Klingon ships (Southwest and Northeast) and stack 3 Mission Tokens on top of each Objective Token. The Objective Tokens must be placed exactly 8" from both nearby edges.

Place the Planet Token in the corner opposite the Romulan ship (Northwest). Leave exactly 4" between the Planet Token and both nearby edges.

Place all remaining Mission Tokens on the table outside the play area.


Special Rules

Each Objective Token represents an abstract point in space and does not act as an Obstacle.

Ships moving through, overlapping, or firing through the Planet Token must obey the “Planet Token” rules outlined on page 23.

Complete Computer Program

Each ship within Range 1 of an Objective Token gains the following Action:

Action: If you are not Cloaked, disable all of your remaining Shields and roll 1 attack die + 1 attack die for each Mission Token beside your ship (see below). If you roll at least 1 [] result, you succeed at decrypting one part of the code. If you succeed, remove all Mission Tokens from beside your ship and place 1 Mission Token (from that Objective’s stack) on top of your Ship Card. If you fail, place a Mission Token **from the supply** (not from the Objective Token) beside your ship. You may perform this Action once per round, but you cannot attempt to secure more than 1 Mission Token for your Ship Card from the same Objective Token.

Once a Ship Card has acquired 2 Mission Tokens (one from each Objective Token), the ship must travel to the planet to beam down.

Each ship within Range 1 of the Planet Token gains the following Action:

Action: If your ship is not Cloaked, disable all of your remaining Shields and then disable your Captain and one Crew Upgrade of your choice (place Disabled Upgrade Tokens on these cards). These two cards are considered to have beamed down onto the planet as your “Away Team.”

Objectives

The first ship to place two Mission Tokens on its Ship Card (one from each Objective Token) and then beam its Captain and one Crew Upgrade onto the planet completes the Mission and wins the game. A ship that is destroyed during the same round that its Captain and Crew beam down automatically loses the game.

Alternatively, a player may complete the Mission by eliminating all enemy ships.

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HOSTING STAR TREK ATTACK WING
ORGANIZED PLAY EVENTS

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Quick Reference

THE GAME ROUND

1. **Planning Phase:** Each player secretly plans his ships' maneuvers by assigning face down Maneuver Dials to those ships.
2. **Activation Phase:** Each ship moves and performs one Action. In ascending order of Captain Skill, each ship reveals its Maneuver Dial, executes the chosen maneuver, and then immediately performs one Action.
3. **Combat Phase:** Each ship may perform one attack. In descending order of Captain Skill, each ship can attack one enemy ship that is inside its firing arc and within range.
4. **End Phase:** All Disabled Shield Tokens may be flipped back to their active sides for free. Remove all remaining Scan, Evade, Battle Stations, and red Cloak Tokens. Ships with green Cloak Tokens can choose to keep their Shields disabled in order to remain Cloaked. Retain all Target Lock Tokens.

ACTIVATION PHASE OVERVIEW

1. Reveal Dial
2. Set Template
3. Execute Maneuver
4. Check for Power Strain
5. Clean Up
6. Perform Action

COMBAT PHASE OVERVIEW

1. Declare Target
2. Roll Attack Dice
3. Modify Attack Dice
4. Roll Defense Dice
5. Modify Defense Dice
6. Compare Results
7. Deal Damage

RANGE COMBAT BONUS

When attacking with a Primary Weapon:

Range 1: Add



Range 3: Add



LIST OF ACTIONS



Evasive Maneuvers: Place 1 [] Token beside the active ship. During the Combat Phase, spend it to add 1 [] result to the defense roll.



Scan: Place 1 [] Token beside the active ship. During the Combat Phase, any ship attacked by the scanning ship rolls 1 less defense die.



Battle Stations: Place 1 [] Token beside the active ship. During the Combat Phase, spend it to change all [] results to [] results (when attacking) or all [] results to [] results (when defending).



Cloak: The ship must have at least 1 Active Shield to perform a Cloak Action. Disable all of the ship's remaining Shields and place a [] Token (green side) on top of its ship base. During the Combat Phase, the ship gains +4 defense dice. If the ship fires, flip the [] Token over to its red side; the ship is still considered Cloaked for the remainder of the round.

During the End Phase, if the [] Token is red, remove it. If the [] Token is green, the owner may keep its Shields disabled in order to retain the [] Token; move the token off the ship base to signify that it's been Cloaked for more than one round.



Sensor Echo: The ship must be Cloaked to perform a Sensor Echo. Take the [] or [] template and move sideways (either right or left), facing the same direction.



Acquire a Target Lock: Place 1 blue [] Token near the active ship and place the corresponding red [] Token (with same letter as the blue token) on any enemy ship at Range 1–3. Ships that have been Cloaked for more than one round cannot be Target Locked.

If the locking ship attacks the targeted ship, the owner of the locking ship may spend the pair of matching [] Tokens to re-roll as many of his attack dice as he chooses.

AUXILIARY POWER

When a ship executes a **Red Maneuver**, place 1 Auxiliary Power Token beside it. While a ship has at least 1 Auxiliary Power Token, it cannot execute Red Maneuvers or perform any Actions (not even free Actions).

When a ship executes a **Green Maneuver**, remove 1 Auxiliary Power Token from it. If the ship has zero Auxiliary Power Tokens, it can perform an Action this round.

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