STAR TREK™: ATTACK WING The Collective™ Storyline OP

Month One Overview: First Contact

While you are in a battle with your enemy, you suddenly find yourselves in a different sector of space. In front of you is a tremendous ship in the shape of a cube. Q, a member of the Q Continuum, has transported both of your fleets into Borg space to "give you a taste of your future, a preview of things to come."

"The Borg are the ultimate user," Q tells you, "They're unlike any threat you have ever faced. They're not interested in political conquest, wealth, or power as you know it. They're simply interested in your ship and its technology. They've identified it as something they can consume."

"The hall is rented; the orchestra engaged. It's now time to see if you can dance."

SET UP

- Place the Borg Cube Token directly in the center of the play area (the side without any numbers or symbols should be face up). Each edge of the Cube should be parallel to the edge of the play area that it is closest to.

- Place the 8 Resistance Tokens beside the play area. Both players will draw from this pile.

- Place the 4 Hidden Movement Tokens beside the play area.

- Players then set up using the Standard 2 Player Rules *(see page 6 of the Full Rules of Play).*

SPECIAL RULES

BORG CUBE TOKEN (BCT)

The Borg Cube Token is considered an enemy ship and cannot be attacked or destroyed.

During the End Phase of every round, the following occurs (in this order):

1) The Borg Cube Token will target the 3 ships that are nearest to it within Range 1-2 and assimilate (i.e. remove from the game) 1 Upgrade Card (at random) from each ship. If there are no Upgrades on a target ship, the Captain Card from that ship is assimilated. If there are no Captain Cards or Upgrades on a target ship, the ship is attacked by the BCT with an 8-dice attack (treat this as an attack with a Primary Weapon). If there are no ships within Range 1-2 of

the BCT, no assimilation (or BCT attack) will occur during that round.

2) The Borg Cube Token then performs a white 3 **[Straight]** Maneuver. The direction in which the BCT moves will be chosen at random. Use the Hidden Movement Tokens to determine which direction the BCT will move *(see below)*.

After it moves, if the BCT overlaps another ship's base, the BCT moves back along its Maneuver Template until it no longer overlaps that ship. The overlapped ship then suffers 1 damage.

HIDDEN MOVEMENT TOKENS (HMT)

There are 4 Hidden Movement Tokens that are used to determine the direction in which the BCT will move each round. One of the Tokens has an arrow on its face and the other 3 have red slashed circles on their faces.

- Each round, when it is time to move the BCT, the players determine the number of valid directions in which the BCT is allowed to move. The direction of the BCT's movement is only valid if it meets the following criteria:

  1) The BCT must move in the direction of one or more ships.

  2) The BCT cannot leave the play area.

  NOTE: If the BCT's movement would cause the BCT to end its move outside of the play area, that direction is considered to be invalid, even if it has a ship in it.

  To determine if there is a ship in a particular direction, choose an edge of the BCT (N, S, E or W) and then choose the corresponding edge of the play area (N, S, E or W). For this purpose, the edge of the BCT extends outward (similar to a 180° firing arc) to both ends of the play area. If there are any ships (even partial) between the chosen edge of the BCT and the corresponding edge of the play area, then that is a valid direction in which the BCT is allowed to move. There are only 4 possible valid directions (N, S, E and W) and each one must be checked each round.

- The players choose a number of HMTs equal to the number of valid directions. The HMT with the arrow is always chosen and a number of HMTs with the red slashed circles are added to bring the total number of HMTs equal to the number of valid directions.

- The players then shuffle the chosen HMTs and randomly place one of them face down beside each edge of the BCT that was determined to be a valid direction for that round.

- Once the chosen HMTs have been placed, they are flipped face up. The HMT with the arrow on its face shows the direction in which the BCT will move. Then remove the HMTs from the play area.

RESISTANCE TOKENS

During the Activation Phase, a ship may take the following Action:

ACTION: Place 1 Resistance Token beside your ship.

If your ship has a Resistance Token beside it when it is targeted by the Borg Cube Token during the End Phase, you may spend the Resistance Token and roll 1 attack die.

- If you roll a **[Critical Hit]** result, you do not lose an Upgrade (or Captain Card) to assimilation, nor are you attacked if your ship has no Captain Card or Upgrades.

- If you roll any other result, you may choose which Upgrade from your ship is assimilated (i.e. which Upgrade from your ship to discard). If you have no Captain Card or Upgrades on your ship, you will still be attacked.

Unspent Resistance Tokens are removed from all ships during the End Phase.

BORG SHIPS

If a Borg ship is included in a player's fleet, it is considered to be a rogue Borg ship, and must follow all the rules for the players' ships.

OBJECTIVE

Destroy your opponent's last ship **OR** have the last ship in play at the end of any round. Both of these conditions immediately end the game.

BONUS: If the winning player destroys his opponent's last ship, the winning player gets +1 Battle Point.

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Storyline Organized Play Instructions

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

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

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

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

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

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

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

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

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

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

STORYLINE OP POSTER: At the end of the tournament, the names of all the players involved in the tournament will be recorded on the grids for that Month at the bottom of the poster (i.e. the Admiral is recorded in the top row, the Vice Admiral in the 2nd row, etc).

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

STAR TREK ATTACK WING

FLEET BUILD SHEET

WIZKIDS

Tournament Information

Date	
Event	

Player Information

Name	
Email	

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 1				Ship 2			
Captain	Captain				Captain			
Upgrades								

Upgrade Types
***C**=Crew*
***E**=Elite Talent*
***T**=Tech*
***W**=Weapon*
***B**=Borg*

| | | **Total SP** | | | | | **Total SP** | |

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 3				Ship 4			
Captain	Captain				Captain			
Upgrades								

Upgrade Types
***C**=Crew*
***E**=Elite Talent*
***T**=Tech*
***W**=Weapon*
***B**=Borg*

| | | **Total SP** | | | | | **Total SP** | |

FACTIONS: **FED**=Federation **KLI**=Klingon **ROM**=Romulan **DOM**=Dominion **BOR**=Borg **SPE**=Species 8472
KAZ=Kazon **BAJ**=Bajoran **FER**=Ferengi **VUL**=Vulcan **IND**=Independent **MIR**=Mirror Universe

Resource Used | | **SP** | |

Ship 1 Total SP		Ship 2 Total SP		Ship 3 Total SP		Ship 4 Total SP		Resource Total SP		**Total Build**
	+		**+**		**+**		**+**		**=**	

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

Before Battle Starts:

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

After Battle Ends:

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