

STAR TREK™: ATTACK WING The Collective™ Storyline OP

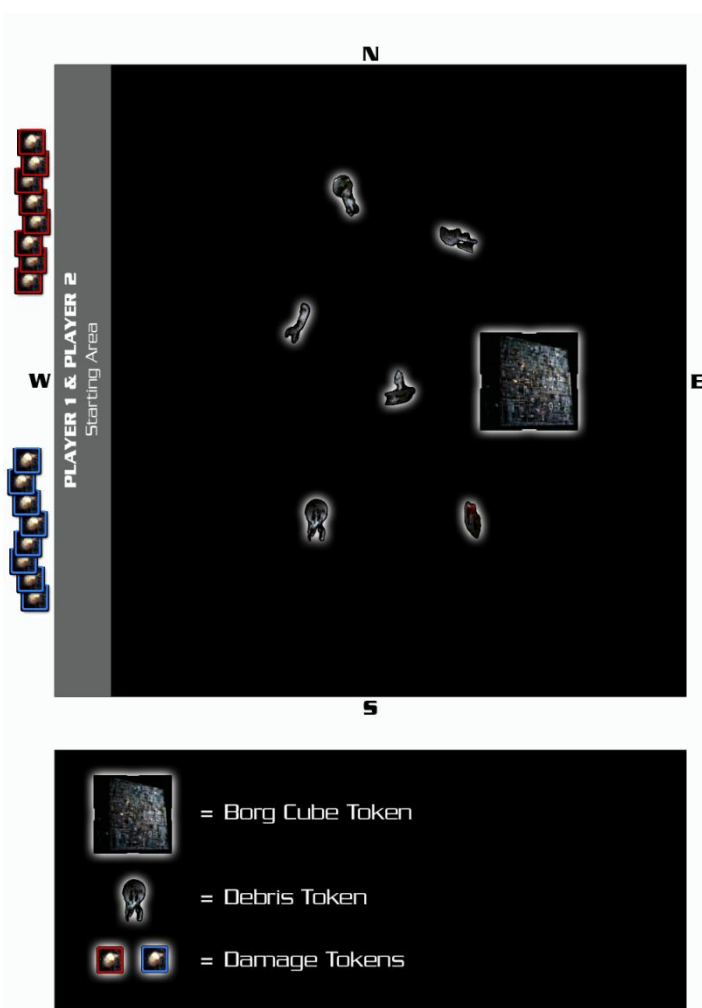
Month Two Overview: The Battle of Wolf 359

A Borg Cube has entered into the Wolf 359 System on its way to Sector 001. You have gathered an allied fleet to battle the Borg and to stop their advance into the heart of Federation space. This will not be an easy task. The Borg are unlike any foes you've encountered before.

Normally, the Borg would take the time to assimilate their prey, but with a fleet of ships bent on the Cube's destruction, the Borg decide to simply destroy the ships at Wolf 359 and continue on to their primary target: Earth.

Your fleet quickly learns that it is indeed a futile gesture to attack, as the Borg Cube is dispatching your starships with ease. Your weapons are just not strong enough to do any real damage to the Borg Cube. But as part of the allied fleet, it is your task to do all you can to stop the Borg's relentless progress. Can you defeat a seemingly unbeatable foe? Will your fleet survive the massacre at Wolf 359?

SET UP



- Place the Borg Cube Token centered from N to S, so that its closest edge is exactly 8" from the E edge 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 facing.
- Each player chooses a set of 8 Damage Tokens (red or blue) and places them beside their Ship Cards.
- In turn, starting with the highest ranked player, each player places 1 Debris Token in the play area (the sides with the damaged ships should be face up) with the following limitation: Players may not place a Debris Token within 4" of the Borg Cube Token or within 4" of any edge of the play area. Players continue placing these Tokens in this manner until all of them have been placed.
- Then the players' ships are placed in the play area. Both players will share the same starting area. The starting area is the first 4" along the W edge of the play area (4" x 36"). Both players place their ships in this area using the "Place Forces" step of the Setup Rules (see page 5 of the Full Rules of Play).

SPECIAL RULES

ALLIED FLEET

This is a cooperative/competitive event. Players' ships are not allowed to attack each other during this tournament and cannot use any abilities that would cause damage to an opposing ship's Hull or Shields. Players may, however, use any abilities that affect another player's Ship, Upgrade or Captain Cards as long

as those abilities do not cause direct damage to the opposing ship's Hull or Shields.

Text-based abilities that affect the BCT only apply to the ship to which they are deployed. *Example: The BCT is attacking 4 ships. A player uses an ability to cancel an attack against 1 of his ships. Only the attack against that ship is cancelled. The other 3 attacks are still made.*

While both players' ships form an "Allied Fleet" against the Borg Cube Token, opposing players' fleets are not considered "friendly" and are still treated separately in all other aspects (i.e. Fleet Builds, Fleet Points, Surviving Fleets, etc). NOTE: If a Borg ship is included in a player's fleet, it is considered to be a rogue Borg ship, a part of the allied fleet, and must follow all the rules for the players' ships.

BORG CUBE TOKEN (BCT)

The Borg Cube Token is considered an enemy ship, but does not move or perform Actions (the BCT remains in its starting position for the entire game). It can be attacked, but it cannot be destroyed. The BCT has an Agility of 0 (if it ever needs to roll defense dice, the opposing player rolls those dice).

During the Combat Phase of every round, the BCT will attack as follows:

- The BCT always attacks last.
- The BCT has a 360° firing arc and has an unlimited Range for its attacks.
- If there are 5 or more ships in the play area, the BCT will fire at the 4 nearest ships with a 5-dice attack against each ship.
- If there are only 4 ships left in the play area, the BCT will fire at the 3 nearest ships with a 6-dice attack against each ship.
- If there are only 3 ships left in the play area, the BCT will fire at the 2 nearest ships with an 8-dice attack against each ship.
- If there are only 2 ships left in the play area, the BCT will fire at the nearest ship with a 10-dice attack.
- If there is only 1 ship is left in the play area, the BCT will fire at that ship with a 12-dice attack.
- These attacks are considered to be made with a

Primary Weapon and Range bonuses apply. NOTE: A ship that is defending against an attack from the BCT treats an attack from beyond Range 3 as if it were at Range 3.

- Whenever a player is defending against the BCT, the opposing player rolls the BCT's attack dice.

DAMAGE TOKENS

Damage done to the Borg Cube Token is not recorded as normal. Instead, for each uncanceled **[Hit]** or **[Critical Hit]** result, the attacking player places 1 of his Damage Tokens directly on the BCT. In addition, if a ship's attack includes at least 1 uncanceled **[Critical Hit]** result, the attacking player adds exactly 1 additional Damage Token to the BCT. *Example: A player has 1 uncanceled **[Hit]** result and 2 uncanceled **[Critical Hit]** results against the BCT. That player places 4 of his Damage Tokens on the BCT (1 for the uncanceled **[Hit]** result, 2 for the two uncanceled **[Critical Hit]** results, and 1 additional Damage Token because at least one of the uncanceled results is a **[Critical Hit]** result).*

When adding damage Tokens to the BCT, a player may freely exchange the Damage Tokens from his supply with the Damage Tokens already on the BCT. *Example: The player using the blue Damage Tokens already has 4 of his Damage Tokens on the BCT and inflicts his 5th & 6th damage to the BCT. That player places the blue "x5" Damage Token on the BCT and then removes 3 of the single blue Damage Tokens from the BCT, leaving a total of 6 Damage Tokens (the "x5" and one single).*

COORDINATED ATTACK

At the end of the Combat Phase, if ALL of a single player's remaining ships attacked the BCT during that Combat Phase, add 1 additional Damage Token to the BCT for each of that player's ships that inflicted damage to the BCT during that Combat Phase.

DEBRIS TOKENS

Debris Tokens are treated as Obstacles (see page 22 of the full Rules of Play) with the following exception:

- If the BCT attacks a ship through one of the Debris Tokens (i.e. the attack is obstructed by the Debris Token), that Debris Token is destroyed and removed from the play area. The defending ship takes no damage from that attack.

OBJECTIVE

The player who inflicts the most damage to the Borg Cube Token by the end of the game is the winner. The game ends when the time limit is reached or when both fleets are completely destroyed.

BONUS: The winning player gains +1 Battle Point if he inflicted a total amount of damage to the BCT that is 20 or more points of damage greater than the total damage inflicted by his opponent.

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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.

Tournament Information

Player Information

Date	
Event	

Name	
Email	

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

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

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

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

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

Before Battle Starts:

After Battle Ends:

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

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