STAR TREK™: ATTACK WING The Collective™ Storyline OP

Month Three Overview: The Battle of Sector 001

After the destruction of the colony on Ivor Prime, long-range sensors show that a Borg Cube is headed for the Earth. The Borg have entered Sector 001 and are preparing their second large-scale aggression in Federation space; to assimilate the Earth. The United Federation of Planets has assembled a fleet to defend the Earth from the Borg threat.

Unbeknownst to the defenders, the Borg have prepared a contingency plan in case there is resistance. The Cube carries within it a Borg Sphere which, when sent through a temporal vortex, could go back in time and assimilate the planet, defeating the Federation before it ever exists.

Will you be able to defend the planet and thwart the Borg's plan? Or will the Earth become yet another Borg conquest?

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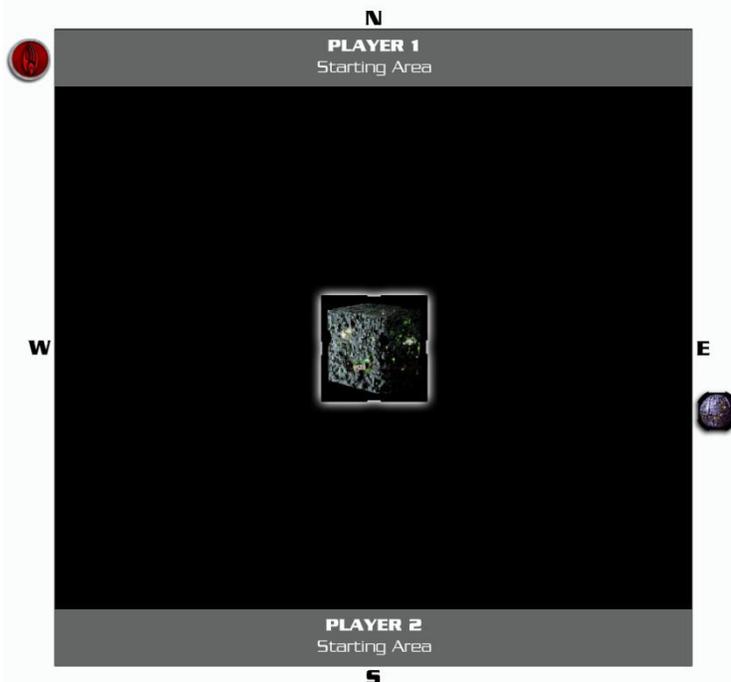
- Place the Borg Cube Token directly in the center of the play area (the side without any numbers or symbols should be face up). Each edge of the Cube should be parallel to the edge of the play area that it is closest to.

- Place the Borg Sphere Token beside the play area (the side without any numbers or symbols should be face up).

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

- The Control Token is given to the player with the highest rank and is placed beside his cards.

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 another player's 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 other player's ship's Hull or Shields.

While both players' ships form an "Allied Fleet" against the Borg (Cube Token), players' fleets 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.

CONTROL TOKEN

The player with the highest rank begins the game with the Control Token. During the End Phase of every round, the Control Token is given to the opposing player.

The player with possession of the Control Token moves the Borg Cube Token during the Activation Phase and attacks with the Borg Cube Token during the Combat Phase *(see below).* NOTE: The Control Token is not used to control the Borg Sphere Token.

BORG CUBE TOKEN (BCT)

The BCT is not a part of either player's fleet and is always considered an enemy ship. The BCT can be attacked and destroyed. It has an Agility of **0**. If it ever needs to roll defense dice, the opposing player rolls those dice. Treat the BCT as if it has a Skill of "**10**". The BCT does not perform any Actions.

During every Activation Phase:

- The controlling player must choose a 1, 2 or 3 **[Straight]** Maneuver and move the BCT with that Maneuver Template in one of the 4 directions (N, S, E or W). The BCT must always move in the direction of an enemy ship and cannot exit the play area. If the chosen Maneuver would cause any part of the BCT to exit the play area, the controlling player must choose a different Maneuver or a different direction.

- If the BCT executes a Maneuver that would cause its final position to overlap the base of a ship, the BCT moves back along its Maneuver Template as normal. If the overlapped ship has a Hull of 7 or less, that ship suffers 2 damage AND loses its "Perform Action" Step.

During every Combat Phase:

- The BCT has a 360° firing arc and must always attack, if possible. Treat these attacks as if fired with a Primary Weapon.

- The controlling player may choose to make:
  - One 12-dice attack against 1 ship **OR**
  - Two 7-dice attacks against 2 different ships **OR**
  - Three 5-dice attacks against 3 different ships.

- The BCT re-rolls all Blank and **[Battle Stations]** results for each attack.

- If the only ship(s) within range of the BCT's attacks belong to the controlling player, the BCT must attack at least one of that player's ships (as above).

DAMAGING THE BORG CUBE TOKEN

Damage done to the Borg Cube Token is not recorded as normal. Use a separate deck of Damage Cards to record damage to the BCT. The BCT cannot receive any Critical Damage. Convert all **[Critical Hit]** results against the BCT into **[Hit]** results.

When the BCT suffers damage, the Damage Cards are placed face down in columns beside the play area. No column can hold more than 5 Damage Cards. The Damage Cards should be stacked so that half of each card is visible to make counting them easier.

When there are 5 Damage Cards in the 1st column, place the next Damage Card suffered by the BCT in a 2nd column to the right of the 1st. Continue this process as the BCT is damaged until there are 5 columns of Damage Cards. Once all 5 columns are full (i.e. 5 Damage Cards in each), the BCT is destroyed and the Damage Cards are removed.

BORG ADAPTATION

For every column of damage cards beside the play area, the BCT rolls +2 defense dice. NOTE: Check the number of columns before each separate attack is made.

Example: The BCT has suffered 11 damage, so there are 3 columns of Damage Cards (two columns with 5 Damage Cards in each and one column with 1 Damage Card in it). The BCT rolls 6 defense dice against every enemy attack (+2 defense dice for each column).

Borg Adaptation also applies to the Borg Sphere Token.

BORG SPHERE TOKEN (BST)

When the Borg Cube Token is destroyed, the Borg Sphere Token is placed in the play area. The BST can be attacked and destroyed. It has an Agility of **2**. If it ever needs to roll defense dice, the opposing player rolls those dice. Treat the BST as if it has a Skill of "**1**". The BST does not perform any Actions.

The Borg Sphere Token is not controlled by either player, and is always considered an enemy ship. Use the following rules to place the BST in the play area:

1) Before removing the destroyed Borg Cube Token, determine which edge of the play area it is closest to (N, S, E or W).

2) Place a **1 [Straight]** Maneuver Template between the guides on the corresponding edge of the BCT (N, S, E or W as above).

3) Hold the Maneuver Template in place and remove the BCT from the play area.

4) Place the Borg Sphere Token so that the same end of the **1 [Straight]** Maneuver Template sets between the guides on one side of the BST.

5) Once the BST is placed in the play area, remove the **1 [Straight]** Maneuver Template from the play area.

6) Then determine which edge of the play area (N, S, E or W) is now furthest away from the BST. This is the direction that the BST will move every round.

During every Activation Phase:

- The BST moves (in the direction determined above) using a **4 [Straight]** Maneuver Template. The BST moves this way each round until it is destroyed or until any part of it exits the play area.

During every Combat Phase:

- The BST has a 360° firing arc and must always attack, if possible. Treat these attacks as if fired with a Primary Weapon.

- The BST makes one 5-dice attack against every enemy ship within Range 1-3.

- The BST re-rolls all Blank results for each attack.

DAMAGING THE BORG SPHERE TOKEN

Record damage to the BST in the same manner as it was recorded for the BCT with the following exception:

The BST is destroyed once 3 damage columns are full (i.e. 5 Damage Cards in each).

COORDINATED ATTACK

During the Combat Phase, if all of your ships are closer to the BCT (or BST) than every one of your opponent's ships, ALL of your ships gain +1 attack die on each of their attacks and +1 defense die each time they defend.

OBJECTIVE

The game ends immediately: 1) When the time limit is reached **OR** 2) When the Borg Sphere Token is destroyed **OR** 3) If any part of the Borg Sphere Token ends its move outside of the play area. When the game ends, the player with the most Fleet Points is the winner.

BONUS: The player who destroys the Borg Cube Token (i.e. inflicts the final point of damage to it) gains +40 Fleet Points and the player who destroys the Borg Sphere Token (i.e. inflicts the final point of damage to it) gains +40 Fleet Points.

If a player destroys either the BCT or the BST, that player gains +20 Fleet Points for each of his ships that were destroyed by the BCT or the BST in the battle.

If a player destroys both the BCT and the BST, that player gains +1 Battle Point as well.

If the BST is not destroyed within the time limit, both players lose 30 Fleet Points each (min 0).

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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.

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

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)