

STAR TREK™: ATTACK WING Resistance is Futile™ Storyline

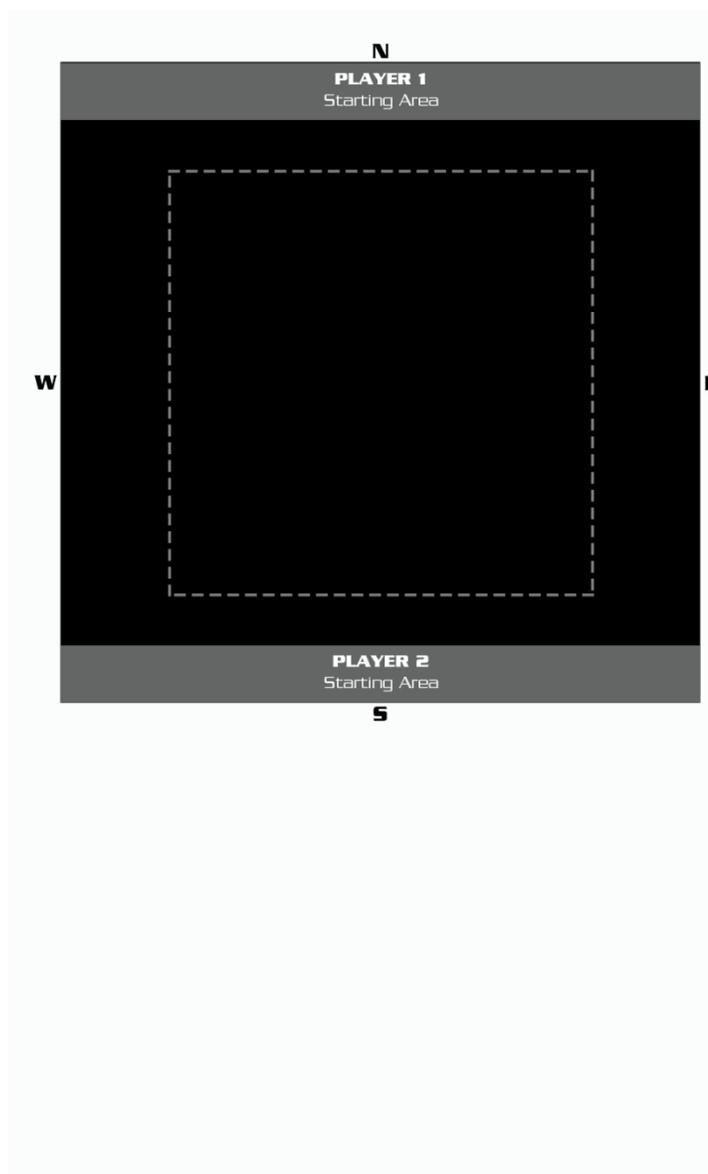
Month One Overview: Dark Frontier

Your fleet has been on a mission to study the Borg and gather as much information as you can about them. So far, your completely non-aggressive actions have allowed you to go unnoticed by them and, as such, you have acquired substantial knowledge.

While you are near the edge of Borg Space, however, your fleet is ambushed and a battle ensues. You are certain that both fleets should take great care to not be detected by the Borg ships that are very close to your location. Any aggressive behavior would most assuredly bring the Borg ships to your position where both of your fleets would be assimilated and/or destroyed and all of your information would be lost.

Will you be able to defeat your enemy and continue your mission? Or will both fleets be doomed?

SET UP



- The players set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play).
- Both players then place 4 Mission Tokens on each of their Ship Cards.

SPECIAL RULES

MISSION TOKENS

Each player begins the game with 4 Mission Tokens on each of his Ship Cards. These Mission Tokens represent a fleet's ability to avoid being noticed by the Borg ships in the vicinity. If a fleet loses all of its Mission Tokens, that fleet is detected by the Borg.

LOSING MISSION TOKENS

Mission Tokens that are removed from a Ship Card are considered lost and cannot be restored.

One Mission Token is removed from a ship's Ship Card when:

- 1) Any part of that ship's base is within Range 1-2 of any edge of the play area at the end of the Activation Phase.

OR

- 2) That ship initiates an attack while its base is within Range 1-2 of any edge of the play area. NOTE: If a ship initiates multiple attacks in a single round, that ship loses 1 Mission Token for each of those attacks.

If a ship is destroyed, all Mission Tokens on that ship's Ship Card are removed from the game as well.

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.

ENDING THE GAME

The game ends immediately when:

- 1) One player is eliminated, OR
- 2) The time limit is reached, OR
- 3) One player's fleet is detected by the Borg (i.e. loses its last Mission Token). If the game ends this way, the player who has at least 1 Mission Token left on his Ship Cards wins.

NOTE: If both players lose their last Mission Token simultaneously, the game ends immediately and the player with the most Fleet Points is the winner.

OBJECTIVE

Destroy all of your opponent's ships while retaining at least 1 Mission Token in your fleet.

BONUS: Each player receives +5 Fleet Points for every Mission Token that is still on his Ship Cards when the game ends.

STAR TREK: ATTACK WING

Storyline Organized Play Instructions

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

BYES: If there are an odd number of players, then one player will be assigned a **Bye** in each Battle Round. That player does not participate in the Battle Round, but receives 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.

