

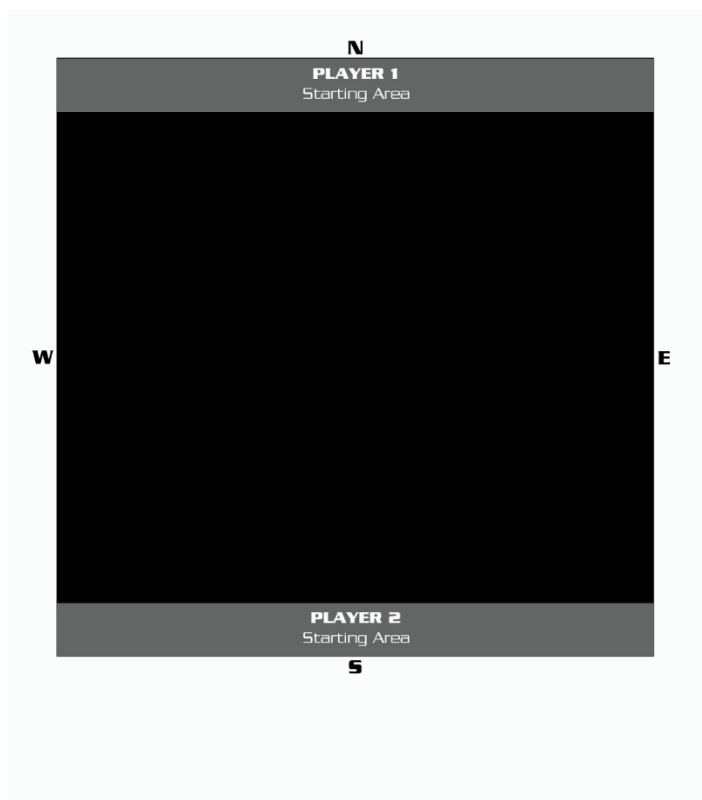
STAR TREK™: ATTACK WING Resistance is Futile™ Storyline

Month Two Overview: Unimatrix Zero

A group of Drones has broken their connection with the Hive Mind and formed Unimatrix Zero. While regenerating, these Drones are able to enter Unimatrix Zero and recall all of the memories of their former lives. With the assistance of ships outside of the Borg's influence, these rebel Drones have found a way to maintain their individualities even when they are not regenerating and have staged a rebellion against the Borg Collective.

But the Borg Queen has learned of Unimatrix Zero and has begun hunting down these rebellious Drones and destroying them. Even if it means the destruction of an entire Cube to kill just one of these traitors, she will not let this mutinous action go unanswered or unpunished.

SET UP



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

SPECIAL RULES

In this event, players' fleets are considered to be either the BORG FLEET or the REBEL FLEET.

For purposes of Set Up, every card is considered either a Borg Card or a Non-Borg Card.

BORG CARDS

Every card that is of the Borg Faction (i.e. has the Borg Faction Symbol on its card) is considered a BORG CARD.

All ships in both fleets that are of the Borg Faction are considered to be BORG SHIPS.

NON-BORG CARDS

Every card that is not of the Borg Faction (i.e. does not have the Borg Faction Symbol on its card) is considered a NON-BORG CARD.

All ships in both fleets that are not of the Borg Faction are considered to be NON-BORG SHIPS.

BORG FLEET

- Every BORG CARD that is assigned to the Borg Fleet costs -1 SP (Min 0).
- Every BORG SHIP in the Borg Fleet adds +1 Borg Upgrade Slot to its Upgrade Bar.
- Every NON-BORG SHIP in the Borg Fleet:
 - Does not pay a Faction Penalty when assigning any Borg Captain or Borg Upgrade to its ship,
 - Adds the Regenerate Action to its Action Bar, AND
 - May exchange 1 of its Upgrade Slots for a Borg Upgrade Slot.

IN ADDITION, the Borg Player places 1 Mission Token on each of his Ship Cards.

Any time a ship in the Borg Fleet is supposed to spend any of its Drone Tokens, it may discard the Mission Token from its Ship Card instead of 1 of those Drone Tokens. NOTE: Once used, these Mission Tokens cannot be restored during the battle.

REBEL FLEET

- Every NON-BORG CARD that is assigned to the Rebel Fleet costs -1 SP (Min 0). Faction penalties still apply.
- Every BORG SHIP that is in the Rebel Fleet:
 - Is treated as though its Faction is Independent, instead of Borg,
 - Loses the Regenerate Action from its Action Bar, AND
 - Cannot use any Action or text ability (on its Ship Card or any card assigned to it) that requires Drone Tokens to be spent in order to use it.

If a Borg Captain is assigned to a ship in the Rebel Fleet, that Captain does not place any Drone Tokens on its Captain Card. Instead, that Captain's Skill Number is equal to the starting number of Drone Tokens that would have been placed on his Captain Card (place a Drone Token beside that Captain's ship with the Skill Number side face up showing this corresponding Captain Skill).

IN ADDITION, the Rebel Player places 3 Mission Tokens on each of his Ship Cards.

Each round, a ship in the Rebel Fleet may discard 1 Mission Token from its Ship Card to:

- Re-roll one of its attack dice during the Modify Attack Dice step of the Combat Phase,
- OR
- Re-roll one of its defense dice during the Modify Defense Dice step of the Combat Phase.

NOTE: Once used, these Mission Tokens cannot be restored during the battle.

BATTLE ROUND PAIRINGS

In each Battle, 1 Borg Fleet will battle against 1 Rebel Fleet as follows:

BATTLE ROUND 1

Use the final Ranks from the Month 1 "Dark Frontier" OP to start this event.

RANK 1 (use Borg fleet) v RANK 2 (use Rebel fleet)
RANK 3 (use Borg fleet) v RANK 4 (use Rebel fleet)
RANK 5 (use Borg fleet) v RANK 6 (use Rebel fleet)
RANK 7 (use Borg fleet) v RANK 8 (use Rebel fleet)
RANK 9 (use Borg fleet) v RANK 10 (use Rebel fleet)

NOTE: After this Battle Round, rank the Borg Players and the Rebel Players separately. There will be a 1ST – 5TH ranking for each type of fleet.

BATTLE ROUND 2

Use the current separate rankings from the end of Battle Round 1 (see above) for these pairings. NOTE: Players will use their other fleet in this Battle Round (i.e. the 1ST ranked Borg player from Battle Round 1 will use his Rebel fleet for Battle Round 2, the 1ST ranked Rebel player from Battle Round 1 will use his Borg fleet for Battle Round 2, etc.).

1ST Ranked BORG v 1ST Ranked REBEL
2ND Ranked BORG v 2ND Ranked REBEL
3RD Ranked BORG v 3RD Ranked REBEL
4TH Ranked BORG v 4TH Ranked REBEL
5TH Ranked BORG v 5TH Ranked REBEL

BATTLE ROUND 3

Use the current Overall Rankings (total Battle/Fleet Pts from Rounds 1 & 2 combined) for these pairings. In this Battle Round, the highest ranked players in each individual battle will choose which fleet they will use and their opponents must use the opposite fleet (i.e. If Rank 1 chooses his Borg fleet, then Rank 2 must use his Rebel Fleet).

RANK 1 (choice of fleet) v RANK 2 (opposite fleet)
RANK 3 (choice of fleet) v RANK 4 (opposite fleet)
RANK 5 (choice of fleet) v RANK 6 (opposite fleet)
RANK 7 (choice of fleet) v RANK 8 (opposite fleet)
RANK 9 (choice of fleet) v RANK 10 (opposite fleet)

OBJECTIVE

Destroy all of your opponent's ships.

BONUS: If the Borg Fleet Player wins, he receives + 8 Fleet Points for each unused Mission Token still on his Ship Cards at the end of the game.

If the Rebel Fleet Player wins, he receives + 2 Fleet Points for each unused Mission Token still on his Ship Cards at the end of the game.

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.

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			
Captain								
Upgrades								
Total SP					Total SP			

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

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

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E=Elite Talent
T=Tech
W=Weapon
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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	Ship 2	Ship 3	Ship 4	Resource						
Total SP	Total SP	Total SP	Total SP	Total SP	Total Build					
<input style="width: 80px;" type="text"/>	+	<input style="width: 80px;" type="text"/>	+	<input style="width: 80px;" type="text"/>	+	<input style="width: 80px;" type="text"/>	+	<input style="width: 80px;" type="text"/>	=	<input style="width: 100px;" type="text"/>

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)