# *STAR TREK™:* ATTACK WING Resistance is Futile™ Storyline

Month Three Overview: Endgame

After having spent years in the Delta Quadrant, with little hope of returning to your homes, a plan has been devised to return to the Alpha Quadrant using the Borg's transwarp network. With this plan, a transwarp hub could be destroyed as well, which would inflict a major blow to the Borg's power in the galaxy.

A neurolytic pathogen has been introduced into the Borg Collective and the time to strike is now. As you ready to enter the nebula containing the transwarp hub, an enemy fleet is attempting to stop you. Will you succeed and return to the Alpha Quadrant, or will you be thwarted and left in the Delta Quadrant?

SET UP
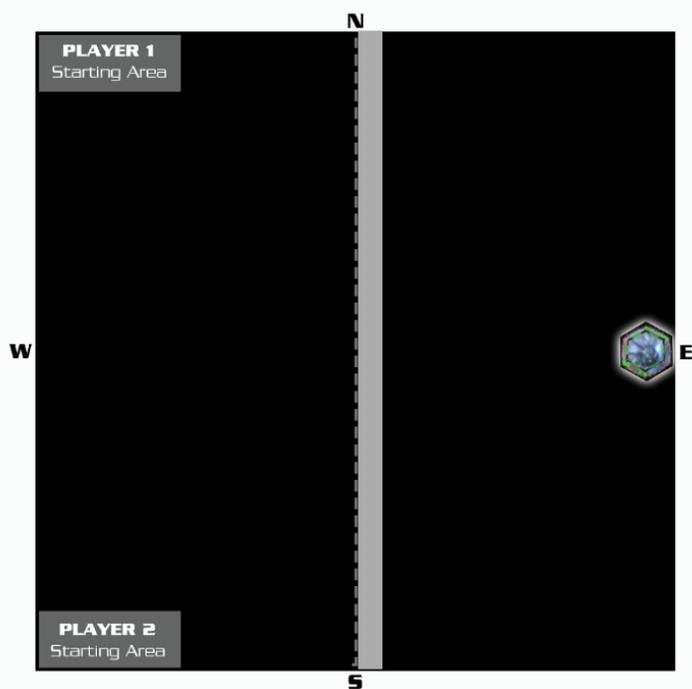
- Place the Aperture Token directly centered from N to S so that one of its sides touches the E edge of the play area.

- Place a 36" piece of tape (or a straightedge, such as a yardstick) in the play area so that the side of it that is closest to the W edge of the play area is centered from E to W and the ends of the tape (or straight-edge) touch the N and S edges of the play area.

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

  The starting area for Player 1 is a 4" x 8" area along the N edge of the play area that touches the W edge.

  The starting area for Player 2 is a 4" x 8" area along the S edge of the play area that touches the W edge.

SPECIAL RULES

DIVIDED PLAY AREA

In this event, the play area is divided in half. The western half is Open Space and the eastern half is Borg Space.

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.

UPGRADE CARDS

The "Transwarp Conduit" and the "Quantum Singularity" Upgrades do not function normally. Both cards may only be used from Open Space and when returning to the play area during the End Phase, ships using these Actions cannot be placed within Range 1-3 of the Aperture Token).

The "Subspace Distortion" Upgrade works normally in Open space, but cannot be used in Borg space.

BORG SPACE

The W edge of the tape (or straightedge) is considered to be the edge of Borg Space. During the Activation Phase, a ship whose base overlaps or has crossed over this edge has entered into Borg Space.

This area of Borg space is considered to be a nebula and also has a Borg transwarp hub with countless Borg vessels in it protecting the hub.

While any part of a ship's base is in this nebula (i.e. Borg space), it rolls 2 less attack dice when attacking and 2 less defense dice when defending (min 0 for both).

Each round that a ship is in Borg Space, during the Activation Phase, it may activate (i.e. move and perform its Action, if possible) and then it will be attacked by the Borg vessels in the area (including the round in which it entered Borg space).

BORG VESSELS

The Borg vessels perform 2 separate attacks of 4 dice each at the end of each Activation Phase against every ship in Borg space (treat these as attacks with a Primary Weapon). All of these attacks are resolved before advancing to the Combat Phase.

NOTE: If the defending ship has a Hull of 6 or 7, the Borg vessels attack it with 3 attacks of 4 dice each. If the defending ship has a Hull of 8 or greater, the Borg vessels attack it with 4 attacks of 4 dice each.

The Borg vessels cannot be attacked, destroyed or affected by any Action or text ability.

Ships using the "Transwarp Conduit" or the "Quantum Singularity" Upgrades are attacked as above by the Borg vessels immediately when they return to the play area during the End Phase if they are placed in Borg Space.

TRANSWARP CONDUITS

A ship that exits the play area whose maneuver template overlaps the Aperture Token has left Borg space and entered a transwarp conduit.

A ship whose base overlaps the Aperture Token, but hasn't left the play area, is considered to still be in Borg space and is subject to the rules above.

A ship in a transwarp conduit:

- Is placed outside of the play area, beside the Aperture Token.
- Cannot be attacked or affected in any way by the opposing player's ships.
- Does not count as having returned to the Alpha Quadrant at the end of the game.

At the start of the Activation Phase of the round after a ship enters a transwarp conduit (and each round after that) the ship's player has 2 options for that ship:

1) RETURN TO THE ALPHA QUADRANT
Place all remaining cards assigned to that ship under its Ship Card. Then place that ship on top of its Ship Card. This ship is considered to have returned to the Alpha

Quadrant and cannot be used for the rest of the game. A ship that is in the Alpha Quadrant at the end of the game counts as part of a player's surviving fleet.

OR

2) ATTEMPT TO DESTROY THE HUB

Disable all cards assigned to that ship (Upgrades, Captains, Admirals, etc.). These cards cannot be enabled for the rest of the game.

Each round, at the end of the Activation Phase, 2 things occur:

1) All ships still in a transwarp conduit are attacked by a Borg vessel with 1 attack of 4 attack dice.

2) Those ships then attack the hub with their Primary Weapons in descending order of Captain Skill. A ship may discard any number of its assigned cards (Upgrades, Captains, Admirals, etc.) to add +1 attack die to its attack for each card discarded. Cards discarded in this way do not count as part of a player's surviving fleet. This roll cannot be modified in any other way. The hub does not roll any defense dice. All **[Hit]** results inflict 1 normal damage. All **[Critical Hit]** results inflict 2 normal damage.

If the hub receives 10 damage cards it is destroyed. Once destroyed, the ship that inflicted the last damage immediately returns to the Alpha Quadrant (see above). All other ships that were in a transwarp conduit (i.e. attempting to destroy the hub) roll 4 attack dice and suffer normal damage from all **[Hit]** and **[Critical Hit]** results. If they survive, they return to the Alpha Quadrant.

No other ships may enter a transwarp conduit or return to the Alpha Quadrant for the rest of the game after that.

THE GAME ENDS WHEN:

1) The time limit is reached, OR

2) When one player has no ships left in the play area during any Planning Phase (either destroyed, in a transwarp conduit or in the Alpha Quadrant). In this case, the player with any ship(s) left in the play area is the winner. OR

3) When both players have no ships left in the play area during any Planning Phase (either destroyed, in a transwarp conduit or in the Alpha Quadrant). In this case, treat this as if the time limit was reached.

OBJECTIVE

Have the only ship(s) left in the play area at the end of the game.

BONUS: If either player has at least 1 of his ships in the Alpha Quadrant, that player receives an additional +20 Fleet Points.

If the Transwarp Hub is destroyed, the player whose ship destroyed it (i.e. inflicted the last damage to it) receives an additional +40 Fleet Points.

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.

STAR TREK ATTACK WING — FLEET BUILD SHEET

WIZK!DS

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)