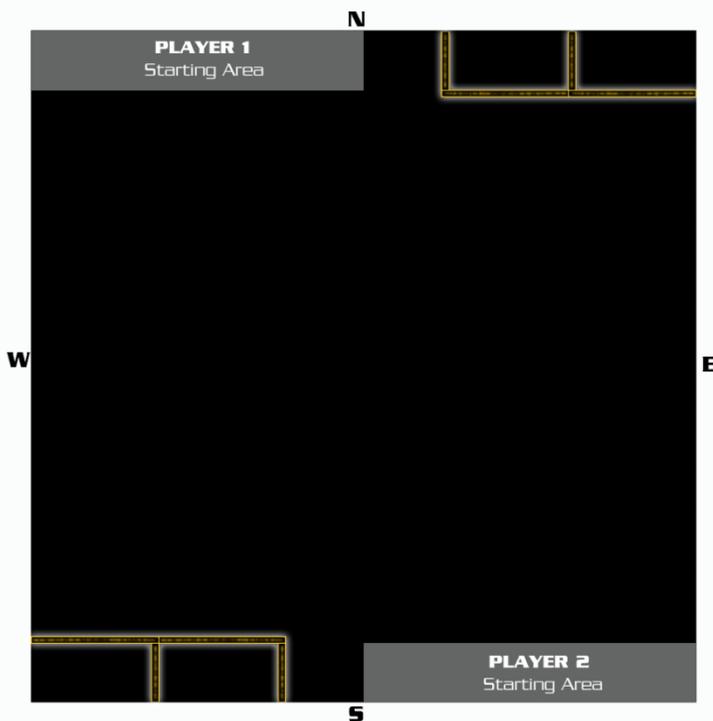


# STAR TREK™: ATTACK WING The Original Series OP Event

## Overview: The Tholian Web

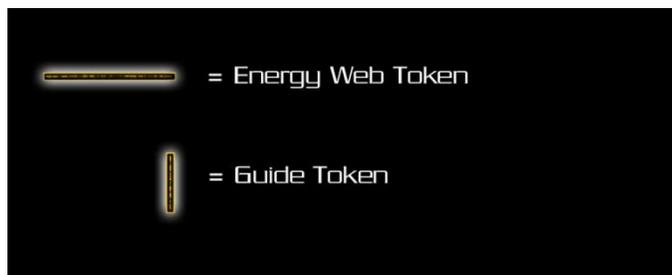
While responding to a distress signal in an uncharted sector, you quickly learn that it was a trap and find yourself engaged in combat with enemy ships. Unbeknownst to both fleets, your battle has taken you into an annex of the Tholian Assembly and Tholian ships have begun weaving a deadly energy web around your fleets. Your only chance to survive is to defeat your enemy before the web is completed and hope that your remaining ships can escape the powerful draw of the Tholian Web.

### SET UP



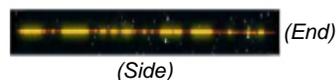
- Place one ENERGY LINE, consisting of 2 Energy Web Tokens (EWT), in the NE corner of the play area. This Energy Line should touch the E edge and be parallel to the N edge exactly 4" from the N edge (see "CREATING THE STARTING ENERGY LINES" below).
- Place a 2nd ENERGY LINE, consisting of 2 Energy Web Tokens (EWT), in the SW corner of the play area. This Energy Line should touch the W edge and be parallel to the S edge exactly 4" from the S edge (see "CREATING THE STARTING ENERGY LINES" below).
- Players then set up as in a standard 2-player game with the following exceptions:

The starting area for Player 1 is 4" x 18" along the N edge of the play area starting from the W edge and the starting area for Player 2 is 4" x 18" along the S edge of the play area starting from the E edge.



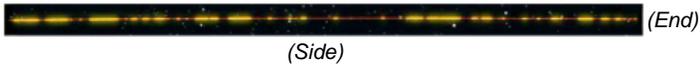
### SPECIAL RULES

#### GUIDE TOKENS



Guide Tokens are used to place new Energy Web Tokens (EWT) in the play area. Guide Tokens will be moved forward along each Energy Line as new EWTs are added. Guide Tokens remain at the end of each Energy Line and are treated as EWTs with regards to movement and damage (see below).

# ENERGY WEB TOKENS (EWT)



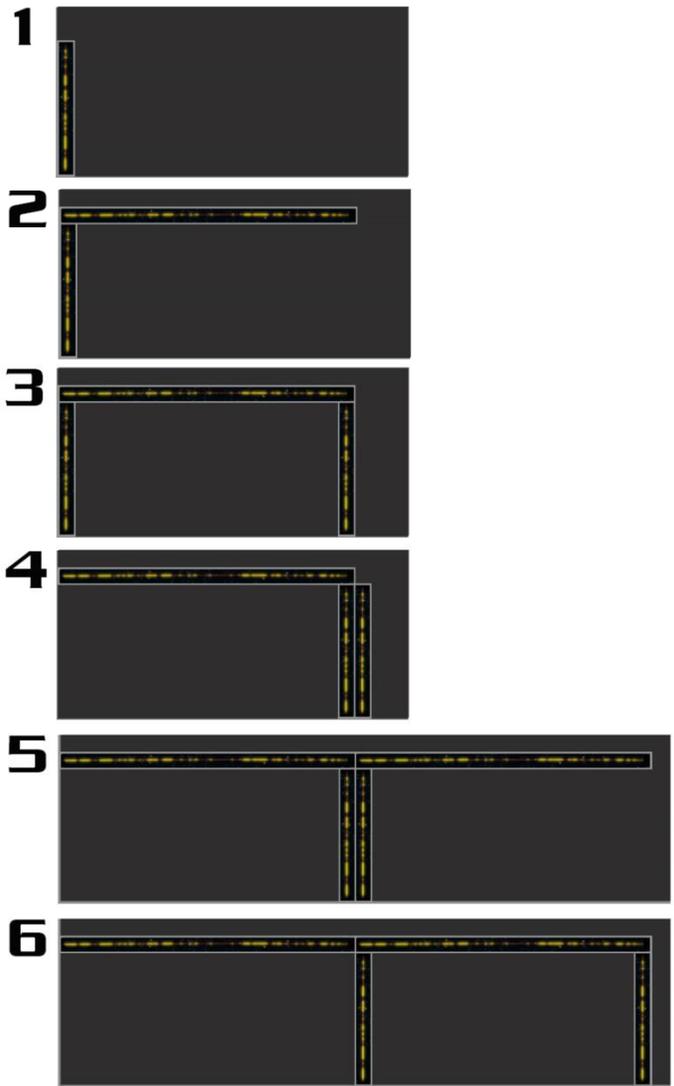
EWTs are placed in the play area to form ENERGY LINES. At the beginning of the game, two Energy Lines are created with 2 EWTs in each line (see “CREATING THE STARTING ENERGY LINES” below). NOTE: Energy Lines are considered to be the edge of the play area.

EWTs are treated as Obstacles with the following exceptions:

A ship whose base or Maneuver Template overlaps an EWT or a Guide Token is immediately destroyed. A ship is also destroyed if, at the end of a round, an EWT or a Guide Token is placed on top of that ship's base.

## CREATING THE STARTING ENERGY LINES (Each player should follow these steps)

- 1) Place a Guide Token in the corner of the play area that is nearest to you and to your left (as you are facing it). The side of the Guide Token should be parallel to and touching the left edge. The end of the Guide Token should be parallel to and touching the edge nearest to you (see example 1).
- 2) Place an EWT so that the side of it is perpendicular to and touching the end of the Guide Token and the end of it is parallel to and touching the left edge (see example 2). NOTE: The end of the EWT that is touching the left edge is considered the “**beginning**” of the Energy Line, and the other end of it is considered the “**end**” of the Energy Line.
- 3) Place a 2<sup>nd</sup> Guide Token at the end of the Energy Line so that it is perpendicular to the EWT. The ends of this Guide Token should touch the EWT and the edge of the play area nearest to you (see example 3).
- 4) Remove the Guide Token that is closest to the beginning of the Energy Line and place it so that it is parallel to and touching the Guide Token at the end of the Energy Line. One end of this Guide Token should be touching the edge of the play area (see example 4).
- 5) Place a 2<sup>nd</sup> EWT so that it lays end-to-end with the last EWT that was placed and perpendicular to the Guide Tokens. The EWT should be touching both the end of the last EWT and the end of the last Guide Token (see example 5).
- 6) Then remove the Guide Token that is closest to the beginning of the Energy Line and place it at the end of the Energy Line so that it is perpendicular to the last EWT. The ends of this Guide Token should touch the EWT and the edge of the play area (see example 6).



## ADDING NEW EWTs TO AN ENERGY LINE

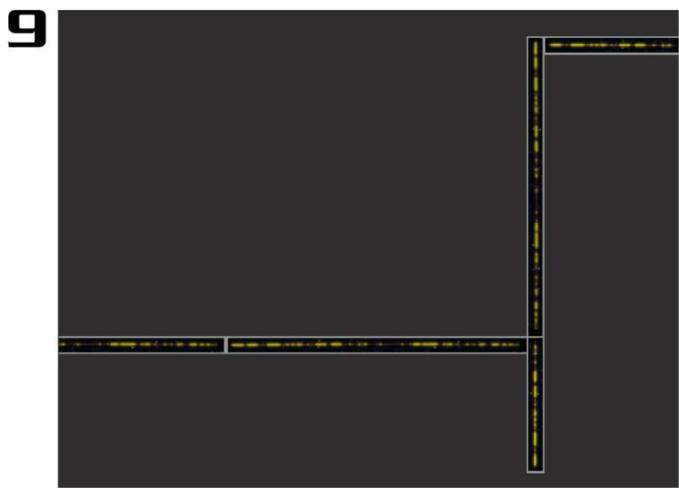
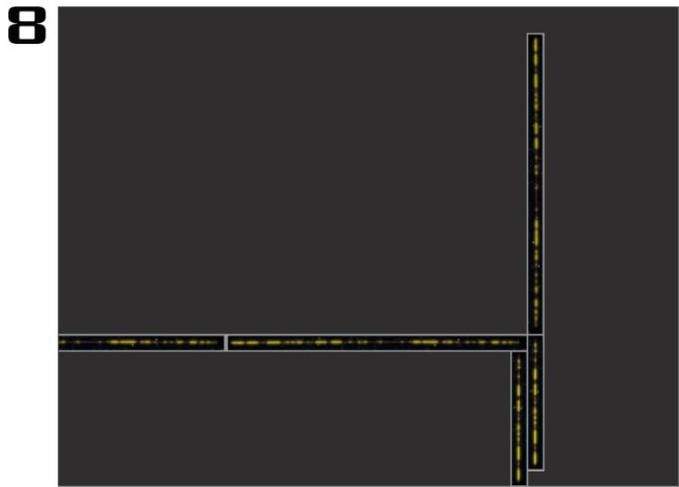
At the end of each Round, 2 EWTs are added to each of the Energy Lines until the Web is completed (i.e. there are no more EWTs to be placed). To add new EWTs to an Energy Line, follow steps 4 through 6 above.

## ADDING NEW EWTs TO AN ENERGY LINE AT A CORNER

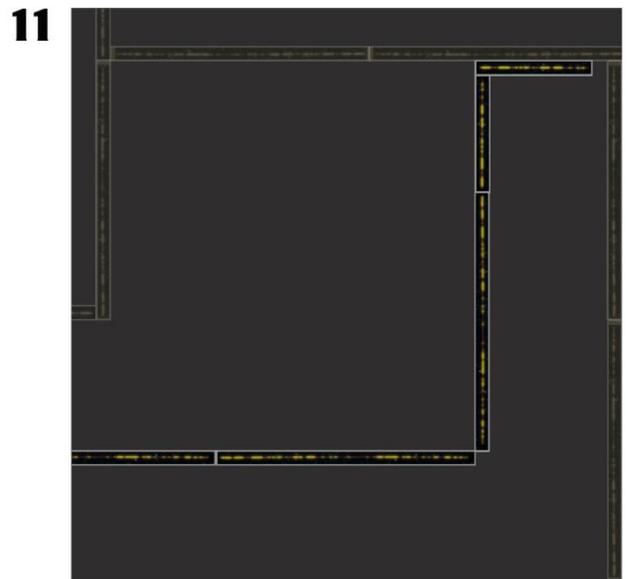
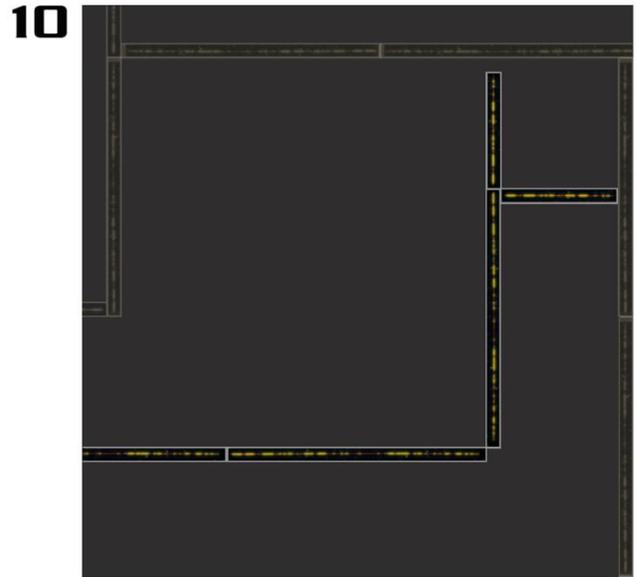
If placing an EWT would cause it to fall outside of the play area or overlap another EWT, follow these steps instead of the previous steps:

- 7) Remove the Guide Token that is closest to the beginning of the Energy Line and place it so that it is parallel to and touching the Guide Token at the end of the Energy Line. One end of this Guide Token should be even with the side of the last EWT (see example 7).
- 8) Place an EWT so that it lies perpendicular to the last EWT that was placed and parallel to the last Guide Token. The end of the new EWT should be touching the end of the last Guide Token and the sides of both of these tokens should be even (see example 8).

9) Remove the Guide Token that is closest to the beginning of the Energy Line and place it at the end of the Energy Line so that it is perpendicular to the last EWT. The ends of this Guide Token should touch the EWT and the edge of the play area (see example 9).



11) Then remove the other Guide Token and place it at the end of the Energy Line so that it lays perpendicular to the Energy Line (i.e. the last Guide Token). The end of this Guide Token should be even with the side of the last EWT and the side this Guide Token should touch the edge of the play area (see example 11).



## COMPLETING THE WEB

When the last of the EWTs have been placed, follow these last 2 steps to complete the Web:

10) Remove the Guide Token that is closest to the beginning of the Energy Line and place it at the end of the Energy Line so that it lays end-to-end with the last EWT. The end of this Guide Token now represents the end of the Energy Line (see example 10).

Once the Web is complete, no more EWTs are placed and players must finish the battle in the 12" x 12" play area created by the Web.

## OBJECTIVE

Destroy all of your opponent's ships, while not being destroyed by the Tholian Energy Webs.

# STAR TREK: ATTACK WING

## The Tholian Web: The Original Series OP Event 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 OP Event'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 OP Event 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.

**MAP ELEMENTS:** We recommend that the 3 highest ranked players from that OP Event should receive 1 full set of the Map Elements used for the tournament.