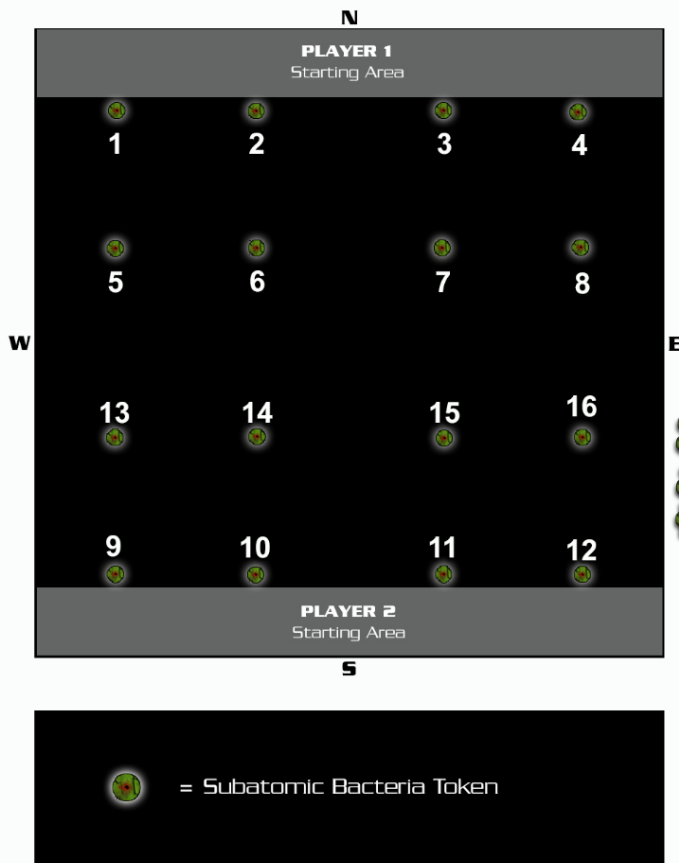


STAR TREK™: ATTACK WING The Next Generation OP Event

Overview: A Matter of Honor

While participating in an officer exchange program, your fleet has become engaged with an enemy fleet and an unknown substance has been discovered on the hulls of the ships of both fleets. The substance is a rare subatomic bacteria capable of doubling in size at a rapid rate and reacting with compounds in the structures of your ships' hulls. If not treated, it will destroy the ships, but a method has been found to remove this destructive bacteria using a tunneling neutrino beam. Will your fleet be able to survive both the enemy fleet and the subatomic bacteria?

SET UP



- Place 16 of the Subatomic Bacteria Tokens (SBT) in the play area as follows:
 - Place 1 SBT so there is exactly 4" between it and the N and W edges.
 - Place 1 SBT so there is exactly 4" between it and the N edge and 12" between it and the W edge.
 - Place 1 SBT so there is exactly 4" between it and the N edge and 12" between it and the E edge.
 - Place 1 SBT so there is exactly 4" between it and the N and E edges.
 - Place 1 SBT so there is exactly 12" between it and the N edge and 4" between it and the W edge.
 - Place 1 SBT so there is exactly 12" between it and the N edge and 12" between it and the W edge.
 - Place 1 SBT so there is exactly 12" between it and the N edge and 12" between it and the E edge.
 - Place 1 SBT so there is exactly 12" between it and the N edge and 4" between it and the E edge.

9-16) Repeat steps 1-8 except change the "N" edge to the "S" edge in each step.

- Place 1 of the remaining SBTs on top of every one of both player's Ship Cards.
- Place the remainder of the SBTs in a pile beside the play area. This will be referred to as the "supply".
- The players then set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play).

OFFICER EXCHANGE PROGRAM

Prior to the battle, during the Fleet Build, each player may assign one of his cards (Captain, Admiral or **[Crew]** Upgrade) to each of his ships without paying the Faction Penalty for that card.

SUBATOMIC BACTERIA TOKENS (SBT)

These tokens are not treated as obstacles with regards to movement or combat.

DURING THE PLANNING PHASE of every round, each ship checks for Hull damage by rolling 1 attack die for every SBT on its Ship Card.

- If at least 1 **[Hit]** or **[Critical Hit]** result is rolled, that ship suffers 1 damage to its Hull.
- If at least 2 **[Critical Hit]** results are rolled, that ship suffers 1 critical damage to its Hull.
- If at least 1 **[Battle Stations]** result is rolled, add 1 SBT from the supply to the Ship Card.

NOTE: A ship can only suffer 1 damage (normal or critical) per round from SBTs regardless of the number of **[Hit]** or **[Critical Hit]** results that are rolled.

TUNNELING NEUTRINO BEAM

DURING THE ACTIVATION PHASE, instead of performing its Action as normal, a ship may perform one of the following Actions:

ACTION: Target a friendly ship at Range 1 (or your ship). Target ship removes 1 SBT from its Ship Card. Place an Auxiliary Power Token beside your ship and the target ship (only 1 if your ship is the target ship).

OR

ACTION: Target a friendly ship at Range 1 (or your ship) and roll 3 Attack Dice. Remove 1 SBT from the target ship's Ship Card for every **[Hit]** or **[Critical Hit]** result.

Any SBTs removed from Ship Cards are placed in the supply pile beside the play area.

INCREASING THE SBTs

DURING THE END PHASE of every Round, check to see if each ship receives new/additional SBTs as follows:

- 1) If a ship is within Range 1 of any edge of the play area, that ship adds 1 SBT from the supply to its Ship Card,

OR

- 2) If a ship's base is overlapping or within Range 1 of a SBT, remove that SBT from the play area and place it on top of that ship's Ship Card.

NOTE: If multiple ships are overlapping or within Range 1 of the same SBT, remove that SBT from the play area and place it on top of the Ship Card of the ship that is nearest to it. Each other ship adds 1 SBT from the supply to its Ship Card.

OR

- 3) If a ship is within Range 1 of any other ship that has at least 1 SBT on its Ship Card, that ship adds 1 SBT from the supply to its Ship Card.

At any time, if a player is supposed to take a SBT from the supply and there are no SBTs left in the supply, no SBT is placed on that player's Ship Card, but he immediately rolls for Hull damage as though there were 1 SBT on his Ship Card (see Subatomic Bacteria Tokens above).

THE GAME ENDS WHEN:

- 1) The time limit is reached, OR
- 2) One player has no ships left in the play area during any Planning Phase (i.e. that player's last ship is destroyed by the SBTs during the Planning Phase). In this case, the player with any ship(s) left in the play area is the winner. OR
- 3) Both players have no ships left in the play area at any time. 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: For every ship in a player's surviving fleet that has a Captain, Admiral or **[Crew]** Upgrade card assigned to it of a different faction than the ship's faction, that player gains +5 Fleet Points.

BONUS: For every Captain, Admiral or **[Crew]** Upgrade card of a different faction than the ship's faction that was discarded to use for its text ability and is underneath a ship in a player's surviving fleet, that player gains +5 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.

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			
Admiral	Admiral				Admiral			
Upgrades								
Total SP					Total SP			

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

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

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

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input 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)