# *STAR TREK™:* ATTACK WING The Next Generation OP Event

Overview: Peak Performance

In order to bring its forces to their peak performance level now that the Borg are an imminent threat, Starfleet has issued orders for all of the ships in its fleet to run battle simulations, creating scenarios in which newer, superior ships are battling older, weaker ones. In these simulations, all weapon systems are to be rendered harmless to prevent any actual damage from occurring. The Federation has enlisted the aid of the Zakdorn, a race known for their battle strategy, to help them in this endeavor. The Zakdorn Master Strategist Sirna Kolrami will run the simulations and assess the performance level of all the "combatants."

Set Up
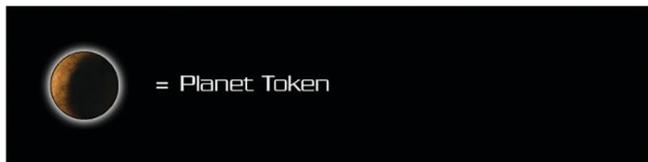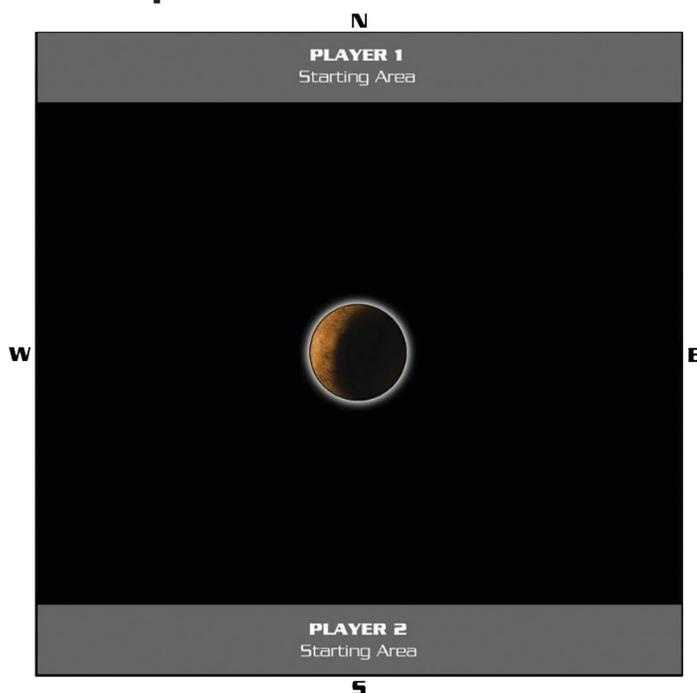
- Place the Planet Token directly in the center of the play area.

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

PLANET TOKEN

Treat this as a regular Planet Token (*see page 23 in the Rules of Play*).

BATTLE SIMULATION

In this event, players' ships combat each other in a battle simulation. In this simulation, ships do not actually get destroyed. During the battle, all damage is recorded normally. If a ship would be destroyed do the following instead:

- Remove the ship from the play area and place it on top of its Ship Card.

- Remove all Damage Cards assigned to the ship and shuffle them into the damage deck.

- Remove all Disabled Upgrade Tokens from all of the ship's disabled cards.

- Remove any Upgrade Cards discarded by the ship from the game.

- Remove any cards that did not start the game on the ship from the game.

- Place a Critical Hit Token on the ship's Ship Card *(see RETURNING SHIPS below)*.

RETURNING SHIPS

A ship that would be destroyed under normal circumstances will return to the simulation and continue battling. To do so, during the following Planning Phase, the ship's owner sets the ship up in his starting area, but not within Range 1 of any other ship, and continues play as normal.

When the ship returns to battle it comes into play with its Shields restored to its starting value -1 for each Critical Hit Token on its Ship Card.

NOTE: Any Upgrades that were stolen or assimilated from the ship do not return to that ship when it returns to battle.

SCORING THE BATTLE

During the battle simulation, players will be awarded Fleet Points each time an opponent's ship would be destroyed. A running tally will be kept during each battle. These Fleet Points are a substitution for how Fleet Points are normally calculated.

When a player would normally destroy a ship, they are awarded Fleet Points equal to that ship's total ship points.

Resources - If a resource is assigned to a fleet, a player is only awarded awarded Fleet Points for that resource when all of his opponent's ship's Ship Cards have at least one Critical Hit Token on them. NOTE: A resource is not removed from the game after it is scored.

Example 1 - Player 1 has a ship with a ship point total of 47 points (this includes all Captains, Admirals, Upgrades, and Resources assigned to a ship). Player 2 attacks Player 1's ship and deals an amount of damage that would destroy the ship under normal circumstances. Player 1 follows all steps in the BATTLE SIMULATION section above, and Player 2 is awarded 47 Fleet Points.

Example 2 - The Reinforcements Sideboard resource is assigned to Player 1's fleet, which consists of three ships. Two of the three ships in Player 1's fleet already have a Critical Hit Token on their Ship Card. Player 2 makes an attack against the last opposing ship without a Critical Hit Token on its Ship Card and deals an amount of damage that would destroy that ship under normal circumstances. Player 1 follows all steps in the BATTLE SIMULATION section above, and Player 2 is awarded Fleet Points for the ship equal to that ship's ship point total and 10 points for the Reinforcements Sideboard resource.

THE GAME ENDS WHEN:

The game ends when the time limit is reached.

The player with the most Fleet Points at the end of the game wins the Battle Round.

OBJECTIVE

Have the most Fleet Points at the end of the game.

BONUS: Each player gains +5 Fleet Points for each Critical Hit Token on the opposing player's Ship Cards at the end of the game.

STAR TREK: ATTACK WING
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 calculated using the methods outlined in the above SCORING THE BATTLE section. 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.

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 🎯 results is the winner.

STAR TREK ATTACK WING

FLEET BUILD SHEET

WIZKIDS

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			
Admiral	Admiral				Admiral			
Upgrades								
Upgrade Types								
C=Crew								
E=Elite Talent								
T=Tech								
W=Weapon								
B=Borg								
S=Squadron								
		Total SP					**Total SP**	

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 3				Ship 4			
Captain	Captain				Captain			
Admiral	Admiral				Admiral			
Upgrades								
Upgrade Types								
C=Crew								
E=Elite Talent								
T=Tech								
W=Weapon								
B=Borg								
S=Squadron								
		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: ## After Battle Ends:

Battle Round	Opponent's Name	Opponent's Initials (Verify Build)	Your Result (W-L-B)	Your Fleet Points	Cumulative Fleet Points	Opponent's Initials (Verify Results)
1						
2						
3						