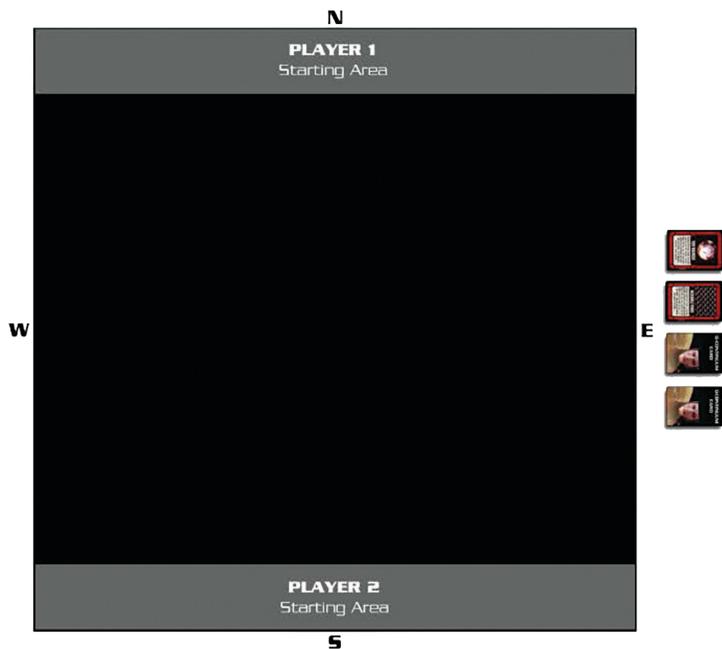


STAR TREK™: ATTACK WING The Q-Continuum OP Event

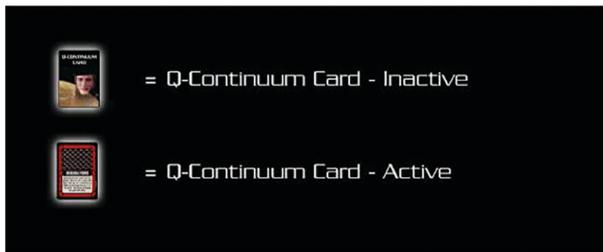
Overview: Encounter at Farpoint

While on a mission to planet Deneb IV to examine Farpoint Station, a mysterious starbase built by the inhabitants of Deneb IV, an omnipotent being calling himself “Q” places a powerful force field in your way, stopping your ships. He claims that you are a dangerous race and demands that you leave the system and when you start to go, he tells you that he will return to prosecute and judge you. As you continue your journey to Farpoint Station, your fleet is set upon by an enemy fleet, and the Honorable Judge Q begins his trials for both of your fleets. Can you defeat your opponent and complete your mission at Farpoint? Or will Q’s trials prove to be too much for you to handle?

Set Up



- Shuffle the 4 Q-Continuum Cards.
- Flip the top 2 Q-Continuum Cards and place them beside the play area.
- The players then set up using the Standard 2-Player Rules (see page 6 of the full Rules of Play).



SPECIAL RULES

Q-CONTINUUM CARDS

There are 4 Q-Continuum Cards in this event. These cards are kept in a stack beside the play area.

Q-Continuum Cards have a universal effect on the entire play area when they are “Active” and every ship in the play area must follow the rules on each Active Q-Continuum Card.

Two Q-Continuum Cards will be Active during each round of the battle (see below).

ACTIVATING Q-CONTINUUM CARDS

At the start of the game, shuffle the 4 Q-Continuum Cards. Take the top 2 cards and place them next to the play area face-up. These are the Active cards at the start of the battle.

Before the Planning Phase of each round, all 4 Q-Continuum Cards are shuffled together. Then, take the top 2 cards and place them next to the play area face-up.

Any Q-Continuum Card that is not face-up next to the play area is not Active.

HONORED JUDGE

If a ship is destroyed while its Captain Card or Upgrade Card are face-down, those cards count towards that player’s surviving Fleet. When the Honored Judge card is no longer active, the card(s) it flipped face-down are flipped face-up.

A POWERFUL MIND

Place an Auxiliary Power Token beside your ship even if it is a free Action.

INCREDIBLE POWER

This occurs every time a ship moves during the Activation Phase.

THE GAME ENDS WHEN one player is eliminated or the time limit is reached.

OBJECTIVE

Destroy all of your opponent’s ships.

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 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 🎲 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"/>					

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)