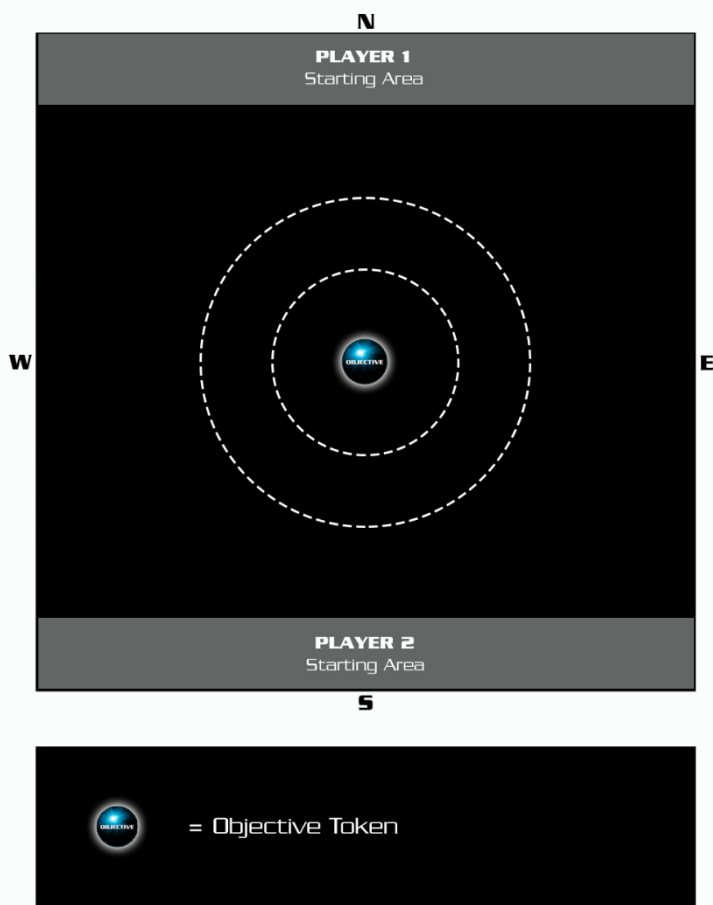


STAR TREK™: ATTACK WING The Q-Continuum OP Event

Month Three Overview: All Good Things

A trial of humanity that began years before by Q, which you thought had reached its conclusion, continues and your Captain finds himself shifting in time between the past, present and future as a result. A large spatial anomaly that appeared in the neutral zone in the Devron System, which is present in all three of these times, seems to be causing these temporal shifts and is connected in some way to this trial. You are told by command that there is a fleet wide yellow alert and you are sent with the other ships in your fleet to the neutral zone to investigate this anomaly. When your fleet arrives, it is set upon by an enemy fleet that has also entered the neutral zone.

SET UP



SPECIAL RULES

SPATIAL ANOMALY

The Objective Token represents the center of the spatial anomaly. Throughout the battle, both fleets will shift in time between the past, present and future. The size of the anomaly will change depending on which time frame it is in (i.e. the past, the present or the future).

- During "**The Future**", the size of the Anomaly is the Objective Token only.
- During "**The Present**", the size of the Anomaly is within Range 1 of the Objective Token (including the token itself).
- During "**The Past**", the size of the Anomaly is within Range 2 of the Objective Token (including the token itself).

The Mission Token is moved from one circle to another to remind players which time frame they are in during each round.

The game starts in "**The Present**".

STATIC WARP SHELL

When a ship executes a maneuver in which either the Maneuver Template or the ship's base physically overlaps the Anomaly (i.e. overlapping the Objective Token or within the appropriate Range of the Objective Token), that ship may forego its Perform Action step to create a Static Warp Shell. If it does not, that ship suffers 1 damage.

Each time a ship creates a Static Warp Shell, place 1 Mission Token (from the supply) in a stack beside that player's Ship Cards.

- Place 1 Objective Token directly in the center of the play area.
- Place a copy of the Time Chart (see below) beside the play area and place a Mission Token on the circle beside "The Present".
- The players then set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play). Place 1 Critical Hit Token beside each players' Ship Cards.

TIME SHIFT

During the End Phase of each round, roll 1 attack die and move the Mission Token to the appropriate circle on the Time Chart (see below). NOTE: This is the very last thing to occur in the End Phase.

If the Mission Token is on “**The Past**”:

- On a **blank** or [**Battle Stations**] result, move it to “The Present”, OR
- On a [**Hit**] or [**Critical Hit**] result, move it to “The Future”.

If the Mission Token is on “**The Present**”:

- On a **blank** or [**Battle Stations**] result, move it to “The Past”, OR
- On a [**Hit**] or [**Critical Hit**] result, move it to “The Future”.

If the Mission Token is on “**The Future**”:

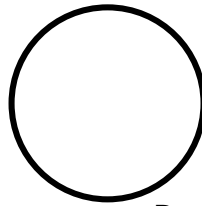
- On a **blank** or [**Battle Stations**] result, move it to “The Past”, OR
- On a [**Hit**] or [**Critical Hit**] result, move it to “The Present”.

After the Time Shifts, if there is not a Critical Hit Token beside your Ship Cards, place 1 Critical Hit Token beside your Ship Cards.

During each round, you may spend this Critical Hit Token to use 1 of the 2 abilities listed for the appropriate Time Shift on the Time Chart. NOTE: These abilities may be used for any ship in your fleet, but only for 1 of your ships each round.

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

TIME CHART

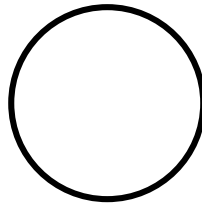


THE PAST:

- During the Planning Phase, remove 1 Disabled Upgrade Token from 1 of your Upgrade Cards.

OR

- During the Planning Phase, repair 1 damage to your Hull or Shields.

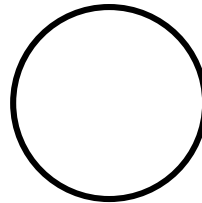


THE PRESENT:

- During the Roll Attack Dice step, you may set one of your attack dice on the result of your choice. This die cannot be rolled or re-rolled during that attack.

OR

- During the Modify Attack Dice step, you may re-roll any number of your attack dice.



THE FUTURE:

- During the Activation Phase, immediately before you move, you may change your chosen Maneuver.

OR

- During the Activation Phase, after you move, you may perform 1 of the Actions on your Action Bar as a free Action.

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: At the end of the game, each player gains +2 Fleet Points for each Static Warp Shell he/she created (i.e. each Mission Token in a player's stack).

Bonus: At the end of the game, the player that created the most Static Warp Shells (i.e. has the most Mission Tokens in his/her stack), collapses the Anomaly and gains +20 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**. Players must spend a number of Squadron Points (SP) to equip their fleet with a Resource. The SP cost of a Resource will be located on that Resource's reference card. During each OP Event, a new Resource will become available for players to choose from. Players may choose from among any available Resources. Players CANNOT change Resources between Battle Rounds. Once a player chooses a Resource, they must use that Resource for the entire Event.

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

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								
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
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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:

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)