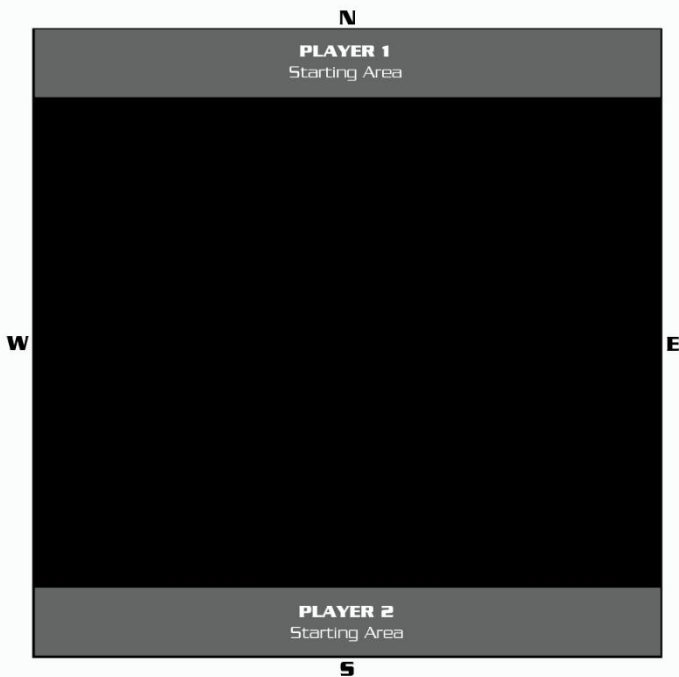


STAR TREK™: ATTACK WING The Original Series OP Event

Overview: Balance of Terror

While on a mission to investigate attacks against the outposts near the Romulan Neutral Zone, your fleet has discovered an enemy fleet heading back towards the Neutral Zone. You have your fleet follow the enemy into the Neutral Zone at a distance, mirroring their every move. Even though any act of aggression would be considered an act of war between your people, you decide to make your move and have your fleet attack. Will you outmaneuver and destroy your enemies? Or will they outwit you and claim victory for themselves?

SET UP



- At the start of the game, during Set Up, both players place a number of Mission Tokens on each of their Captain Cards equal to the SP cost of that Captain.
- The players then set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play).

SPECIAL RULES

SQUAD BUILDING

During the Gather Forces step, each ship may purchase one of its **[Crew]**, **[Elite Talent]**, **[Tech]**, or **[Weapon]** Upgrades for a cost of exactly 3 SP and place it face down beneath its Ship Card. This Upgrade must be of the same faction as the ship it is assigned to and have an SP cost of 5 or less. NOTE: The ship's Captain must be able to field an **[Elite Talent]** Upgrade in order to place an **[Elite Talent]** Upgrade beneath the card.

Each of these Upgrades remain face down until a player decides to use them, and then they are turned face up for the rest of the game.

If an invalid Upgrade is revealed, that ship is immediately destroyed.

The active ship may still perform an Action on its Action Bar and/or perform an attack with its Primary Weapon.

FOR EVERY CORRECT GUESS, the Mission Token that was spent to make the guess is placed in a stack beside his/her cards.

IF THE GUESS IS INCORRECT, the guessing player must place an Auxiliary Power Token beside his/her ship if both the speed and bearing were incorrectly guessed. If only one of these was guessed incorrectly, there is no penalty for the guessing player.

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

ANTICIPATING THE ENEMY'S MOVE

During the Activation Phase, before an opposing player's ship moves, a player may attempt to guess that ship's maneuver (speed and bearing).

To do so, the guessing player must choose one of his ships within Range 1-3 of the Active ship and spend a Mission Token from on top of that ship's Captain Card.

IF THE PLAYER CORRECTLY GUESSES the maneuver, the active ship cannot use any of its card abilities (including Actions and Attacks with secondary weapons) or perform any free Actions for that round.

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: At the end of the game, each player gains +10 Fleet Points for each Mission Token in the stack beside his/her cards (i.e. the number of correct guesses).

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

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
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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:

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)