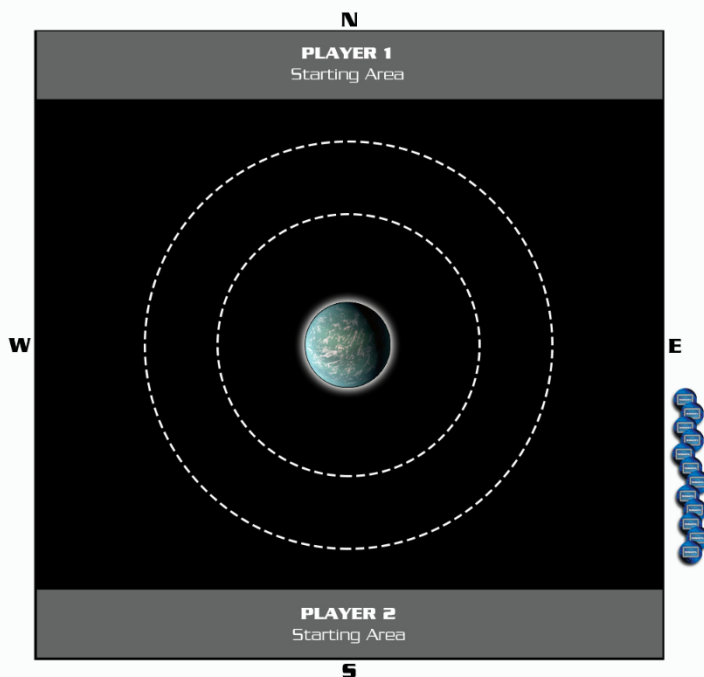


STAR TREK™: ATTACK WING The Temporal Cold War Storyline OP

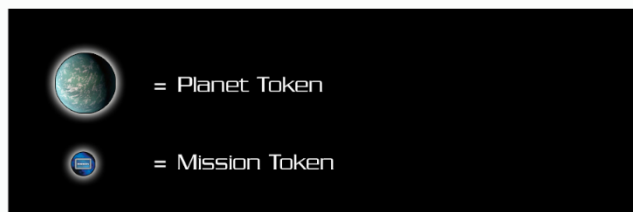
Month One Overview: Shockwave

While on a mission to meet with the colonists at the rapidly growing mining colony on the planet Paraagan II, your fleet is set upon by an enemy fleet. The level of tetrazine gas in the atmosphere is extremely dangerous and highly susceptible to explosion if exposed to sufficient heat. If your battle gets too close to the planet's surface, the colony will be destroyed.

SET UP



- Place the Planet Token directly in the center of the play area.
- Place 12 Mission Tokens in a stack 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

PLANET TOKEN

This token represents the planet, Paraagan II. Treat this as a regular Planet Token (see pg. 23 of the Rules of Play).

ATMOSPHERE

The Mission Tokens represent the increasing level of heat in the atmosphere of the planet.

Each time any ship that is within Range 1-2 of the Planet Token either fires a weapon (Primary or Secondary) or is attacked by a weapon (Primary or Secondary), remove one of the Mission Tokens from the stack beside the play area and place it on the Planet Token.

NOTE: Only 1 Mission Token is placed on the Planet Token per attack, even if both the attacking ship and the defending ship are within Range 1-2 of the Planet Token.

TETRAZINE GAS EXPLOSION

Once the atmosphere of the planet has attained a certain level of heat, there will be an explosion.

There are 2 ways for an explosion to occur:

- 1) Whenever a Mission Token is placed on the Planet Token, the player that performed the attack that caused the Mission Token to be placed rolls a number of attack dice equal to the number of Mission Tokens that are on the Planet Token (including the one that was just placed).

If a combination of at least 3 **[Hit]** or **[Critical Hit]** results are rolled, the tetrazine gas explodes, destroying the mining colony of Paragaan II.

OR

- 2) Once the last Mission Token is removed from the stack and placed on the Planet Token, the tetrazine gas immediately explodes, destroying the mining colony of Paragaan II.

Once the tetrazine gas explodes, no additional Mission Tokens are placed on the Planet Token for the remainder of the battle and every ship within Range 1 of the planet suffers 2 damage, and every ship within Range 2 of the planet suffers 1 damage.

NOTE: This damage is sustained immediately when the explosion occurs.

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

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: At the end of the game, the player whose opponent's ship was the closest ship to the Planet Token when it explodes, 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

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
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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)