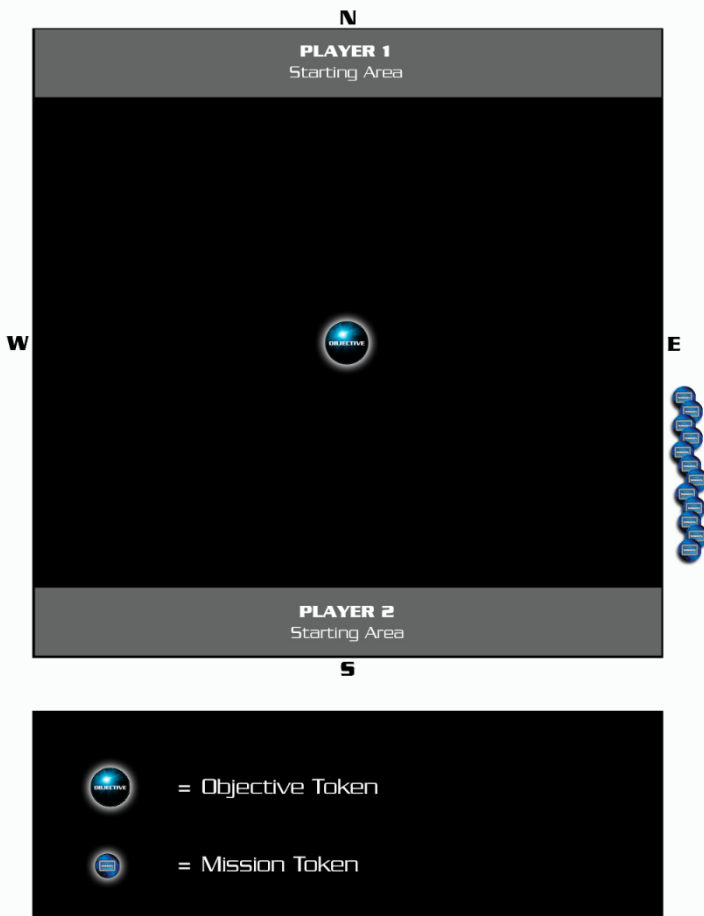


STAR TREK™: ATTACK WING The Temporal Cold War Storyline OP

Month Two Overview: Future Tense

You discover a small craft adrift in space, and conclude that it is apparently from the future. In order to study it further, you attempt to retrieve it, but as you do so, you are set upon by an enemy fleet. They, too, want to retrieve and study the ship, and so you are locked in a battle to control the small craft or, at the very least, to prevent the enemy from doing so.

SET UP



- Place an Objective 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

SMALL CRAFT

The Objective Token represents the small craft that is adrift in space. It is the objective of both fleets to control and retrieve this craft. Treat this token as a ship with the following restrictions:

- It may be attacked, but it cannot move, perform Actions, or attack and has the following stats:

Primary Weapon 0

Agility 0

Hull 1

Shields 0

- If a ship's base overlaps the token, the overlapping ship does not lose its "Perform Action" step.

CONTROLLING THE SMALL CRAFT

On any round after the first round, during the Activation Phase, a ship may attempt to control the small craft by using a tractor beam.

TRACTOR BEAM

Every ship that has a **[Tech]** Upgrade slot on its Upgrade Bar may attempt to use a Tractor Beam to control the small craft by using the following Action:

ACTION: If your ship is within Range 1 of the Objective Token, place a Red Target Lock Token on top of the Objective Token and the corresponding Blue Target Lock Token beside your ship.

NOTE: Any number of ships may have the small craft in a tractor beam at the same time (i.e. have a target lock token on the Objective Token), but if more than 2 ships have the small craft in a tractor beam at the same time, the small craft might be destroyed.

If a ship uses its tractor beam while there are 2 or more Target Lock Tokens on the Objective Token, that ship rolls 1 attack die for each Target Lock Token over 2 on the Objective Token. If a **[Critical Hit]** result is rolled, the small craft is destroyed.

At the end of each Activation Phase, if only 1 ship has the small craft in a tractor beam, that ship is considered to be in control of the small craft and that ship's player places 1 Mission Token beside his/her Ship Cards.

During the Planning Phase, a ship that has the small craft in a tractor beam and chooses to maintain its tractor beam, does not select a maneuver for that round and cannot move during the Activation Phase. It may still perform its Action and/or attack.

LOSING A TRACTOR BEAM

There are 2 ways to lose a tractor beam:

- 1) During the Planning Phase, a ship may voluntarily lose its tractor beam (i.e. remove its Target Lock Tokens). If it does so, it may select a maneuver and move normally that round. OR
- 2) If a ship that has the small craft in its tractor beam is hit, after the attack is completed, that ship must see if it has maintained its tractor beam.

The ship that was hit rolls 5 defense dice and the attacking ship rolls 5 attack dice. If the attacking ship rolls a number of **[Battle Stations]** results equal to or exceeding the number of **[Battle Stations]** results rolled by the ship that was hit, the tractor beam is disrupted and that ship's Target Lock Tokens are removed.

RETRIEVING THE SMALL CRAFT

During the Activation Phase, if a ship has control of the small craft (i.e. is the only ship with a Target Lock Token on the Objective Token), that ship may perform the following Action:

ACTION: Remove the Objective Token from the play area and place it on your Ship Card. Your ship has retrieved the small craft.

Once the small craft is retrieved, it is considered to be deployed to the retrieving ship and can no longer be targeted by anything. If the retrieving ship is destroyed, the small craft is destroyed as well.

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, each player gains +5 Fleet Points for each Mission Token that is beside his/her Ship Cards.

Bonus: At the end of the game, if a ship retrieved the small craft that ship's player gains +20 Fleet Points.

Penalty: If a player destroys the small craft by attacking it while it is still in the play area (and not yet retrieved) or with a tractor beam, at the end of the game, that player loses 10 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 **XIN**=Xindi **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)