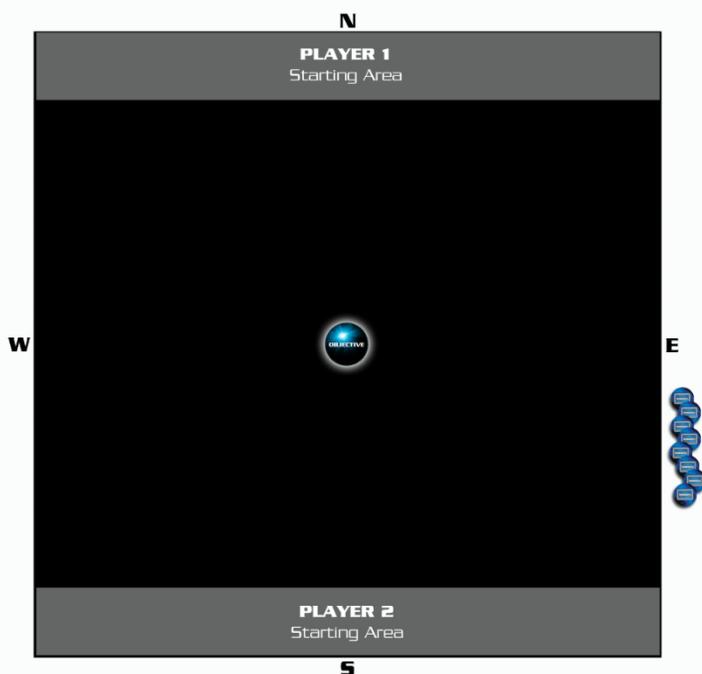


STAR TREK™: ATTACK WING The Temporal Cold War Storyline OP

Month Three Overview: Zero Hour

The Sphere Builders have lost the confidence of some of the Xindi species, and so they have convinced the Xindi-Reptilians and the Xindi-Insectoids that they will become the dominant species if they steal the Xindi Super Weapon and use it to attack the Earth. While a fleet is sent to intercept the weapon, another enters the spatial anomalies in the Delphic Expanse to disable Sphere 41 and cause a chain reaction that would result in the destruction of the entire Sphere network. Your fleet enters the transformed space anomaly to find and destroy Sphere 41.

SET UP



- Place an Objective Token directly in the center of the play area.
- Place 8 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

SPHERE 41

The Objective Token represents Sphere 41. It has a cloaking barrier and is difficult to find.

Treat it as a ship with the following stats:

Primary Weapon: 2 Agility: 0

Hull: 8 Shields: 8

It will attack every ship within Range 1 each round. It always attacks last.

When it defends, if there is not a **[Scan]** Token beside the attacking ship, the Sphere rolls +4 defense dice.

SPECIAL RULES

ANOMALY

The entire play area is considered to be a spatial anomaly. While in the anomaly, all ships have the following restrictions:

- 1) Every round, during the Planning Phase, every ship must either discard 1 **[Crew]** Upgrade, 1 Captain or suffer 1 damage.
- 2) After performing a **[Scan]** Action, place an Auxiliary Power Token beside your ship.
- 3) You may only spend your Target Lock Token to perform attacks with secondary weapons. You cannot use them to re-roll dice.
- 4) When attacking a ship with your Primary Weapon at Range 1, you do not roll an extra attack die.
- 5) When attacking a ship with your Primary Weapon at Range 2, the defending ship rolls +1 defense die.
- 6) When attacking a ship with your Primary Weapon at Range 3, the defending ship rolls +2 defense dice.
- 7) When attacking Sphere 41, you roll 1 less attack die unless there is a **[Scan]** Token beside your ship.

NEUROLEPTIC COMPOUND

The anomaly is hazardous to your ships and your entire crew would be dead upon entering it. A neuroleptic compound was developed that will allow your ships a short amount of time to accomplish the mission.

During the End Phase of every round, remove 1 Mission Token from the stack beside the play area from the game.

When there are no more Mission Tokens in the stack the game ends and all ships left in the play area are considered destroyed.

DAMAGING THE SPHERE

Keep track of the Sphere's damage beside the play area.

If it is destroyed, the space is returned to normal and there will be no more penalties from the anomaly for the rest of the game. If this happens, no more Mission Tokens are removed from the stack.

THE GAME ENDS WHEN one player is eliminated, the time limit is reached or the last Mission Token is removed from the stack beside the play area.

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: At the end of the game, the player that destroyed Sphere 41 (i.e. inflicted the final damage to it), gains +25 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								
<i>Upgrade Types</i>								
C=Crew								
E=Elite Talent								
T=Tech								
W=Weapon								
B=Borg								
S=Squadron								
Total SP					Total SP			

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 3				Ship 4			
Captain	Captain				Captain			
Admiral	Admiral				Admiral			
Upgrades								
<i>Upgrade Types</i>								
C=Crew								
E=Elite Talent								
T=Tech								
W=Weapon								
B=Borg								
S=Squadron								
Total SP					Total SP			

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"/>					

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)