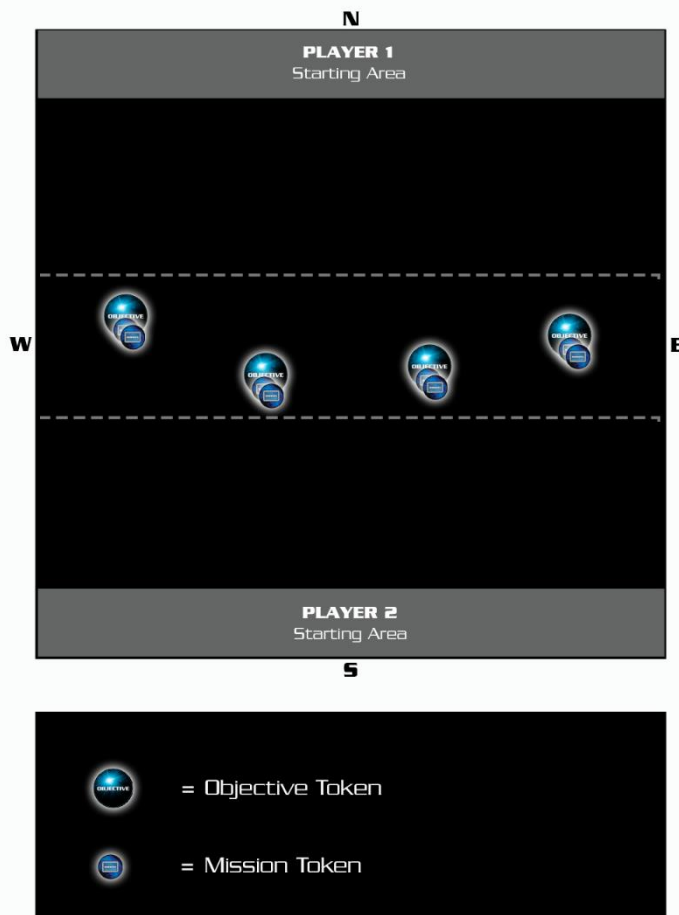


STAR TREK™: ATTACK WING The Voyager OP Event

Overview: The Void

Your fleet is hit by a graviton surge and is pulled through a funnel into the void, a region of space that is devoid of stars and planets. This anomaly is a closed structure encased by an inert layer of subspace. The outer circumference is approximately 9 light years and matter and energy cannot penetrate it. In addition, your ships are being drained of energy at 10 times the normal rate. Suddenly, you find yourself attacked by other ships that are trapped in the void and your food and technological resources are being stolen by the attacking ships. All new arrivals always try to escape the void, but nothing seems to be able to breach it. And so, they all turn into thieves and killers. Welcome to the void.

SET UP



- Each player, in turn, starting with the highest ranked player, places 1 Objective Token in the play area until 4 Objective Tokens have been placed. Objective Tokens must be placed in an 8" x 36" area centered N to S in the center of the play area and no Objective Token may be placed within Range 1 of the E or W edges of the play area or another Objective Token. These Tokens represent destroyed ships that are floating adrift in the void.
- Each player places 3 Mission Tokens in a stack on top of each of his/her Ship Cards.
- Place 2 Mission Tokens in a stack on top of each Objective Token. These Tokens represent a ship's Resources.
- The players then set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play).

SPECIAL RULES

THE VOID

The entire play area is considered to be a part of the anomaly known as “the void”. The nature of the void causes a ship to use its energy at an accelerated rate.

During the End Phase of every round each ship must perform one of the following options:

- 1) Remove one of the Mission Tokens from on top of its Ship Card from the game, OR
- 2) Disable one of its Upgrades, OR
- 3) Suffer one damage to its Hull or Shields.

Players may choose which of these options to perform each round and may choose a different option for each of his/her ships.

In addition, if a ship executes a maneuver with a speed greater than 3, that ship must immediately perform one of the above options. NOTE: That ship must still perform another one of the above options during the End Phase as normal.

CONSERVE ENERGY

A ship may spend its Action to remove all Disabled Upgrade Tokens from all of its disabled Upgrades. That ship cannot perform any free Actions and cannot attack during the round in which it uses this ability. In addition, place an Auxiliary Power Token beside that ship.

RESOURCES

The Mission Tokens represent a ship’s Resources (food, technologies, etc.). On your turn, you may attempt to steal Resources from another ship.

During the Activation Phase a ship that is within Range 1-2 of another ship or an Objective Token may perform the following Action:

ACTION: Target 1 ship or 1 Objective Token that is within Range 1-2 of your ship. Steal 1 Mission Token from on top of the target ship’s Ship Card or all of the Mission Tokens from on top of the target Objective Token and place them on top of your Ship Card. If the target ship is not Cloaked and has no Active Shields, you may steal all of that ship’s Mission Tokens and place them on your Ship Card.

If a ship is destroyed, all of the Resources on that ship (i.e. the Mission Tokens on that Ship Card) are destroyed as well.

DESTROYED SHIPS

The Objective Tokens represent destroyed ships that are floating adrift in the void. Treat these Tokens as Obstacles (*see page 22 of the Full Rules of Play*).

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 on his/her Ship Cards.

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:

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)