

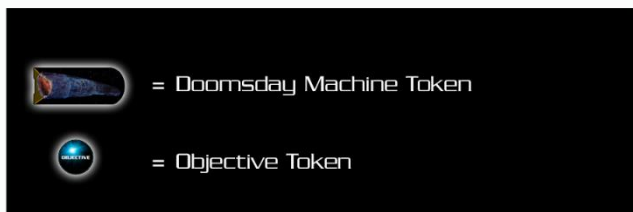
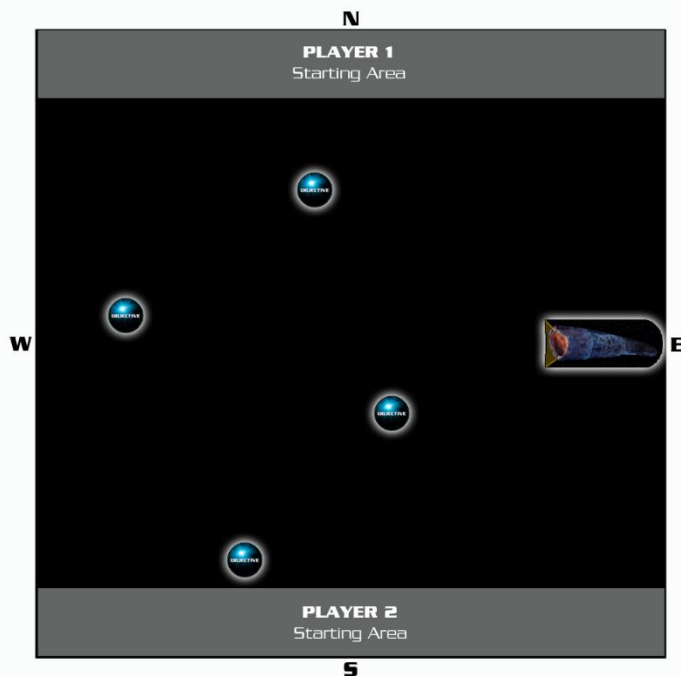
STAR TREK™: ATTACK WING The Original Series OP Event

Overview: The Doomsday Machine

While responding to an automated distress beacon in the Kandari Sector of the Alpha Quadrant, you find that all of the planets in the L-370 and L-374 systems have been destroyed. Suddenly, your fleet is set upon by an enemy fleet. While your battle continues, you discover what destroyed the two systems. An automated, self-sustaining doomsday machine approaches both of your fleets and begins focusing its attention on your ships.

Can you destroy this “planet killer” and survive the battle? Or will both of your fleets be destroyed by the deadly machine’s anti-proton beams?

SET UP



- Place the Doomsday Machine Token in the play area centered from N to S so that the rear of the Token touches the E edge of the play area and the front of the Token faces the center of the play area.
- Each player, in turn, starting with the highest ranked player, places 2 Objective Tokens in the play area. These Tokens cannot be placed within Range 1 of any edge of the play area or within Range 1-3 of any other Token (including the Doomsday Machine Token).
- The players then set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play).

SPECIAL RULES

DEBRIS

The Objective Tokens represent the debris from the planets that were destroyed. Treat these as Obstacles (see page 22 of the Rules of Play).

If the Doomsday Machine Token (DMT) overlaps an Objective Token, remove the Objective Token from play and repair 2 damage to the DMT.

DOOMSDAY MACHINE TOKEN

The Domsday Machine Token (DMT) has a front and a rear of the Token. The front of the Token has a guide and a forward firing arc. The rounded end of the Token is the rear. The DMT is considered an enemy ship and has the following stats:

Primary Weapon: 8

Agility: 0

Hull: 10

Shields: 0

- Whenever the DMT targets a ship, remove any blue Target Lock Token beside the DMT and the corresponding red Target Lock Token from the ship that was previously targeted. Then, place a blue Target Lock Token beside the DMT and the corresponding red Target Lock Token beside the ship that attacked. NOTE: These tokens cannot be used to re-roll dice and do not have any other function except to show which ship the DMT is targeting.
- Each turn, at the end of the Activation Phase after all other ships have moved, if the DMT does not already have a ship targeted, it targets the nearest ship within Range 1-3. Then, the DMT must move towards the ship it has targeted.
- The opposing player of the target ship chooses a maneuver with a speed of 1 (straight, bank or turn) and moves the DMT using the front guide of the Token towards the target ship as follows. Place the chosen Maneuver Template in the guide on the front of the DMT. Place a second Maneuver Template at the end of the chosen Maneuver Template so that it sits flush against it. Then, while holding the second Maneuver Template firmly in place, remove the chosen Maneuver Template. While still holding the second Maneuver Template firmly in place, slide the DMT across the play area until the end of the second Maneuver Template fits fully into the guide so that it is flush against it. Then, remove the second Maneuver Template.

- If the DMT executes a Maneuver that would cause its final position to overlap the base of a ship, the DMT moves back along its Maneuver Template as normal. If the overlapped ship has a Hull of 7 or less, that ship suffers 2 damage.
- The DMT cannot perform Actions.

The DMT can be attacked and destroyed, but has the following special abilities:

- Any attack that does not strike the front edge of the DMT does no damage to the DMT.
- The DMT does not sustain critical damage. Treat all critical damage inflicted on the DMT as normal damage.
- When the DMT is attacked, it targets the attacking ship.
- At the end of each End Phase, the DMT repairs 2 damage to its hull.

During the Combat Phase of every round, the DMT will attack as follows:

- The DMT always attacks last and has a 90° forward firing arc.
- The DMT will attack the ship that it has targeted, if possible. If the targeted ship is not within its forward firing arc and within Range 1-3, it will target and attack the nearest ship within Range 1-3 in its forward firing arc.
- This attack is considered to be made with a Primary Weapon and Range bonuses apply.
- Whenever a player is defending against the DMT, the opposing player rolls the DMT's attack dice.
- Whenever a ship targeted by the DMT is destroyed, remove the blue Target Lock Token beside the DMT and the corresponding red Target Lock Token from the ship that was destroyed.

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 that destroys the Domsday Machine Token (i.e. inflicts the 10th damage to the DMT) 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
T=Tech
W=Weapon
B=Borg
S=Squadron

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)