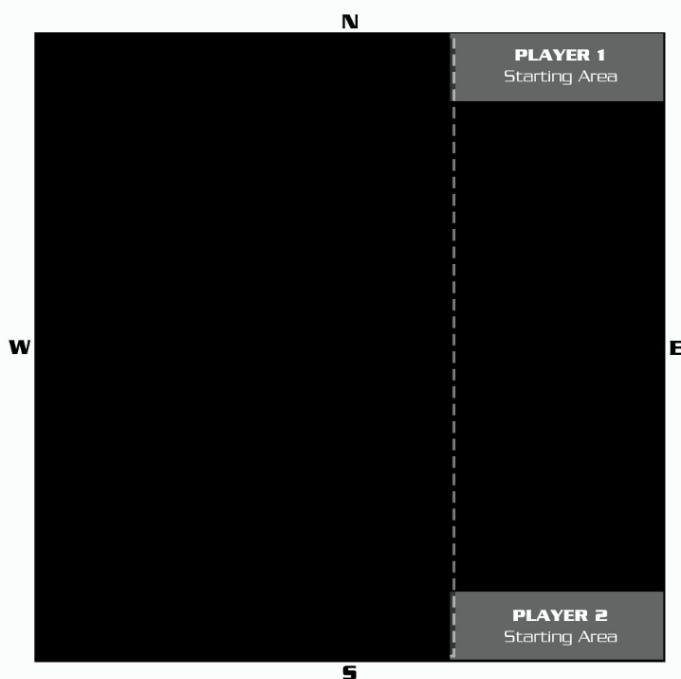


# STAR TREK™: ATTACK WING The Classic Movies Storyline OP

## Month One Overview: The Wrath of Khan

*Your fleet encounters an enemy fleet outside of the Mutara Nebula. Being made up of mostly ionized gases, the static discharges contained within this interstellar dust cloud will not allow your ships' sensors and shields to function properly while they are within the nebula. It will take high levels of skill, experience and intelligence to do battle within such an environment. Will your fleet have what it takes to enter into such a battle?*

### SET UP



### SPECIAL RULES

#### OPEN SPACE

The 12" x 36" area along the E edge of the play area (i.e. the players' starting areas and the 12" x 28" area between them) is considered "open space".

A ship that is in open space cannot:

- 1) Attack or be attacked by a ship that is inside the Mutara Nebula.
- 2) Target Lock a ship that is inside the Mutara Nebula.
- 3) Target or be targeted by an Action or text ability on a ship that is inside the Mutara Nebula.

#### THE MUTARA NEBULA

The 24" x 36" area along the W edge of the play area is considered to be part of the Mutara Nebula. A ship is considered to be inside the Nebula if any part of its base is within this area.

While inside the Nebula:

- 1) A ship must immediately disable all of its Shields and discard its **[Cloak]** Token, if any, upon entering the Nebula. A ship cannot enable its Shields during the End Phase while that ship remains inside the Nebula.

- The players set up using the Standard 2-Player Rules (see page 6 of the Full Rules of Play) with the following exception:
  - The starting area for Player 1 is a 12" x 4" area in the NE corner along the N edge of the play area.
  - The starting area for Player 2 is a 12" x 4" area in the SE corner along the S edge of the play area.

- 2) A ship cannot perform the **[Target Lock]**, **[Scan]**, or **[Cloak]** Actions.
- 3) A ship may perform the **[Sensor Echo]** Action if that ship performed a Maneuver with a speed of 3 or less, even though that ship is not Cloaked and even if the **[Sensor Echo]** Action is not listed on that ship's Action Bar.

A ship that performed a maneuver with a speed of 1 may use a 1, 2 or 3 **[Straight]** Maneuver Template when performing the **[Sensor Echo]** Action.

A ship that performed a maneuver with a speed of 2 may use a 1 or 2 **[Straight]** Maneuver Template when performing the **[Sensor Echo]** Action.

A ship that performed a maneuver with a speed of 3 may use a 1 **[Straight]** Maneuver Template when performing the **[Sensor Echo]** Action.

- 4) A ship rolls +2 defense dice.
- 5) A ship cannot perform any attacks beyond Range 1. NOTE: You still receive the normal +1 attack die for attacking with your Primary Weapon at Range 1.
- 6) A ship may fire any Secondary Weapons that can only be fired at Range 2-3 at a ship at Range 1, but the attacking ship will sustain damage equal to the damage it inflicts minus 1. NOTE: A ship cannot take critical damage from its own attacks.

If the Secondary Weapon requires that the attacking ship have the defending ship target locked, it may still fire that weapon, but the defending ship rolls an additional +3 defense dice. The attacking ship must discard the Secondary Weapon Upgrade when the attack is completed.

- 7) A ship that overlaps another ship at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the other ship. This ship cannot perform any Actions this round.

In addition, both ships must roll a number of defense dice equal to  $\frac{1}{2}$  of their Captain's Skill Number (rounded up). Each ship sustains 2 damage to its Hull, minus 1 damage for every **[Evade]** result (min 0).

If a ship is destroyed while inside the Mutara Nebula, the attacking player places 1 Mission Token beside his/her Ship Cards.

These Mission Tokens represent the number of ships a player's ships have destroyed for end game scoring.

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 beside that player's Ship Cards (i.e. each opposing ship that was destroyed inside the Mutara Nebula).

**Bonus:** At the end of the game, the player with the most Mission Tokens beside his/her Ship Cards gains an additional + 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

### 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								
<u>Upgrade Types</u>								
C=Crew								
E=Elite Talent								
T=Tech								
W=Weapon								
B=Borg								
S=Squadron								
<b>Total SP</b>					<b>Total SP</b>			

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

**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
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*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)