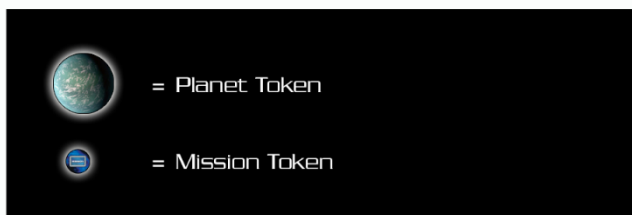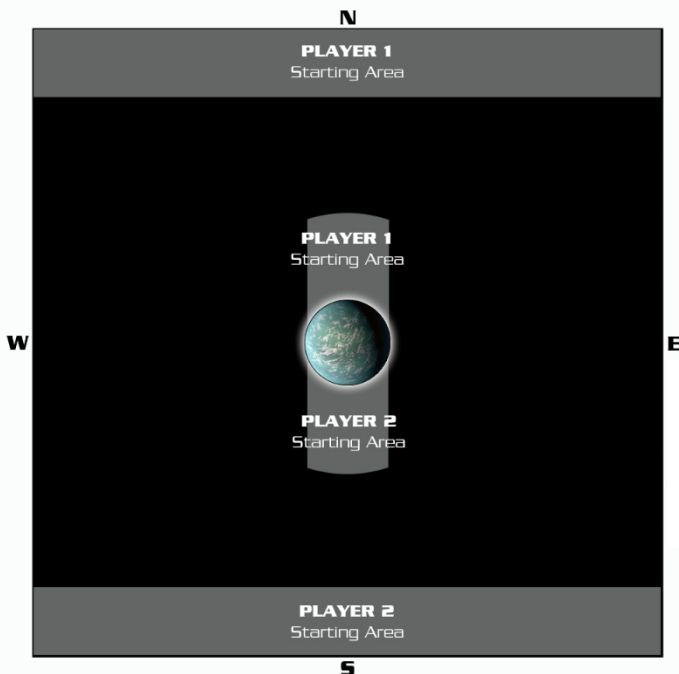# STAR TREK™: ATTACK WING The Classic Movies Storyline OP

Month Two Overview: The Search For Spock

The Genesis planet was created when Khan Noonien Singh detonated the Genesis Device in the Mutara Sector in an attempt to kill Admiral James T. Kirk. The planet is growing very rapidly and you have sent an away team to the planet's surface to study it. While your away team is on the planet, your fleet is set upon by an enemy fleet who has sent its own away team to the planet's surface. Can you retrieve your away team before the volatile planet or the enemy's away team destroys them?

SET UP

- **N**
- PLAYER 1 Starting Area
- PLAYER 1 Starting Area
- **W**
- **E**
- PLAYER 2 Starting Area
- PLAYER 2 Starting Area
- **S**

= Planet Token

= Mission Token

- Place the Planet Token directly in the center of the play area.

- The players then set up using the Standard 2-Player Rules *(see page 6 of the Full Rules of Play)* with the following exception:

  - Player 1 must place one of his/her ships to the N of the Planet Token, within Range 1 of the Planet Token.

  - Player 2 must place one of his/her ships to the S of the Planet Token, within Range 1 of the Planet Token.

  - Neither of these ships may start E or W of the Planet Token (i.e. no part of either ships' base may be closer to the E or W edges of the play area than the Planet Token).

  - Each player then places his/her Away Team cards beside his/her Ship Cards (see below).

SPECIAL RULE

THE GENESIS PLANET

Treat this as a regular Planet Token *(see page 23 in the Rules of Play)*. Any ship within Range 1-2 of the Genesis planet may perform the following Action:

> **ACTION:** If your ship is not Cloaked, disable all of your remaining Shields and then remove 1 of the members of your Away Team from the planet (i.e. the stack of **[Crew]** Upgrades beside your Ship Cards) and deploy it to your ship, even if it exceeds your ship's restrictions. Place 1 Mission Token beside your Ship Cards.

The volatile nature of the Genesis Planet may cause damage to your ships and/or your Away Teams. At the end of each End Phase:

1) Each ship within Range 1 of the Planet Token rolls 2 attack dice and suffers 1 damage for each **[Hit]** or **[Critical Hit]** result.

2) Each player rolls a number of defense dice equal to the number of members left in its Away Team. If a player rolls at least 1 **[Evade]** result, that player's Away Team is safe. Otherwise, that player must remove 1 member of its Away Team from the game.

AWAY TEAM

At the start of the game, during the Gather Forces step of Setup, each player must choose an additional 6 **[Crew]** Upgrades and place them in a stack beside his/her Ship Cards. These cards are the members of both players' Away Teams. While these cards are in this stack, they are considered to be on the planet and cannot use any of the text abilities listed on their cards. NOTE: These cards are in addition to the normal Fleet Build for this event and the total SP for all 6 of these cards cannot exceed 24 SP.

During the Combat Phase, when it is a ship's turn to attack, if the ship is within Range 1-2 of the Genesis Planet, that ship's player may choose to forego that ship's attack and instead attack with his Away Team.

The attacker rolls 1 attack die for each member of his Away Team (max 2). The defender then rolls 1 defense die for each member of his Away Team (max 2).

For each un-canceled **[Hit]** or **[Critical Hit]** result, the defending player must remove 1 member of his/her Away Team from the game (defender's choice).

NOTE: A ship does not have to have an opponent in its firing arc to forego its attack.

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 Away Team member that was retrieved from the planet).

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.

STAR TREK ATTACK WING

FLEET BUILD SHEET

WIZK!DS

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								
Upgrade Types								
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								
Upgrade Types								
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
[ ]	+	[ ]	+	[ ]	+	[ ]	+	[ ]	=	[ ]

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)