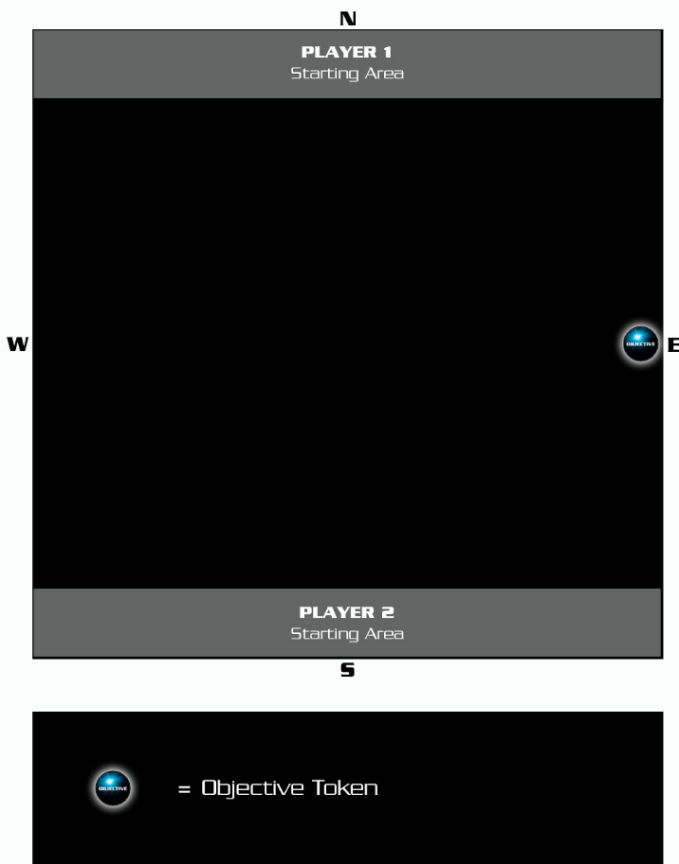# STAR TREK™: ATTACK WING The Classic Movies Storyline OP

Month Three Overview: The Voyage Home

While you are battling with an enemy fleet, an alien probe enters your sector. This probe is draining the power from everything that it comes in contact with and none of your efforts have had any effect on it. The probe seems to be on a course towards the Earth. Can you avoid this strange probe and defeat your enemy? Or will you be left powerless in space?

SET UP

- Place the Objective Token centered N to S in the play area so that it touches the E edge of 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

THE ALIEN PROBE

The Objective Token represents the Alien Probe as it moves across the play area towards the Earth. Treat this as a ship that does not perform any Actions, cannot attack or be attacked, and cannot be affected by the players' ships in any way.

Each round, at the end of every End Phase, the Alien Probe moves in a straight line across the play area until it exits through the W edge of the play area.

To move the Alien Probe, place a 2 **[straight]** Maneuver Template next to the edge of the Objective Token that is nearest to the W edge of the play area. While holding the template in place, lift the Objective Token off the play surface. Then place it at the opposite end of the template, so that the edge of the Token that is nearest to the E edge of the play area touches the template. NOTE: The Objective Token should remain centered N to S at all times.

If the Alien Probe overlaps another ship's base, that ship is destroyed immediately.

POWER DRAIN

The Alien Probe drains the power from ships that are too close to it as follows:

DURING THE PLANNING PHASE:

- A ship that is within Range 2 of the Alien Probe at the start of the Planning Phase cannot choose a maneuver from its Maneuver Dial that has a speed greater than 2.

- A ship that is within Range 1 of the Alien Probe at the start of the Planning Phase does not choose a maneuver and cannot move.

DURING THE ACTIVATION PHASE:

- If a ship executes a maneuver that would cause the final position of its base to end within Range 2 of the Alien Probe, the ship loses its "Perform Action" step.

- If a ship executes a maneuver that would cause the final position of its base to end within Range 1 of the Alien Probe, the ship places Auxiliary Power Token beside it and loses its "Perform Action" step.

- If a ship executes a maneuver that would cause the final position of its base to overlap the Alien Probe, move the Active ship backward along the top of the template until it no longer overlaps the Alien Probe. The ship

then suffers 2 damage, places Auxiliary Power Token beside it, and loses its "Perform Action" step.

DURING THE COMBAT PHASE:

- Any attacks made by a ship within Range 2 of the Alien Probe are made at -2 attack dice. Each time a ship within Range 2 of the Alien Probe defends, it rolls 1 less defense die.

- A ship that is within Range 1 of the Alien Probe cannot attack or defend. In addition, a cloaked ship within Range 1 of the Alien Probe must flip its [Cloak] Token over to its red side.

DURING THE END PHASE:

- A ship within Range 2 of the Alien Probe can only flip up to 2 of its Disabled Shield Tokens (red) back to their Active sides (blue).

- A ship within Range 1 of the Alien Probe cannot flip any of its Disabled Shield Tokens (red) back to their Active sides (blue).

THE GAME ENDS WHEN:

1) One player is eliminated, OR
2) The Alien Probe exits the play area through the W edge of the play area, OR
3) The time limit is reached.

OBJECTIVE

Destroy all of your opponent's ships.

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

WIZKIDS

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
	+		+		+		+		=	

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)