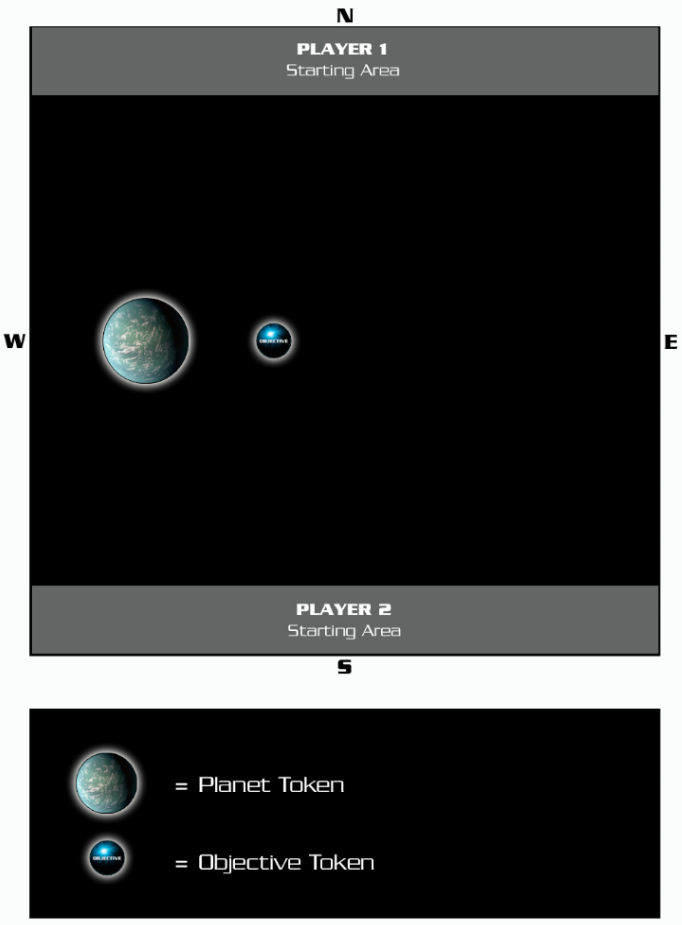
STAR TREK ™*:* ATTACK WING The Next Generation Series OP

Overview: Tin Man

Following the path of the Vega Nine probe, your fleet has travelled to the Beta Stromgren star system in order to try to make contact with an alien organism referred to as "Tin Man". Tin Man appears to be a "living" starship and is orbiting a star that is going to super nova. As you ready yourselves to make contact, your fleet is set upon by an enemy fleet which is also trying to make contact with Tin Man.

Will you be the first to make contact?

SET UP



- Place the Planet Token in the play area centered from N to S so that there is exactly 4" between it and the W edge of the play area.
- Place the Objective Token in the play area centered from N to S so that there is exactly 12" between it and the W 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

STAR

The Planet Token represents a star. It a complete obstruction for firing purposes and any ship that overlaps the star at the end of its movement is destroyed.

TIN MAN

The Objective Token represents "Tin Man". Treat this Token as a ship with the following stats:

Primary Weapon: 0

Agility: 0

Hull: 5

Shields: 5

Tin Man cannot move, perform Actions or attack, but if it is attacked, it immediately retaliates against the attacking ship by emitting an energy wave.

- Roll 6 attack dice. The attacking ship suffers normal damage for every **[Hit]** or **[Critical Hit]** result from these dice.

- Then roll 3 attack dice. Every other ship within Range 1-2 of Tin Man suffers normal damage for every **[Hit]** or **[Critical Hit]** result from these dice.

If an attack is made within Range 1-2 of Tin Man (i.e. either the attacking or defending ship is within Range 1-2 of Tin Man) an energy wave is also emitted from Tin Man.

- Roll 2 attack dice. Every ship within Range 1-2 of Tin Man suffers normal damage for every **[Hit]** or **[Critical Hit]** result.

NOTE: Ships cannot defend against the energy waves emitted from Tin Man.

MAKING CONTACT

If one of your ships that is within Range 1 of Tin Man performs a **[Scan]** Action, instead of placing a **[Scan]** Token beside it, you may place a Mission Token on that ship's Ship Card.

A ship within Range 1 of Tin Man may perform the following Action:

ACTION: Roll 1 attack die for each Mission Token on your Ship Card. If you roll at least 2 **[Hit]** results, you have made contact with Tin Man. Remove all of the Mission Tokens from that Ship Card and place 1 of them beside your Ship Cards. This represents that your fleet has made contact with Tin Man.

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 that makes contact with Tin Man gains +5 Fleet Points.

Bonus: At the end of the game, player that made contact with Tin Man first gains an additional +10 Fleet Points.

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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.

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STAR TREK ATTACK WING — FLEET BUILD SHEET

WIZKIDS

Tournament Information		Player Information	
Date		**Name**	
Event		**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)

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