

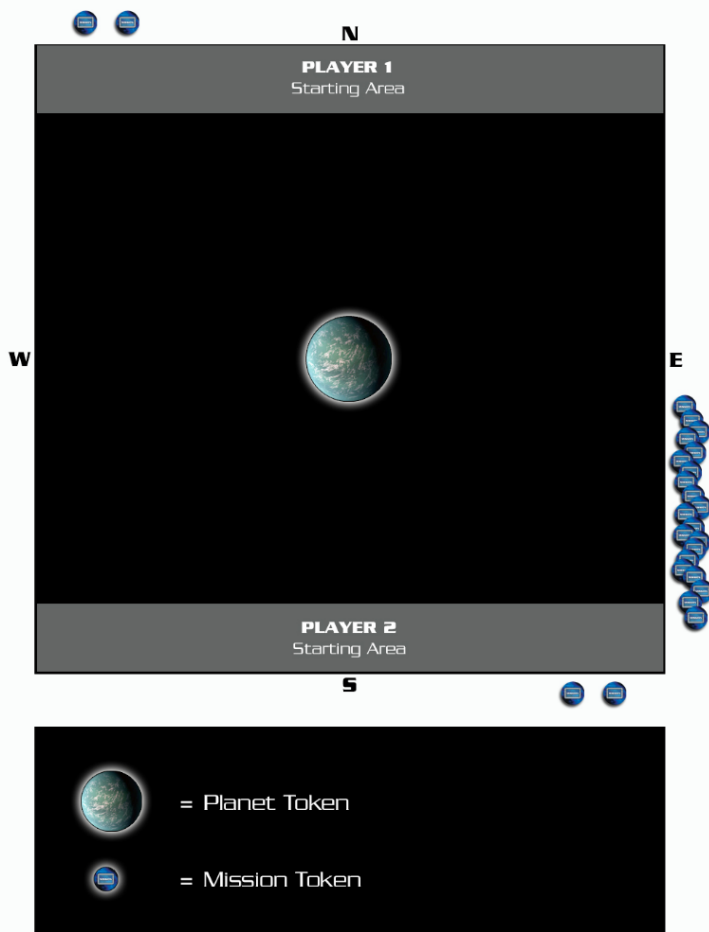
# STAR TREK™: ATTACK WING The Original Series OP Event

## Overview: The Trouble With Tribbles

While heading towards the disputed Sherman's Planet after a shore leave on Deep Space Station K7, your fleet is set upon by an enemy fleet that was also at the space station. Both fleets have brought some tribbles on board their ships from the station.

Will the small creatures cause problems for your fleet during the battle? Or will they help your ships to achieve victory?

### SET UP



- Place the Planet Token directly in the center of the play area.
- Place 24 Mission Tokens in a pile beside the play area. These Tokens represent Tribbles (see below). NOTE: There are considered to be an infinite number Tokens in this pile. If at any time there are not enough Tokens in this pile, add more Tokens to the pile.
- The players then set up using the Standard 2-Player Rules (see page 6 of the Rules of Play) with the following additional rules:
  - Each player must take 2 of the Mission Tokens from beside the play area and place them on 1 or 2 of his/her Ship Cards. A player may place:
    - Both Tokens on 1 Ship Card,
    - OR
    - 1 Token each on 2 different Ship Cards.

## SPECIAL RULES

### PLANET TOKEN

This token represents Sherman's Planet. Treat this as a regular Planet Token (see pg. 23 of the *Rules of Play*).

### TRIBBLES

The Mission Tokens represent Tribbles. When a Tribble Token is on a Ship Card, it is considered to be aboard that ship.

During the End Phase of each round, add 1 Tribble Token from the pile beside the play area to each ship that already has at least 1 Tribble Token aboard it.

Tribble Tokens affect players' ships as follows:

- While there are 1 or 2 Tribble Tokens aboard a ship, that ship rolls +1 attack die each time it attacks and +1 defense die each time it defends.
- While there are 3 or 4 Tribble Tokens aboard a ship, there is no effect.
- While there are 5 or more Tribble Tokens aboard a ship, that ship rolls -1 attack die each time it attacks and -1 defense die each time it defends.

- If a ship with any number of Tribble Tokens aboard it includes any Klingon Captains or **[Crew]** Upgrades, that ship cannot perform any free Actions and must place an Auxiliary Power Token beside it if it executes a maneuver with a speed of 3 or higher.
- A ship that has at least 1 Tribble Token aboard it gains the following Actions:

**ACTION:** If your ship is not Cloaked, disable all of your remaining Shields and target a ship at Range 1-2 that is not Cloaked and has no Active Shields. Place any number of your Tribble Tokens on the target ship's Ship Card.

OR

**ACTION:** If your ship is not Cloaked, disable all of your remaining Shields and target the Planet Token at Range 1-2. Place any number of your Tribble Tokens back in the pile beside the play area. Then place 1 Critical Hit Token beside your Ship Cards.

When using either of these Actions, a ship cannot transfer any Tribble Token(s) that it received that round.

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 with the fewest Critical Hit Tokens beside his/her Ship Cards 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
<b>Ship</b>	Ship 1				Ship 2			
	<b>Captain</b>	Captain			Captain			
	<b>Admiral</b>	Admiral			Admiral			
<b>Upgrades</b>								
<b>Total SP</b>					<b>Total SP</b>			

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
<b>Ship</b>	Ship 3				Ship 4			
	<b>Captain</b>	Captain			Captain			
	<b>Admiral</b>	Admiral			Admiral			
<b>Upgrades</b>								
<b>Total SP</b>					<b>Total SP</b>			

Upgrade Types  
**C**=Crew  
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**B**=Borg  
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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	<b>Total Build</b>
<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)