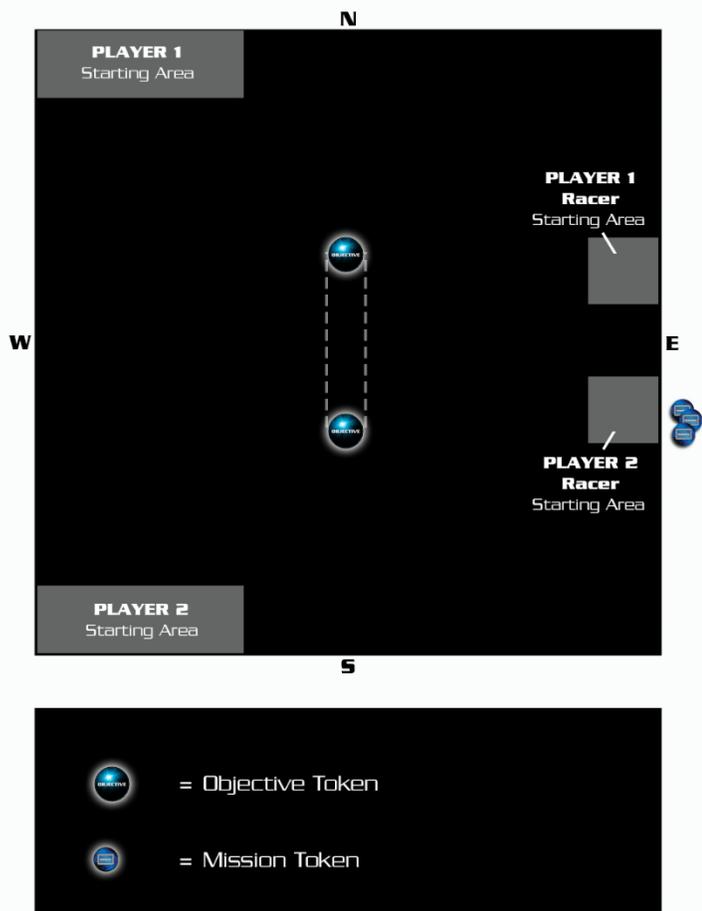# *STAR TREK™:* ATTACK WING Voyager OP Event

Overview: Drive

An enemy fleet waits to ambush your ship as you complete the end of the third segment of the Antarian Trans-stellar Rally, a race that covers 2.3 billion kilometers through obstacles that include dwarf star clusters and K-class anomalies.

Will your ship win the race and thwart the ambushers?

SET UP

N

PLAYER 1
Starting Area

PLAYER 1
Racer
Starting Area

W   E

PLAYER 2
Racer
Starting Area

PLAYER 2
Starting Area

S

= Objective Token

= Mission Token

- Place 1 Objective Token in the play area, centered from E to W so that there is exactly 12" between it and the N edge of the play area.

- Place 1 Objective Token in the play area, centered from E to W so that there is exactly 12" between it and the S 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)* with the following exceptions:

  - Player 1 sets their Racer *(see below)* in a 4" x 4" area along the E edge of the play area (which starts exactly 12" from the N edge) and all of their other ships in a 4" x 12" area in the NW corner of the play area.

  - Player 2 sets their Racer *(see below)* in a 4" x 4" area along the E edge of the play area (which starts exactly 12" from the S edge) and all of their other ships in a 4" x 12" area in the SW corner of the play area.

- Place 3 Mission Tokens in a stack beside the play area. At the end of Each End Phase, remove one Mission Token from the stack.

SPECIAL RULES

RACER

- Each fleet must include 1 ship that is considered to be its "Racer". These ships must have a Hull value of 3 or less.

- During Set Up, neither players' Racer can be facing directly N nor directly S and must be facing part of the W edge of the play area.

    - To determine if a ship is facing the W edge, choose one side of the ship's base. For this purpose, the side of the base extends all the way to the edge of the play area. If the line goes through the W edge, it is considered to be facing the W edge.

- During the Planning Phase, a Racer cannot choose a maneuver on its Maneuver Dial with a speed greater than 3 until:

    1) One or both Racers have crossed the finish line, OR

    2) There are no Mission Tokens left in the stack.

CROSSING THE FINISH LINE

The Objective Tokens and the space between the Objective Tokens represent the finish line. These are not Obstacles and are treated only as points in space.

When a ship executes a maneuver in which either the Maneuver Template or the ship's base physically overlaps one of the Objective Tokens or the space between the Objective Tokens, it is considered to have crossed the finish line.

NOTE: If a ship ends up beyond the Objective Tokens, but neither its Maneuver Template nor its base overlapped the finish line, that ship is considered to have not crossed the finish line.

WINNING THE RACE

Only a ship that crosses the finish line can be considered the winner of the race. The winner of the race is determined in one of 2 ways:

1) If one Racer crosses the finish line and the other does not, the ship that crossed the finish line is considered to be the winner, OR

2) If both Racers cross the finish line in the same round, the Racer that ends its move closer to the W edge of the play area is considered to be the winner.

The winning Racer immediately places an **[Evade]** Token beside its ship.

AMBUSHING FLEET

Neither players' ships (other than their Racers) can do anything until:

1) Their Racer has crossed the finish line, OR
2) The last Mission Token is removed from the stack.

Once a player's Racer crosses the finish line, that player may use the rest of their ships as normal.

NOTE: It is possible for 1 player to be able to use all of their ships in a round while the other cannot.

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 that won the race gains +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.