

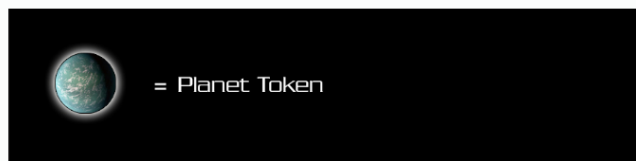
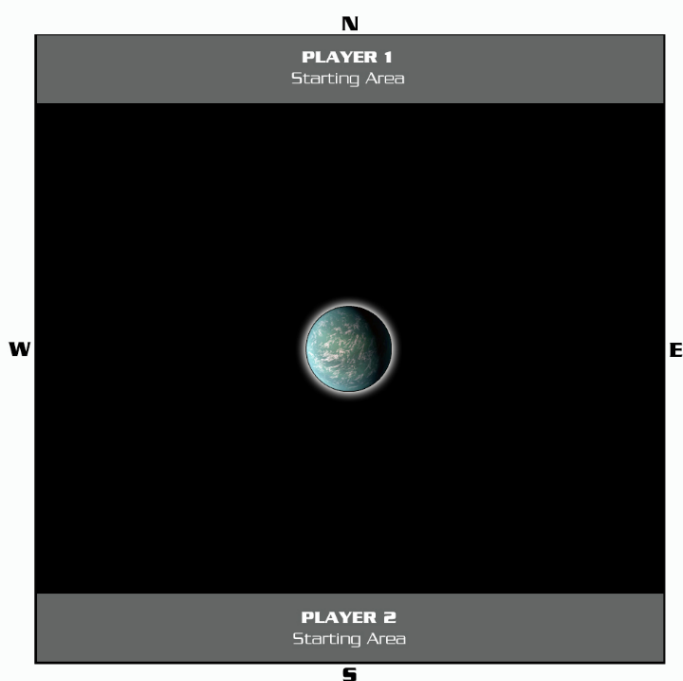
STAR TREK™: ATTACK WING The Klingon Civil War Storyline OP

Month One Overview: Attack on Gowron

The Rite of Succession has been completed and Gowron is named the new leader of the Klingon High Council. After boarding his flagship, Gowron prepares to leave Qo'noS, but is immediately set upon by an enemy fleet. The House of Duras does not agree with the decision of the Arbiter of Succession and attempts to kill Gowron.

Will they succeed? Or will Gowron's fleet thwart the assassination attempt?

SET UP



- 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).

SPECIAL RULES

KLINGON FLEET

Each player must include at least 1 Klingon Card (*Ship, Captain, Admiral or Upgrade*) in his/her fleet.

Every ship in a player's fleet costs -2 SP if that ship is either:

- 1) A Klingon ship

OR

- 2) A non-Klingon ship with at least one Klingon card assigned to it.

NOTE: This cost reduction is not cumulative. The maximum cost reduction per ship is -2 SP.

PLANET TOKEN

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

GOWRON

Each player must have Gowron assigned to a ship in his/her fleet. This can be accomplished in one of two ways:

- 1) **COVERTLY:** Prior to the start of the game, before any ships are set up, the player secretly records on a separate sheet of paper which ship in his/her fleet has Gowron assigned to it. There are no penalties, special abilities, or bonuses gained by Gowron being covertly assigned to a ship.

If this method is used, no Gowron card is physically assigned to a ship in that player's fleet, but Gowron is considered to be aboard that ship.

OR

- 2) **OPENLY:** The player assigns a Gowron Captain or Admiral Card to one of the ships in his/her fleet.

If this method is used, there is no cost for the Gowron Captain or Admiral Card.

TRANSFERRING GOWRON

During the Activation Phase, a ship that has Gowron aboard it may perform one of the following Actions to transfer Gowron to another ship in his/her fleet:

ACTION: If Gowron is OPENLY aboard your ship and your ship is not Cloaked and has no Active Shields, target a friendly ship at Range 1-2 that is not Cloaked and has no Active Shields. Remove the Gowron Card from your ship and assign it to the target ship. If the Gowron card is a Captain Card and there is another Captain Card already on the target ship, that ship must flip the Captain Card face down and use the Gowron Card as its new Captain. Your ship now has a Captain Skill of "1".

NOTE: If the target ship has an "Injured Captain" and/or a "Communications Failure" Critical Damage card assigned to it, those cards are flipped face down as well.

OR

ACTION: If Gowron is COVERTLY aboard your ship and your ship is not Cloaked and has no Active Shields, target a friendly ship at Range 1-2 that is not Cloaked and has no Active Shields. Gowron is now considered to be aboard that ship. You must adjust the separate sheet of paper to record this change.

NOTE: If this Action is used, Gowron is now considered to be "Openly" aboard the new ship for purposes of End Game scoring.

THE GAME ENDS WHEN one player is eliminated or the time limit is reached.

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: If a player destroys an opponent's ship with Gowron OPENLY aboard, at the end of the game, that player gains +10 Fleet Points.

Bonus: If a player destroys an opponent's ship with Gowron COVERTLY aboard, at the end of the game, that player 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

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									
<u>Upgrade Types</u>									
<i>C=Crew</i>									
<i>E=Elite Talent</i>									
<i>T=Tech</i>									
<i>W=Weapon</i>									
<i>B=Borg</i>									
<i>S=Squadron</i>									
	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									
<u>Upgrade Types</u>									
<i>C=Crew</i>									
<i>E=Elite Talent</i>									
<i>T=Tech</i>									
<i>W=Weapon</i>									
<i>B=Borg</i>									
<i>S=Squadron</i>									
	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	Ship 2	Ship 3	Ship 4	Resource	
Total SP	Total SP	Total SP	Total SP	Total SP	Total Build
<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)