

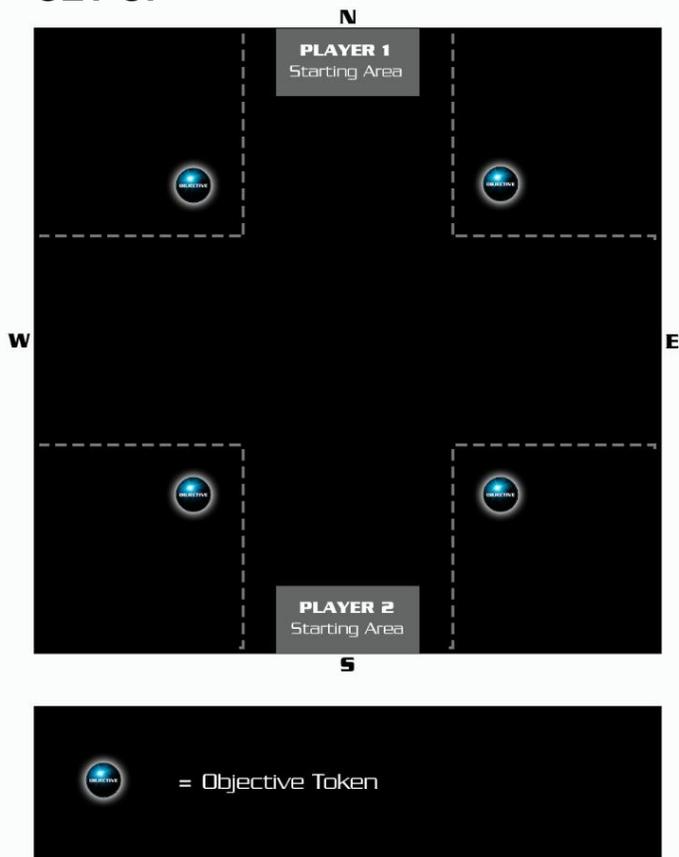
# STAR TREK™: ATTACK WING The Klingon Civil War Storyline OP

## Month Two Overview: Battle of Mempa

*The forces that remain loyal to Gowron and the forces of the House of Duras are engaging in the Mempa system and strong reinforcements will be the key to victory. Whoever wins this battle will gain control of the Mempa Sector and will have a decisive hold over the system.*

*Will your reinforcements arrive in time, or will you be routed by your opponent?*

### SET UP



- Place 1 Objective Token in the NE corner of the play area, so that there is exactly 8" between it and the N and E edges the play area.

Place 1 Objective Token in the NW corner of the play area, so that there is exactly 8" between it and the N and W edges the play area.

Place 1 Objective Token in the SW corner of the play area, so that there is exactly 8" between it and the S and W edges the play area.

Place 1 Objective Token in the SE corner of the play area, so that there is exactly 8" between it and the S and E edges the play area.

Objective Tokens only represent points in space and are used for reference only. They may be fired through and moved onto or through with no penalties.

- Each player begins the game with only one of his/her ships in the play area. This ship is set up in a 4" x 8" area centered E to W along the N and S edges of the play area.

All of the other ships begin the game on top of their respective Ship Cards. These ships are all considered "Reinforcement Ships". Place a Mission Token on top of each of these Ship Cards.

# 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.

## SECTORS

The play area is divided into 4 sectors and the Objective Tokens in the corners of the play area represent the center of each sector.

A ship is considered to be in a sector if it is within Range 2 of an Objective Token.

NOTE: If a ship is within Range 2 of two different Objective Tokens, the player must choose which sector it is in with regards to controlling a sector (*see below*).

## CONTROLLING A SECTOR

DURING THE PLANNING PHASE, the player with the most ships in a sector controls that sector.

If the controlling player does not already have one of his/her Mission Tokens on that sector's Objective Token, that player may bring one of his/her Reinforcement ships into play in that sector (*see below*).

Sector control for all 4 sectors is determined each round and the controlling player of each sector may change from round to round.

NOTE: If both players have an equal amount of ships in a sector, neither player controls the sector and no reinforcement ships can be brought into that sector that round.

## REINFORCEMENT SHIPS

Reinforcement ships that are brought into play are set up during the Planning Phase.

A reinforcement ship sets up in the corner of that player's controlled sector (*i.e. the 12" x 12" area in the appropriate corner of the play area*), but not within Range 1 of an opposing player's ship.

Once a reinforcement ship is claimed in a Sector, the controlling player removes the Mission Token from that ship's Ship Card and places it on the Objective Token in that Sector.

Each player may only bring one reinforcement ship into play from each Sector.

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 gains +5 Fleet Points for each of his/her Reinforcement Ships that entered the play area (*i.e. for each of his/her Mission Tokens that were placed on the Objective Tokens*).

**Bonus:** At the end of the game, the player that brought the most Reinforcement ships into play gains an additional +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.

Tournament Information

Date	
Event	

Player Information

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>										
<u>Upgrade Types</u>										
C=Crew										
E=Elite Talent										
T=Tech										
W=Weapon										
B=Borg										
S=Squadron										
<b>Total SP</b>						<b>Total SP</b>				

		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>										
<u>Upgrade Types</u>										
C=Crew										
E=Elite Talent										
T=Tech										
W=Weapon										
B=Borg										
S=Squadron										
<b>Total SP</b>						<b>Total SP</b>				

**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"/>					

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)