

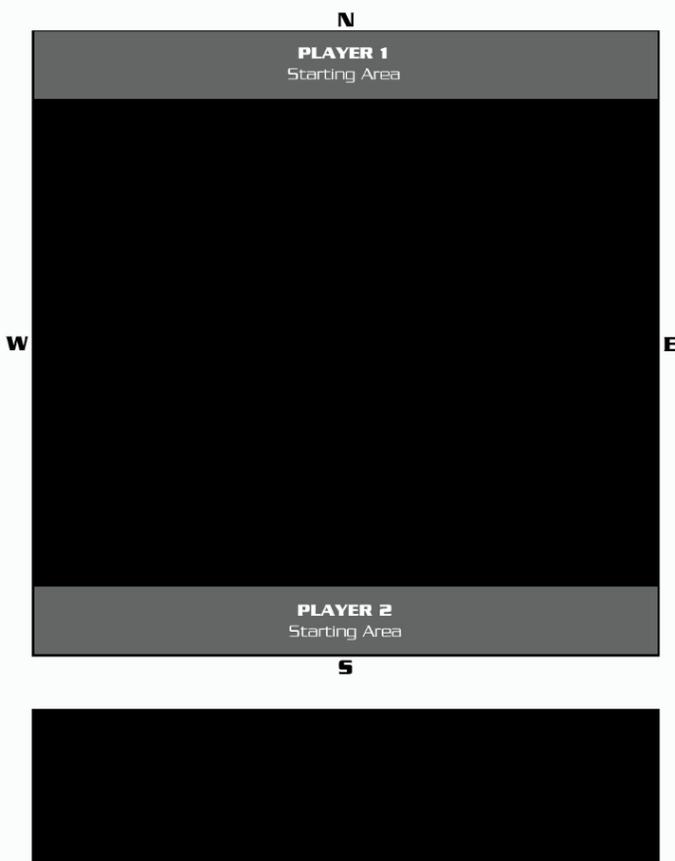
# STAR TREK™: ATTACK WING The Klingon Civil War Storyline OP

## Month Three Overview: Baiting the Romulans

*The Romulans have secretly been involved in the Klingon Civil War, lending aid to the House of Duras in their battle against the forces of Gowron. A plan has been devised to draw them out into the open and a tachyon detection grid has been set up that will reveal any cloaked ships that enter the sector.*

*Can you draw out and defeat the Romulan ships?*

### SET UP



- The players set up using the Standard 2-Player Rules (see page 6 of the *Full Rules of Play*) with the following exceptions:

1) If a player has more than one Romulan ship in his/her fleet, all of that player's Romulan ships must be set up within Range 1 of another Romulan ship.

AND

2) All of the player's non-Romulan ships must be set up on one side or the other (either E or W) of that player's Romulan ships.

NOTE: A player cannot have non-Romulan ships set up on both sides (E and W) of his/her Romulan ships.

## 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.

### ROMULAN ALLIANCE

Each fleet must include at least one Romulan ship with the **[Cloak]** Icon on its Action Bar.

All Romulan ships that have the **[Cloak]** Icon on their Action Bar cost -2 SP.

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

All of these Romulan ships begin the game already Cloaked.

In addition, when these Romulan ships are Cloaked, they may:

- 1) Use a 1 or 2 **[Bank]** maneuver template when using the **[Sensor Echo]** Action.

AND/OR

- 2) Roll +1 defense die during the Roll Defense Dice step.

Each time one of these ships uses either of these abilities, place an Auxiliary Power Token beside that ship.

Place a Mission Token beside your Ship Cards when using either of these abilities, with a maximum of 1 Mission Token per ship, per round.

### TACHYON DETECTION GRID

- A ship that has the **[Scan]** Action on its Action Bar may use the following Action:

**ACTION:** Target a Cloaked ship within Range 1-2 of your ship. If that ship's **[Cloak]** Token is green, flip it over to its red side. If that ship is a Romulan ship, it rolls -2 defense dice during the next Combat Phase. Place a **[Scan]** Token and an Auxiliary Power Token beside your ship.

Place a Mission Token beside your Ship Cards when using this Action.

- A ship that does not have the **[Scan]** Action on its Action Bar may use the **[Scan]** Action as its standard Action, but must place an Auxiliary Power Token beside it when doing so.

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 every Mission Token that is beside his/her Ship Cards.

# 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)