



Quick-Start Rules

This rules booklet explains the basic rules so that two players can immediately start playing **Attack Wing**. After playing a game with these introductory rules, refer to the full Rules of Play for the complete rules, which add more strategic depth to the game and include rules for 3 players.

Attack Wing is not played on a board. Instead, it is played on any flat surface with at least 3' X 3' of space. Before playing, players must assemble the Maneuver Dials and Ship Tokens for their ships as shown below.

SHIP ASSEMBLY

FEDERATION COMPONENTS

To assemble the *U.S.S. Enterprise* NCC-1701-D, gather these items:



U.S.S. Enterprise-D
Ship Card (left)



Galaxy-Class
Maneuver Card (right)

Galaxy-Class
Maneuver Dial
(four parts)



U.S.S. Enterprise-D
Ship Token (left)

1 *Galaxy-Class*
Plastic Ship (right)



2 Plastic Pegs
1 Plastic Base



KLINGON COMPONENTS

Gather these components to assemble the *I.K.S. Maht-H'a*:



I.K.S. Maht-H'a
Ship Card (left)



Vor'cha-Class
Maneuver Card (right)

Vor'cha-Class
Maneuver Dial
(four parts)



I.K.S. Maht-H'a
Ship Token (left)

1 *Vor'cha-Class*
Plastic Ship (right)



2 Plastic Pegs
1 Plastic Base



PUTTING THEM TOGETHER

The Maneuver Dials and the ships need to be assembled before playing. Please take a look at page 4 of the rulebook for instructions on how to assemble these pieces.

From this point forward in the quickstart rules, the term "ship" refers to a fully assembled ship, complete with plastic ship, pegs, base, and Ship Token.

INTRODUCTORY RULES

ABOUT THE INTRODUCTORY RULES

These quick-start rules are intended to help players immediately start playing a game of **Attack Wing**. For the sake of simplicity, some of the rules in this booklet may be slightly different from those in the complete rules.

Some of the more strategic game elements are not used in this introductory game. So, for example, the different colors of arrows on the Maneuver Dials have no effect when using these quick-start rules. Likewise, players should ignore the numbers on the Range Ruler, as well as the various icons that are not addressed in these introductory rules. Once you are familiar with the game flow, you can incorporate all of the rules in the rulebook.

SET-UP

Before playing, set up the game as follows:

1. Players define a flat 3' X 3' play area for the game.
2. Players choose one player to control the Federation and one player to control the Klingon Empire. Then they gather the components shown in the diagram on the previous page.
3. Each player assembles his ships (see previous page).
4. Players place their ships at the opposite edges of the play area (see the diagram below).
5. Players gather the dice, Maneuver Templates, Range Ruler, and Damage Cards, placing them outside the play area (see below).



1. Play Area
2. *U.S.S. Enterprise-D* Set-Up Edge
3. *U.S.S. Enterprise-D* Ship Card (with four shield tokens)
4. *Galaxy-Class* Maneuver Card
5. *Galaxy-Class* Maneuver Dial
6. Range Ruler
7. Attack Dice
8. Damage Deck
9. Defense Dice
10. Maneuver Templates
11. *I.K.S. Maht-H'a* Ship Card (with three shield tokens)
12. *Vor'cha-Class* Maneuver Card
13. *Vor'cha-Class* Maneuver Dial
14. *I.K.S. Maht-H'a* Set-Up Edge

PLAYING THE GAME

Attack Wing is played over a series of rounds. Each round consists of four phases:

1. Choose a Maneuver
2. Move
3. Attack
4. Check for Victory

After resolving Phase 4, players begin a new game round, starting with Phase 1. Each phase is described in detail below.

Phase 1: Choose a Maneuver

Simultaneously, each player chooses one maneuver for his ship. For a list of all possible maneuvers, refer to the ship's Maneuver Card. To choose a maneuver, rotates the ship's Maneuver Dial until the window displays the maneuver desired.

The selection on the dial dictates the direction and distance that this ship will move during Phase 2. Each maneuver on the dial matches one of the Maneuver Templates.

After choosing a maneuver, the player places the dial face down near the corresponding plastic ship. After both ships have been assigned a maneuver, continue to Phase 2.

Choose a Maneuver Example



1. The Federation Player wants the *Enterprise-D* to bank right, so he rotates the dial and chooses the [↗ 1] Maneuver.
2. Then he places the dial face down in the play area near the *Enterprise-D*.

Phase 2: Move

Each ship moves one at a time in this order:

1. *U.S.S. Enterprise-D*
2. *I.K.S. Maht-H'a*

Immediately before moving, the player reveals (flips face up) the Maneuver Dial assigned to his ship. He then takes the Maneuver Template that matches his chosen maneuver and inserts the end of it between the guides on the front of the ship's base (see "Move Example" below).

Then, holding the Maneuver Template firmly in place, the player moves his ship to the other end of the Maneuver Template so that the guides on the back of the ship's base fit securely with the Maneuver Template.

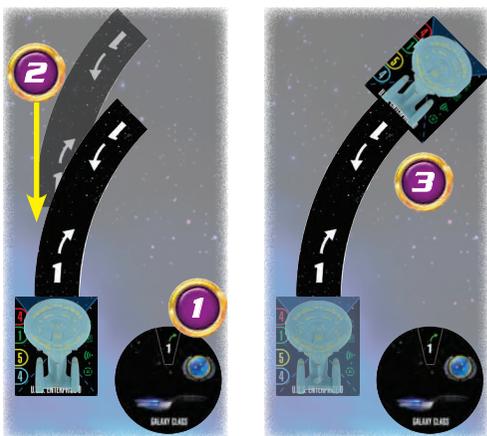
Ships may move through other ships as long as they do not end their movement on top of another ship. If a ship would end its movement on top of another ship, it does not move this round. If a ship moves

outside the play area, it is destroyed; immediately remove it from play.

Note: Some Maneuver Templates show a [↑] on one end and a [↻] on the other end. These templates are used when executing either a [↑] or [↻] Maneuver. The only difference between these Maneuvers is that after executing a [↻] Maneuver, the player rotates his ship 180° (so that the guides on the front of his ship's base fit securely with the Maneuver Template).

Some Maneuver Dials show a [↓] Maneuver, which allows a ship to move backwards. To execute this move, place the appropriate [↑] template on the **back** of the ship's base and then move the ship so that the front of the ship is placed on the other end of the Maneuver Template.

Move Example



1. The Federation Player flips his dial to reveal his chosen maneuver: [↗ 1].
2. He takes the [↗ 1] Maneuver Template and inserts it between the guides on the front of the *Enterprise-D*'s base.
3. He moves the *Enterprise-D* to the other end of the template so that the guides on the back of the ship's base fit securely with the template.

SHIP STATS

For this introductory game, players use only some information on the cards and tokens. The Ship Name, Weapon Value, Agility Value, Hull Value, and Shield Value are all shown on both the card and the token. The firing arc is shown only on the token. All other information and icons on these components are used in the standard game and are explained in the rulebook.



The firing arc of the *I.K.S. Maht-H'a* extends from its base as shown.

1. Ship Name
2. Weapon
3. Agility
4. Hull
5. Shields



PHASE 3: ATTACK

Each ship may perform one attack. As with movement, the *Enterprise-D* attacks first.

To attack, a player must be able to target an enemy ship inside the attacking ship's firing arc and within range (see "Attack Example" to the right). The firing arc extends outward from the wedge shape shown on the front of the Ship Token. For the introductory game, ignore the firing arc with the dashed lines on the back of the *U.S.S. Enterprise-D*.

To check if an enemy ship is within range, take the Range Ruler and measure from any point of the attacking ship's base. If any point of the enemy ship's base is within the Range Ruler's length, that ship is in range.

If the enemy ship is inside the attacker's firing arc and within range, the attacker rolls a number of red attack dice equal to his **Weapon Value**, and the defender rolls a number of green defense dice equal to his **Agility**.

After rolling, players compare their dice results:

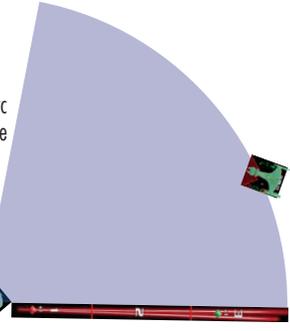
1. Ignore all blank, and results.
2. For each result, cancel one or result.
3. For each uncanceled or result, the defending ship suffers one point of damage. For each point of damage suffered, deal one Damage Card face down next to the defending ship's card (see "Attack Example" at right).

When the total number of Damage Cards next to a Ship Card equals or exceeds the ship's total Hull Value (yellow) plus Shield Value (blue), that ship is destroyed and immediately removed from the play area. For example, the *U.S.S. Enterprise-D* has 5 Hull and 4 Shields, so it is destroyed when it has 9 or more Damage Cards.

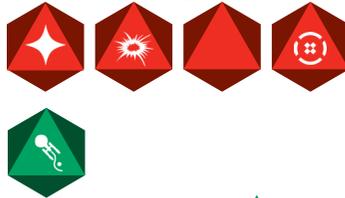
Attack Example

1. The Federation Player uses the Range Ruler to define the *U.S.S. Enterprise-D*'s firing arc and range, shown here in blue.

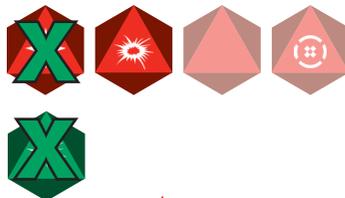
The *I.K.S. Maht-H'a* is in range and within the firing arc; the *Enterprise-D* can attack it.



2. The Federation player rolls four attack dice, equal to the *U.S.S. Enterprise-D*'s weapons rating. The Klingon player rolls 1 defense die, equal to the Agility rating of the *I.K.S. Maht-H'a*.



3. The players compare results. The result cancels the result as shown.



4. For the uncanceled result, the *I.K.S. Maht-H'a* suffers 1 point of damage. The Klingon Player deals one Damage Card face down next to his Ship Card.



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PHASE 4: CHECK FOR VICTORY

Check to see if either player has won. A player wins if his opponent has no ships in the play area. If there is no winner yet, players repeat Phases 1-4 in order until a winner emerges.