# STAR TREK™: ATTACK WING The Q-Continuum OP Event

Month Two Overview: Deja Q

The moon of the planet Bre'el IV is falling out of its orbit and the planet is being threatened with a cataclysmic event. While on a mission to correct the moon's orbit and save the planet, an unexpected visitor arrives. Q has been thrown out of the Q-Continuum and is now a mortal and aboard your ship. He offers his assistance to correct the moon's orbit, but you quickly learn that he might be more of a hindrance than a help. As you are trying to figure out how best to use the mortal Q's knowledge, your fleet is set upon by an enemy fleet. Can you succeed with your mission, or will the presence of Q prove to be your downfall?

SET UP
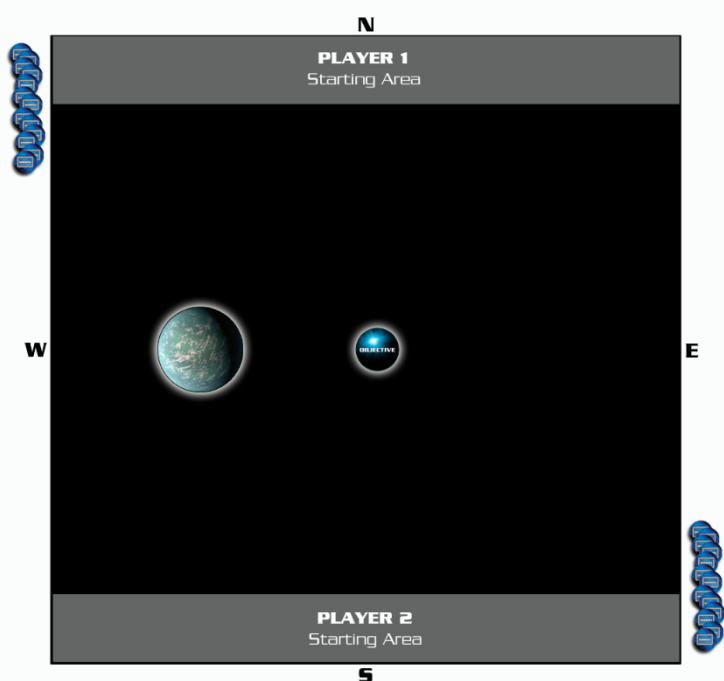
- Place a Planet Token centered N to S with exactly 8" between it and the W edge of the play area.

- Place an Objective Token centered N to S with exactly 8" between it and the Planet Token.

- The players then set up using the Standard 2-Player Rules *(see page 6 of the Full Rules of Play)*.

- Each player then places 12 Mission Tokens in a stack beside their cards.

SPECIAL RULES

Q ABOARD SHIP

When building their fleets, both players must assign "Q" to one of the ships in their fleet as follows:

- "Q" must be assigned to the ship in their fleet with the highest Hull Value. If a player's fleet has more than one ship with the same highest Hull Value, "Q" must be assigned to the ship with the highest Hull Value and SP total. If a player's fleet has more than one ship with the same highest Hull Value and SP total, the player may choose which of these ships to assign "Q" to.

- "Q" does not require an Upgrade slot and there is no SP cost to assign "Q" to a ship.

- While "Q" is assigned to a ship, that ship's Primary Weapon and Agility values are halved (round down).

- At the start of the game, place 4 Auxiliary Power Tokens on the chosen Ship Card.

- Once per round, after the chosen ship performs an Action, a player may remove one of these Auxiliary Power Tokens from the Ship Card and place it beside that ship. These tokens cannot be removed in any other way.

- Once there are no Auxiliary Power Tokens left on the Ship Card, place a Critical Hit Token on the Ship Card.

- A player may remove the Critical Hit Token from the Ship Card during the Declare Target step to cancel 1 attack against that ship.

BRE'EL IV (Planet Token)

The Planet Token represents the planet Bre'el IV. Treat this as a regular Planet *Token (see page 23 in the Rules of Play).*

MOON (Objective Token)

The Objective Token represents the moon of Bre'el IV that is falling out of orbit. Treat this as a regular Planet Token *(see page 23 in the Rules of Play).*

During the Combat Phase, any ship within Range 1-2 of the Objective Token may forego its attack to attempt to alter the course of the moon.

If a ship does so, remove 1 Mission Token from that player's stack of Mission Tokens. Mission Tokens that are removed in this fashion are removed from the game.

Once there are no Mission Tokens left in a player's stack, that player cannot make any further attempts to alter the course of the moon.

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

OBJECTIVE

Destroy all of your opponent's ships.

BONUS: Each player receives +5 Fleet Points for every one of his/her Mission Tokens that were removed from the game.

In addition, if the winning player has the fewest Mission Tokens left in his/her stack at the end of the battle, that player receives an additional +20 Fleet Points.

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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

WIZKIDS

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 **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.

Before Battle Starts:

Battle Round	Opponent's Name	Opponent's Initials (Verify Build)
1		
2		
3		

After Battle Ends:

Your Result (W-L-B)	Your Fleet Points	Cumulative Fleet Points	Opponent's Initials (Verify Results)