# *STAR TREK™:* ATTACK WING The Voyager OP Event

Overview: Year of Hell

While in Zahl space, your fleet finds itself embroiled in a battle between the Zahl and the Krenim. A huge spatial distortion wave is heading for your ships and you find that it is impossible to avoid its path as the wave is destabilizing the ships' warp fields. If the wave hits your ships, it will cause a temporal incursion and your ships will change, and possibly be destroyed. But you've calculated that by using temporal shielding, you can avoid the consequences of this temporal incursion and lessen the effects of the wave. Will you be able to do this and defeat your enemy? Or will you be a victim of the spatial distortion wave?

SET UP
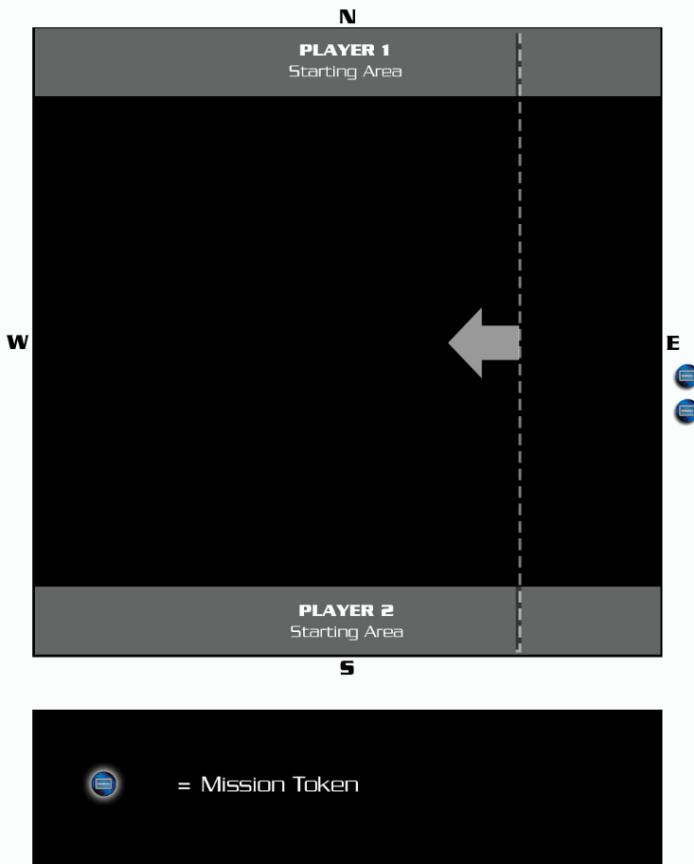
- Place 2 Mission Tokens beside the play area.

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

  NOTE: 3 Range Rulers will be required for this OP Event.

SPECIAL RULES

SPATIAL DISTORTION WAVE

AT THE END OF EACH END PHASE, place 1 additional Mission Token beside the play area. For each Mission Token beside the play area, the Spatial Distortion Wave (SDW) "moves" 1 Range (on the Range Ruler) across the play area from E to W.

For example: If there are 3 Mission Tokens beside the play area, any ship that ends its move within Range 1-3 of the E edge of the play area is caught within the SDW.

For Ranges of 4, 5 or 6, use 2 Range Rulers end-to-end. For Ranges of 7 or higher, use 3 Range Rulers end-to-end.

DURING THE ACTIVATION PHASE, any ship that is caught within the wave (i.e. whose base is within the appropriate Range of the E edge of the play area) must immediately roll 4 attack dice (prior to taking any Actions) and apply the following changes to that ship for each die:

[Critical Hit] - Inflict 1 critical damage to the ship's Hull.

[Hit] - Inflict 1 damage to the ship (Shields or Hull).

[Battle Stations] - Remove 1 Upgrade Card from the ship (owner's choice). If there are no Upgrade Cards left on the ship, remove the Captain Card. If there are no cards left assigned to the ship, place 1 Auxiliary Power Token beside the ship.

Blank Result - Remove 1 Action Token from beside the ship, if possible. If a Target Lock Token is removed, also remove the corresponding Target Lock Token. If there are no Action Tokens beside the ship, place 1 Auxiliary Power Token beside the ship.

TEMPORAL SHIELDS

A ship that is caught within the SDW may avoid some of the effects of the wave by spending its Action and disabling all of its remaining Active Shields.

If it does so, only 1 attack die is rolled against that ship instead of 4 that round. Place a Critical Hit Token on that ship's Ship Card.

If a ship is destroyed, remove all of the Critical Hit Tokens from on top of that ship's Ship Card and place them on top of one of the other Ship Cards in that player's fleet.

A ship cannot perform any free Actions on the round that it uses Temporal Shields.

CLOAKED SHIPS

If a ship is cloaked, that ship may still use Temporal Shields (see above), but it must immediately remove the **[Cloak]** Token from beside its ship. That ship is no longer considered to be cloaked, and it does not receive any of the benefits of being cloaked.

NOTE: All of that ship's Shield Tokens remain disabled. These tokens may be flipped back to their Active sides (blue) during the End Phase.

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

If the last ship in a player's fleet is destroyed, all Critical Hit Tokens are still counted for end-game scoring (see below).

OBJECTIVE

Destroy all of your opponent's ships.

Bonus: At the end of the game, each player gains +5 Fleet Points for each Critical Hit Token that is on top of the opposing player's 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.

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)