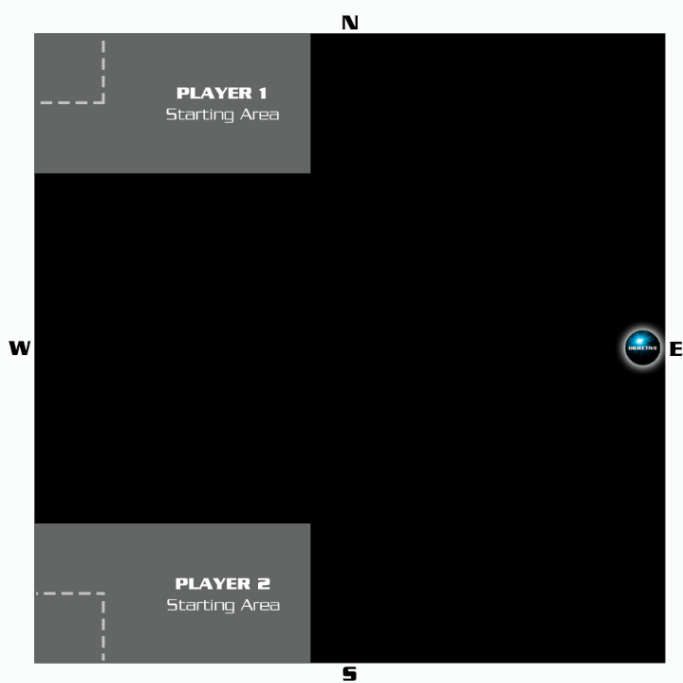# *STAR TREK™:* ATTACK WING The Next Generation OP Event

Overview: YESTERDAY'S ENTERPRISE

Your fleet has encountered a damaged ship from the past that has emerged from a strange temporal rift. While repairing it, you realize that this ship has caused your timeline to be altered and have determined that it must return through the rift to its own time to set things right. As your fleet escorts the damaged ship back to the rift, you are set upon by an enemy fleet.

Will you successfully return the damaged ship to its own time? Or will the ship be destroyed on route to the rift, leaving you stuck in this alternate timeline?

SET UP

- Place an Objective Token centered N to S so that it touches the E edge of the play area.

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

- Player 1 must place his/her damaged ship *(see below)* in a 4" x 4" area in the NW corner of the play area. Player 1 then sets up the rest of his/her fleet in an 8" x 15" area in the NW corner of the play area.

- Player 2 must place his/her damaged ship *(see below)* in a 4" x 4" area in the SW corner of the play area. Player 2 then sets up the rest of his/her fleet in an 8" x 15" area in the SW corner of the play area.

SPECIAL RULES

TEMPORAL RIFT

The Objective Token represents the Temporal Rift. When a ship executes a maneuver in which either the Maneuver Template or the ship's base physically overlaps the Objective Token that ship is considered to have entered the rift and is immediately removed from the play area for the rest of the game.

In addition, if a ship exits the play area within Range 1 of the Objective Token, it is also considered to have entered the rift and is immediately removed from the play area for the rest of the game.

DAMAGED SHIPS

One ship in each player's fleet is considered to be the damaged ship that is attempting to enter the temporal rift. Place Critical Hit Tokens beside both of these ships. These tokens cannot be removed for the duration of the game.

The damaged ship:

1) May only have a Hull value of 4 or less.

2) May not execute a maneuver with a speed greater than 3.

3) Must be assigned a Captain and may only be equipped with one Upgrade card with a printed cost of 5 SP or less. NOTE: This Upgrade's ability cannot allow the damaged ship to be removed from the play area or execute an additional maneuver.

4) Begins the game with one damage to its Hull. Take one damage card from the Damage Deck and place it beside the ships' Ship Card.

5) May transfer a number of damage that receives from an attack to a friendly ship that is within Range 1 of the damaged ship equal to the friendly ship's remaining Shields. Any excess damage hits the damaged ship as normal.

TEMPORAL DISPLACEMENT

At the start of the game, during the Gather Forces step, each player must flip ½ of the Upgrades assigned to each of his/her ships face down *(round up).* These Upgrades cannot be used until that player's damaged ship enters the temporal rift *(see above).* This does not apply to an Upgrade assigned to the player's damaged ship.

Once a player's damaged ship enters the rift, immediately flip all of that player's face down cards face up. Those cards are usable immediately.

> *For example: Player 1 has the U.S.S. Enterprise-D with the Jadzia Dax Crew Upgrade and a Photon Torpedo Weapon Upgrade assigned to it face down. That player's damaged ship moves before the Enterprise-D and has entered the temporal rift, so both the Jadzia Dax and Photon Torpedo Upgrade cards are flipped face up. When the Enterprise-D moves this turn, it may use Jadzia Dax's Action to perform an additional 2 forward or bank maneuver and during the Combat Phase, it may fire the Photon Torpedo Upgrade as normal.*

In addition, when a player's damaged ship enters the rift, remove all Disabled Upgrade Tokens from on top of all of that player's Upgrade cards.

NOTE: An Upgrade card that is flipped face up cannot add Upgrade slot(s) to its ship.

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 whose damaged ship enters the temporal rift gains +10 Fleet Points.

Bonus: At the end of the game, each player gains +10 Fleet Points for destroying their opponent's damaged ship.

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
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 **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		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)