# STAR TREK ™: ATTACK WING Enterprise OP Event

Overview: IN A MIRROR, DARKLY

While attempting to obtain new technology from a ship that is in an orbital facility near a gas giant in the Vintaak system, your fleet is set upon by an enemy fleet. As the battle progresses, the Tholian ships in the area begin to form their energy web around your fleets.

Can you evade the Tholian Web and defeat your opponent?

SET UP
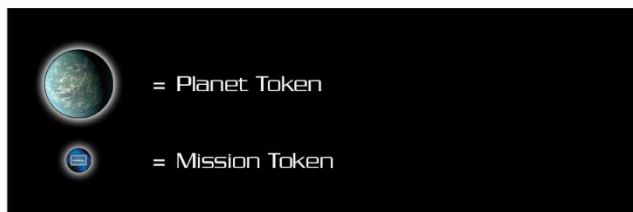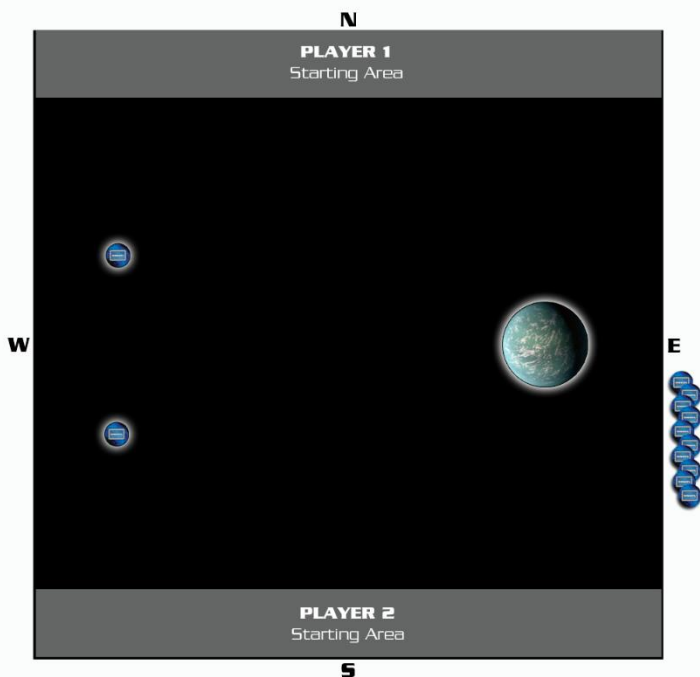
- Place a Planet Token centered from N to S so that there is exactly 4" between it and the E edge of the play area.

- Place one Mission Token in the NW corner of the play area, so that there is exactly 12" between it and the N edge of the play area and exactly 4" between it and the W edge of the play area.

- Place one Mission Token in the SW corner of the play area, so that there is exactly 12" between it and the S edge of the play area and exactly 4" between it and the W edge of the play area.

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

SPECIAL RULES

GAS GIANT

The Planet Token represents the gas giant. Treat this as a regular Planet Token *(see pg. 23 of the Rules of Play)* with the following exceptions:

- Any ship that executes a maneuver in which the Maneuver Template overlaps the gas giant suffers one damage.

- Any ship that overlaps the gas giant at the end of its movement must back up along its Maneuver Template as normal and suffers two additional damage. The ship also skips the "Perform Action" step as normal.

THOLIAN SHIPS

The Mission Tokens represent the Tholian ships. These Tokens cannot attack or be attacked, cannot move or perform Actions, and cannot be affected in any way.

At the end of each game round, starting with the player whose ship has the highest Captain Skill (resolve ties normally), each player places another Mission Token in the play area with the following restrictions. The new Tokens:

1) Must be placed within Range 1 of another Mission Token that was already in the play area at the start of the round,

    AND

2) Cannot be placed within Range 1 of any ship or the Planet Token.

THOLIAN WEB

At the end of every Activation Phase, after all ships have moved, check for damage to ships from the Tholian Web.

Place the Range Ruler between two Mission Tokens within Range 3 of each other, measuring the closest distance between them. If the Range Ruler overlaps a ship's base, that ship suffers one damage.

Repeat this process for every set of two Mission Tokens that are within Range 3 of each other.

NOTE: A ship may suffer more than one damage in a round if it lies between multiple sets Mission Tokens that are within Range 3 of each other.

For example:

A ship finds itself amongst three Mission Tokens that are within Range 3 of each other.

The Range Ruler is placed between Mission Token A and Mission Token B. The Range Ruler overlaps the ship's base, so the ship suffers one damage.

The Range Ruler is then placed between Mission Token B and Mission Token C. The Range Ruler overlaps the ship's base, so the ship suffers one additional damage.

The Range Ruler is then placed between Mission Token A and Mission Token C. The Range Ruler does not overlap the ship's base, so the ship does not suffer any additional damage.

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 receives +10 Fleet Points for each opposing ship that was destroyed by damage from the Tholian Web.

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

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)