

STAR TREK™: ATTACK WING OP EVENT

Overview: Chronological Chaos

Your fleet arrives in an unexplored sector of space to investigate a series of subspace anomalies causing large scale time fluctuations across the quadrant. As you arrive your sensors detect an enemy fleet coming out of warp nearby. You have direct orders to investigate the anomalies to figure out their source, but you cannot simply ignore your most hated enemies while doing so. As you engage in combat and start investigating these anomalies you realize that they are actually tears in space and time which bridge multiple universes! Will you use these anomalies to your advantage to defeat your enemies or will you try to find the source of the anomalies as quickly as possible and leave your enemy behind?

MISSION SETUP:

Number of Players: 2

Special Components:

- 5 Objective Tokens: 2 Space Stations, 1 Asteroid Field, 1 Debris, 1 Derelict Ship
- 24 Mission Tokens

Squadron Points: 130 SP per player.

No ship may have an oversized base.

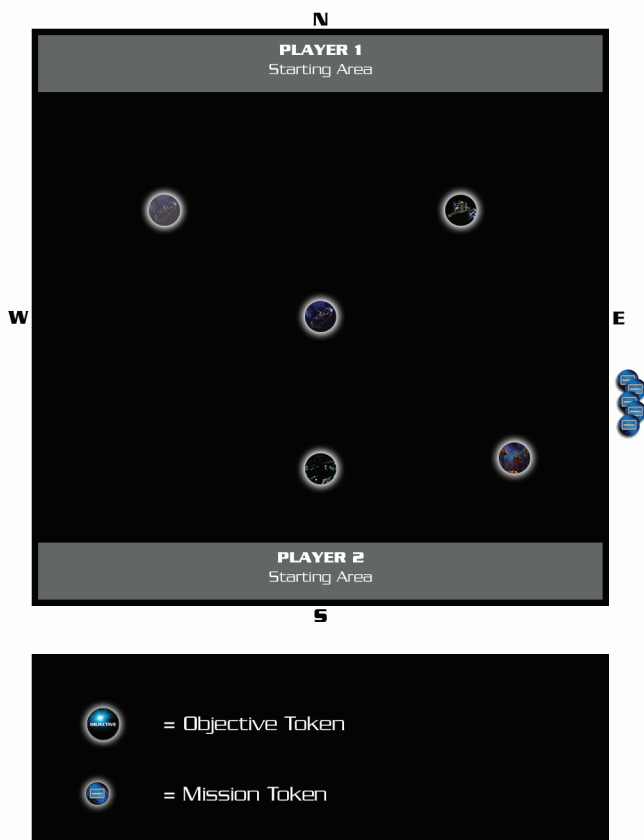
No ship may equip any upgrade that removes a ship from the play area (such as Warp Jump).

No ship may equip any upgrade that changes an enemy ship's maneuver (such as Lure, Thought Maker, or Faked Messages).

Setup: Place one of the Space Station Objective Tokens face up in the center of the play area. Afterwards, shuffle the remaining objective tokens face down and hand two of them to each player (who cannot peek at them). Starting with the player with the Initiative, the players take turns placing the tokens face down in the play area such that no token is within range 2 of any edge of the play area or within range 2 of any other token. Once all the tokens have been placed, carefully flip them face up, and then remove the second Space Station Objective Token so that only 4 Objective Tokens remain in the play area (1 Space Station, 1 Asteroid Field, 1 Debris, and 1 Derelict Ship).

Place the Mission Tokens off to one side of the play area.

Afterwards, the players place their ships in their starting areas per the normal Set-Up rules for two players.



SPECIAL RULES

SUBSPACE ANOMALIES

The objective tokens represent subspace anomalies. Each of the subspace anomalies is numbered:

1. Space Station
2. Derelict Ship
3. Asteroid Field
4. Debris

A ship that passes through one of the objective tokens is displaced into another universe. These alternate universes can only be entered by moving each of your individual ships across the objective tokens in ascending order:

Space Station > Derelict Ship > Asteroid Field > Debris

The number of mission tokens on a ship's base (see below) will indicate which universe that ship is currently in. A ship is considered to pass through a subspace anomaly when any part of its base or template touch the objective token.

When a ship passes through a subspace anomaly and the number of the objective token (see above) is exactly one higher than the number of mission tokens on the ship's base, then immediately place one more mission token on the ship's base. If a ship passes through a subspace anomaly prematurely or passes through the same subspace anomaly a second time, there is no effect.

IMPORTANT: A ship can only affect another ship if both ships have the same number of mission tokens on their bases.

When an effect that places a token on the board is used (i.e. Cloaked Mines, Antimatter Mines, etc.) place a number of mission tokens on that token equal to the number of mission tokens on the base of the ship that the effect originated from. Only ships that have the same number of mission tokens on their base as the token can be affected by that token.

END OF THE MISSION

The mission ends when:

1. Any ship has four mission tokens and the end of the round
2. One player is eliminated
3. The time limit is reached.

OBJECTIVES

1. Have the most ships with four mission tokens on their bases at the end of the game.
 - a. If players have the same number of ships with four mission tokens on their bases, of those tied ships, the player whose ship that has the highest Captain Skill wins the mission. If the ships have the same Captain Skill, the player who has Initiative wins the mission.
2. Have the ship with the most mission tokens on its base at the end of the game.
 - a. If both players have a ship with the most mission tokens on their bases, of those tied ships, the player whose ship has the highest Captain Skill wins the mission. If the ships have the same Captain Skill, the player who has Initiative wins the mission.
3. Destroy all your opponent's ships.
4. Have more Fleet Points than your opponent for that Battle Round.
 - a. If players have the same Fleet Points for that Battle Round, one player rolls five attack dice and the other player rolls five defense dice. The player who rolls the most 🎲 results wins.

BONUS

At the end of the game, each mission token on your ships' bases is worth +10 Fleet Points.

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 according to the END OF THE MISSION section on the preceding page. 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 Setup 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 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 results is the winner.

Player Information

Name	
Email	

S = *Squadron*

S = *Squadron*

FACTIONS:

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.

After Battle Ends:

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