

STAR TREK™: ATTACK WING OP EVENT

Overview: Resource Rumble

Your fleet arrives at the scene of a massacre of several ships of unknown origin. You've been tasked with recovering anything of interest from the scene in order to bolster your fleet as well as preventing any opposing factions from gathering anything potentially harmful. As you start moving through and scanning the remains of the ships, your sensors detect an approaching enemy fleet. You must recover as many of the resources as possible while fending off your foes and preventing them from doing the same! Will you succeed in your venture or will you fail and let your enemies salvage potentially deadly technology to use against you in the future?

MISSION SETUP:

Number of Players: 2

Special Components:

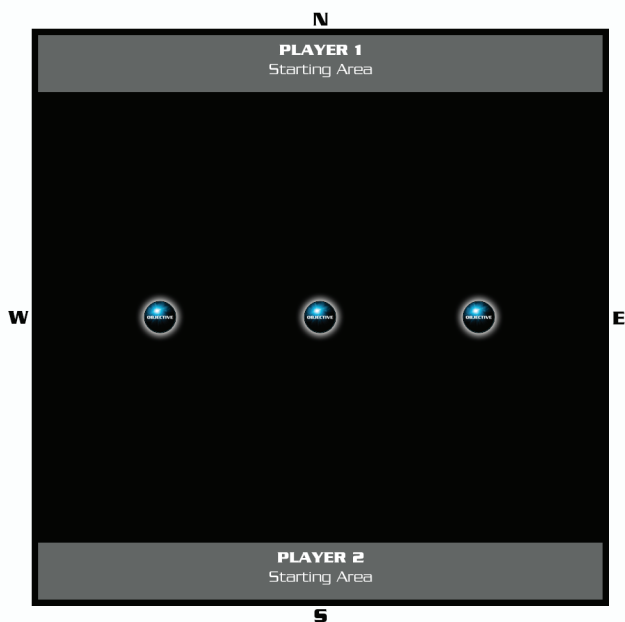
- 3 Objective Tokens

Squadron Points: 130 SP per player.

All players must use at least one resource and can use a number of resources equal to the number of ships in their fleet. This supersedes the normal rules limiting each fleet to one resource. All resources are paid for and equipped normally but start the game **face down**. A face down resource cannot be used and cannot be affected until it is discovered during the mission by analyzing one of the abandoned resource caches (see below).

Setup: Place 1 objective token in the center of the play area, and place the other 2 objective tokens 8" from the east and west edges, centered from north to south (see diagram).

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



SPECIAL RULES

ABANDONED RESOURCE CACHES

Each objective token represents an abandoned resource cache, which acts as an obstacle. A ship within range 1 of one or more of these abandoned resource caches may use the following action:

ACTION: Roll 1 attack die. If a blank is rolled, nothing happens. If a ☉, ✦, or ☀ is rolled, shuffle all of your face down resources under the table and randomly select one (still under the table). Flip the chosen resource face up. You may now use this resource as normal.

END OF THE MISSION

The mission ends when:

1. One player is eliminated
2. The time limit is reached.

OBJECTIVES

1. Destroy all your opponent's ships.
2. 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

Each player gets +10 Fleet Points for each of their resources they've turned face up.

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.

Tournament Information

Player Information

Date	
Event	

Name	
Email	

	Type	Card Title	Faction	SP	Type	Card Title	Faction	SP
Ship	Ship 1				Ship 2			
Captain	Captain				Captain			
Admiral	Admiral				Admiral			
Upgrades								
<i>Upgrade Types</i>					<i>Upgrade Types</i>			
C=Crew					C=Crew			
E=Elite Talent					E=Elite Talent			
T=Tech					T=Tech			
W=Weapon					W=Weapon			
B=Borg					B=Borg			
S=Squadron					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								
<i>Upgrade Types</i>					<i>Upgrade Types</i>			
C=Crew					C=Crew			
E=Elite Talent					E=Elite Talent			
T=Tech					T=Tech			
W=Weapon					W=Weapon			
B=Borg					B=Borg			
S=Squadron					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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

If you have more than 4 ships in your Fleet, record the additional ships on the back of this page.

Before Battle Starts:

After Battle Ends:

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

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