

STAR TREK™: ATTACK WING OP EVENT

Overview: Trap Travesty

While carefully traversing the treacherous terrain of the Briar Patch your ships' sensors start picking up readings of powerful energy fluctuations directly in front of your fleet. However, when brought on screen, there's absolutely nothing there. Just as your crew starts to run more in depth diagnostics an enemy fleet appears across from you behind where the sensors indicate the presence of energy fluctuations. You must fend off your enemies, but proceed with caution, the energy fluctuations may be something much more significant than they appear to be! Will you be able to defeat your enemies? Will you be able to traverse the battlefield without being affected by the energy fluctuations? Find out in this exhilarating mission!

MISSION SETUP:

Number of Players: 2

Special Components:

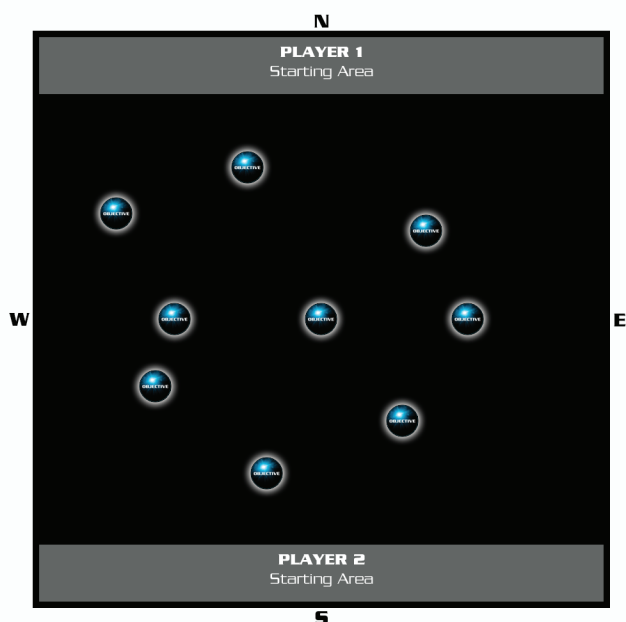
- 9 Objective Tokens: 3 Space Station, 2 Asteroid Field, 2 Derelict Ship, 2 Debris

Squadron Points: 130 SP per player.

No ship may be equipped with a mine upgrade (**Cloaked Mines**, **Antimatter Mines**, etc.)


Setup: Shuffle the objective tokens, and place the first one face down in the center of the play area. Then, starting with the player with Initiative, the players take turns placing the other objective tokens face down throughout the play area, such that they are not within range 1 of the starting areas or another objective token.

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



SPECIAL RULES

Each objective token acts as a normal obstacle and represents a different type of cloaked trap that can be dangerous for any ships that end their movement near it. A ship that ends its movement within range 1 of an objective token may perform the following action to attempt to scan and disable the trap:

ACTION: Roll a number of defense dice equal to your current Agility Value. If you roll at least 1  result, the trap is considered disarmed. Place the objective token on your side of the play area **face down**. You may peek at this objective token, but you do not have to share the information with the other player.

If the ship fails to disarm the trap, or does not attempt to disarm the trap, and the trap is still on the field at the end of the Activation Phase, then the trap goes off. Carefully flip the objective token over so that you may reveal its image, and consult the Trap chart below. Afterwards remove the objective token from the play area.

NOTE: If a ship ends its movement within range 1 of several traps, it can only attempt to disarm one of them.

TRAPS


1. Space Station: Make a 3 Dice Primary Weapon Attack against all ships within range 1.
2. Asteroid Field: All ships within range 1 sustain 2 damage. Defense dice can be rolled against this damage.
3. Derelict Ship: All ships within range 1-3 sustain 1 damage. Defense dice cannot be rolled against this damage.
4. Debris: All ships within range 1 sustain 1 damage to their Hull and receive an Auxiliary Power Token. Defense dice cannot be rolled against this damage.

END OF THE MISSION

The mission ends when:

5. One player is eliminated
6. 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 trap a player disarms 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.

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									
<u>Upgrade Types</u>									
<i>C=Crew</i>									
<i>E=Elite Talent</i>									
<i>T=Tech</i>									
<i>W=Weapon</i>									
<i>B=Borg</i>									
<i>S=Squadron</i>									
	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									
<u>Upgrade Types</u>									
<i>C=Crew</i>									
<i>E=Elite Talent</i>									
<i>T=Tech</i>									
<i>W=Weapon</i>									
<i>B=Borg</i>									
<i>S=Squadron</i>									
	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)