STAR TREK™: ATTACK WING OP EVENT

Overview: Turret Turmoil

You've been sent on a mission to explore a newly discovered and unexplored sector of space that has signs of intelligent life. As you begin exploring and scanning the outer rim of the sector you come upon four spherical objects that are completely smooth. Your scanners don't show anything anomalous about them, but as you approach each of them begins to open slightly. As you get closer you see a red glow appear out of each of them and they begin firing at you. It appears that each of these spheres is actually an automated sentry turret meant to defend this area! As you take evasive maneuvers to avoid any additional damage to your ship and enemy fleet appears. You must now combat the enemy fleet while also fending off the mysterious spheres!

MISSION SETUP:

**Number of Players:** 2

Special Components:

- 4 Objective Tokens

- 12 Mission Tokens

Squadron Points: 130 SP per player.

Each player, starting with the player with Initiative, takes turns placing the objective tokens in the play area, one at a time. Each objective token must within 12" of the center of the play area and at least 8" from each other and from each starting area.

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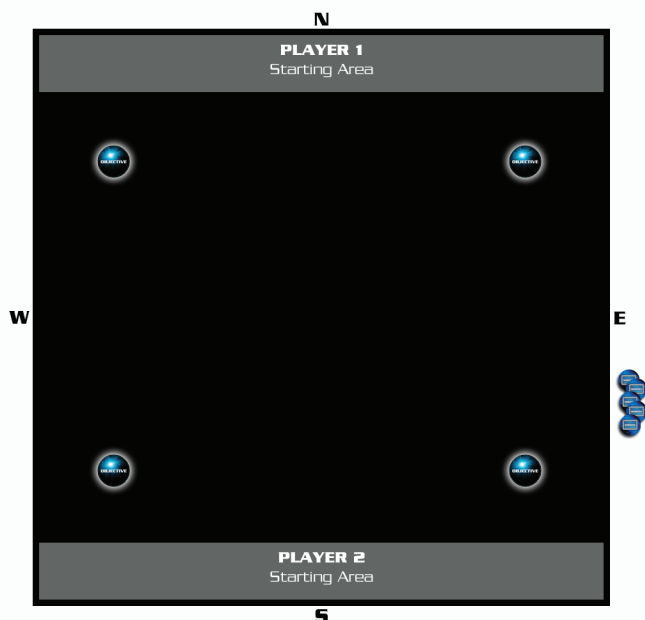
SPECIAL RULES

All objective tokens represent automated sentry turrets equipped with phasers that are considered obstacles and enemy ships.

Each automated sentry turret has advanced hull plating and self-repair capabilities. As such, they are immune to critical effects and automatically reduce all damage dealt to them by 2. When an automated sentry turret sustains damage, use mission tokens to mark damage against them. When an automated sentry turret has three or more mission tokens on it, remove all mission tokens from it and place one time token on it. It is now in self-repair mode and cannot attack, be attacked, or be targeted for the rest of the turn. Remove all time tokens from all automated sentry turrets at the end of the turn.

At the end of each combat phase, each automated sentry turret that is not in self-repair mode attacks the closest ship within range 1-3 with 4 attack dice. Fire each automated sentry turret in ascending order based on the Captain Skill of the ship's being targeted. If it cannot be determined which ship is the closest, of those ships, treat the ship with the lowest Captain Skill as the closest. If multiple ships have the same Captain Skill, of those ships, the ship whose player has Initiative is considered closest. If multiple ships are owned by the same player and have the same Captain Skill, of those ships, the opposing player chooses which ship is the closest.

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 time a player causes a turret to go into self-repair mode they earn +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.

STAR TREK ATTACK WING — FLEET BUILD SHEET

WIZKIDS

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)