

STAR TREK: ATTACK WING Custom Scenario

(Created for Tabletop Day 2017 with Proud Lion)

Overview: Call To Arms

SET UP

- Place the DS9 model in the centre of the play area.
- Players set up in an area which is 3" x 6". These areas are divided around the edge of the board as equally as possible between the players. Set up these areas according to Standard 2-Player Rules.

SPECIAL RULES

COOPERATIVE PLAY

This is a fully cooperative mission. Players are not allowed to attack other players' fleets. Additionally, any cards or abilities that target a "friendly ship" can target other players' ships.

Players are not allowed to explicitly declare the maneuver template on their maneuver dial, but are allowed to give general indications of their movements (for example, "toward the left" or "heading forward"). All rules of overlapping ships still apply.

PLAYER FLEETS

Each player must build a fleet that consists of up to 60 SP maximum. This fleet may not include any ships which use large or oversized bases. Any cards which prevent a ship from being attacked may not be included in this fleet.

DS9

The DS9 is considered to have three main areas, each of which is individually classed as a "ship", to align with the three pylons. (Anything which targets a "ship" will only target one pylon of DS9.) Each pylon will have a separate shield and hull value, which only apply to that section of the DS9. The values for these are determined immediately before set up, with each pylon applying shields and hull values according to the number of players:

1-2 players	3 hull and 3 shields per pylon
3-4 players	5 hull and 5 shields per pylon
5-6 players	8 hull and 8 shields per pylon

DS9 does not move during this scenario. It does not have upgrades, crew, or captain cards, and does not perform any actions.

DS9 ATTACKS

DS9 is considered to have a 360 degree firing arc for its primary weapon. Its secondary weapon has a firing arc equal to the pylon it is being fired from.

DS9 may perform two types of attack at the end of each round, immediately before clean-up:

- One primary attack (2 dice per player to a maximum of 6) against all ships within range 1. (Make a single attack roll, all ships defend against that roll.)
- One secondary attack per pylon (2 dice per player to a maximum of 8) against any ship at range 2-3. This attack does not require a target lock. DS9 may convert one [Battle Stations] to a crit per attack.

If a pylon is destroyed (all shields and hull eliminated), that pylon may no longer fire a secondary attack. The primary weapon firing arc is not effected by destroyed pylons.

THE GAME ENDS WHEN DS9 is destroyed, all players are eliminated, or the time limit is reached.

OBJECTIVE

Destroy DS9. (All three pylons must be eliminated.)