STAR TREK™

ATTACK WING

RULES OF
PLAY

Game Overview

Welcome to **Star Trek: Attack Wing**, an exciting, fast-paced starship battle game set in the Star Trek universe. In **Star Trek: Attack Wing**, 2 or more players represent the legendary captains of the Star Trek universe as they fight ship to ship in tactical space combat. The player who destroys all of their opponents' ships wins the game!

This game box includes all of the components necessary for 2 - 4 players to get started, as well as two missions that offer unique victory conditions.

If you have played Fantasy Flight Games' Flight Path system then you will be familiar with many of the mechanics already. You should still review for new rules and new ways to play that are unique to **Star Trek: Attack Wing**.

HOW TO USE THIS RULEBOOK

This rulebook is written assuming that players are using only the four ships included in this game box. After players are more experienced with the game, they can implement the advanced rules, which allow players to encounter planets, build custom squads, and play unique missions (see page 24).

If this is your first game, set this rulebook aside and use the introductory rules explained on the included quick-start rules booklet before reading this rulebook.

Component List

- 1 Full Rulebook
- 1 Quick-Start Rules Booklet
- 4 Painted Plastic Ships
    - *U.S.S. Enterprise*-D (*Federation*)
    - *U.S.S. Sutherland* (*Federation*)
    - *K'Mpec's Attack Cruiser* (*Klingon*)
    - *I.K.S. Vorn* (*Klingon*)
- 4 Transparent Plastic Bases with 8 Pegs
- 4 Ship Tokens (double-sided)
- 14 Captain ID Tokens
- 13 Maneuver Templates, consisting of:
    - 3 Turns
    - 4 Banks
    - 6 Straights
- 4 HeroClix™ Maneuver Dials (each consisting of a faceplate, a dial, and a pair of plastic connectors)
- 36 Action Tokens, consisting of:
    - 6 Evade Tokens
    - 6 Battle Stations Tokens
    - 6 Scan Token
    - 6 Cloak Tokens (double-sided)
    - 6 Red Target Lock Tokens (double-sided)
    - 6 Blue Target Lock Tokens (double-sided)
- 14 Shield Tokens (double-sided)
- 6 Critical Hit Tokens
- 6 Auxiliary Power Tokens
- 12 Disabled Tokens
- 1 Minefield Token
- 1 Planet Token
- 12 Mission Tokens
- 6 Objective Tokens
- 1 Admiral Token
- 1 Fleet Action
- 8 Time Tokens
- 3 Effect Tokens
- 1 Initiative Token
- 8 Ship Cards
- 4 Maneuver Cards
- 5 Captain Cards
- 1 Admiral Card
- 20 Upgrade Cards
- 33 Damage Cards
- 5 Red Attack Dice
- 5 Green Defense Dice
- 1 Range Ruler

COMPONENT OVERVIEW

This section describes the components in detail.

SHIPS, BASES, & PEGS
These pre-painted models represent ships in the game. The pegs securely attach the ships to their bases.

Each base also holds a Ship Token that identifies the ship name and two Captain ID Tokens that identify the Captain of the ship.

SHIP TOKENS
These tokens identify the ship's name and display information about the ship's capabilities. One token is placed in each ship's base to identify the ship.

CAPTAIN ID TOKENS
These tokens are inserted into a ship's base to identify which Captain is commanding the ship. They display the Captain's image and Skill Number for quick reference during the game.

HEROCLIX™ MANEUVER DIALS
These dials let the players secretly plan maneuvers for their ships. Each ship has its own Maneuver Dial.

MANEUVER TEMPLATES
These templates correspond to possible maneuvers on the ships' Maneuver Dials. They are used when physically moving ships around the play area.

ACTION TOKENS
These tokens mark ships performing specific types of actions, such as Scanning, Cloaking, or Acquiring a Target Lock.

SHIELD TOKENS
These tokens track how strong a ship's Deflector Shields are. These tokens are double-sided: one side shows an Active Shield (blue) and the other side shows a Disabled Shield (red). The Disabled Shield signifies that the shield has been disabled by some effect such as the Cloak Action.

CRITICAL HIT TOKENS
These tokens mark ships that have suffered a critical hit and remind players to consult their Damage Cards for more information.

AUXILIARY POWER TOKENS
These tokens mark ships that have strained their power resources and have switched to auxiliary power to continue functioning.
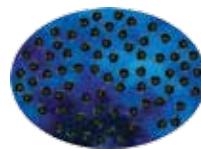
DISABLED TOKENS
These tokens are placed on top of cards which cannot be used while the Disabled Token is present.

MINEFIELD TOKEN
This token is used to mark the play area when a ship uses an upgrade that references a Minefield Token such as Antimatter Mines.

PLANET, MISSION, & OBJECTIVE TOKENS
These tokens are primarily used during Missions (see pages 27-28). The Planet and Objective Tokens can also be added to standard play (see page 26).

SHIP CARDS
These cards list a ship's statistics and special ability, the Actions it can perform, the Upgrades it can equip, and its point cost when building squads.
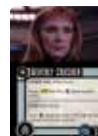
MANEUVER CARDS
These cards reference each ship's full list of maneuvers. The Maneuver Cards act as a guide to players as they decide which maneuver to choose on their Maneuver Dials each round.

CAPTAIN CARDS
Each ship must include one (and only one) Captain Card. Each Captain provides a Skill Number for their ship and often provides a special ability as well. A Captain Card is not considered an Upgrade Card and is not affected by abilities that affect Upgrade Cards.

UPGRADE CARDS
These cards represent different Upgrades that players can purchase for their ships, including Crew, Weapon, and Tech Upgrades, as well as Elite Talents if their Captain is capable of supporting them.

DAMAGE CARDS

These cards track how much damage a ship has suffered and describe special penalties that occur when a ship suffers a critical hit.

CUSTOM DICE

These custom eight-sided dice are used to resolve combat and other abilities during the game. There are two different types of dice: attack dice (red) and defense dice (green).

RANGE RULER

This two-sided cardboard ruler is used to measure various distances during the game.

EFFECT TOKEN

Effect Tokens are used to help remind players of ongoing effects.

INITIATIVE TOKEN

The Initiative Token is used to keep track of which player currently has Initiative.

CAPTAIN ID TOKEN

Take the 2 Captain ID Tokens that match the image on your Captain Card. Insert both tokens into the tower of the base as shown in the diagram. The colored border that you display on the front facing ID Token must match the border that you display on the rear facing ID Token. This allows two different players (each with their own copy of the game) to play with the same Captain; each player must choose a different colored border to face outward from the front and rear of their ships.

ADMIRAL TOKEN

If an Admiral is equipped to one of your ships, take the corresponding Admiral Token and slide it over the ship peg after the Captain ID Tokens are inserted into the tower of the base. This token displays a Captain Skill modifier that corresponds to the specific Admiral Card in play. If two players are using the same Admiral, one player should have the side with the yellow border face up and the other should have the yellow border face down.
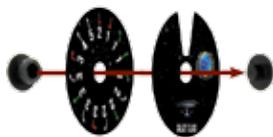
FLEET ACTION TOKEN

The Fleet Action Token is used to let players know if an Admiral's Fleet Action has been used and which ship used it.

HEROCLIX™ MANEUVER DIAL ASSEMBLY

Before playing, assemble each dial as shown. Connect each dial with the faceplate with the matching artwork.

SOME ASSEMBLY REQUIRED

SHIP ASSEMBLY

To assemble a ship, follow these steps:

1. Place the chosen Ship Token in the base.

2. Insert one peg into the tower of the base.

3. Insert the second peg into the first peg.

4. Insert the small peg on the bottom of the plastic ship into the second peg.

From this point forward in the rulebook, the term "ship" refers to a fully assembled ship, complete with plastic ship, pegs, base, Ship Token, and Captain ID Token (see previous column).

SHIP CARD ANATOMY

1. Ship Name
2. Unique Icon
3. Ship Class
4. Faction Icon
5. Primary Weapon Value
6. Agility Value
7. Hull Value
8. Shield Value
9. Ship Type Icon
10. Upgrade Bar
11. Ship Special Ability
12. Action Bar
13. Squadron Point Cost

Setup

Before playing, set up the game as follows:

1. **Choose a Faction:** Players agree on which Factions to control (Federation or Klingon). If players cannot agree, randomly assign Factions. All components belonging to one player are considered friendly (even if they are from different Factions), and all components belonging to their opponent are considered opposing.

FEDERATION   **KLINGON**

2. **Gather Forces:** Each player chooses Ship, Captain, Admiral, Upgrade Cards, and more. If players are not using the squad building rules (see pages 24-25), then players should assemble the following cards:

   Federation Faction
   > Ship Card: *U.S.S. Enterprise* D — 26 SP
   > Maneuver Card: *Galaxy* Class
   > Captain Card: Jean-Luc Picard — 6 SP
   > Upgrade Cards: Miles O'Brien — 2 SP, Photon
   >   Torpedoes — 4 SP, Exocomp — 4 SP

   Klingon Faction
   > Ship Card: *K'mpec's Attack Cruiser* — 25 SP
   > Maneuver Card: *Vor'cha* Class
   > Captain Card: K'mpec — 4 SP
   > Upgrade Cards: Worf — 5 SP,
   >   Today Is A Good Day To Die — 5 SP

After the first game or two, it is strongly recommended that players customize their own ship configurations using the squad building rules on pages 24-25.

3. **Assemble Ships:** Each player finds the plastic ship, Ship Token, Captain ID Tokens, Admiral Tokens, etc. that match their chosen Ship Card and Captain Card. Players assemble their ships as shown in the "Ship Assembly" and "Captain ID Token" diagrams on page 4.

4. **Establish Play Area:** Choose a play area on a table or other flat surface. Players may use a playmat, a tablecloth, or some other means to mark the edges of the play area (see "The Play Area").

   2 Players: Players sit opposite from each other across the play area. The side of the play area closest to each player is referred to as their "starting edge." See "2-Player Setup Diagram" on page 6.

3 Players: One player sits toward the center of one edge of the play area, and each of the remaining players sits at one of the corners on the opposite side of the play area; each player is then assigned a 4" x 8" rectangular space called their "starting area." See "3-Player Setup Diagram" on page 7.

5. **Place Forces:** Place each ship in the play area in order of Captain Skill (the gold number on the Captain ID Token), from lowest to highest (i.e. the ship with the lowest Captain Skill is placed first; the ship with the highest Captain Skill is placed last). If multiple ships share the same Captain Skill, the player with the Initiative places their ship(s) first (see "Initiative" on page 18).

   2 Players: To place a ship, its owner lays the Range Ruler straight out from the edge of the play area and places the ship anywhere that is entirely within the Range 1 section, facing any direction (see "2-Player Setup Diagram" on page 6).

   3 Players: To place a ship, its owner starts by measuring out their 4" x 8" starting area as shown on the "3-Player Setup Diagram" on page 7. The ship's owner places their ship anywhere that is entirely within their starting area, facing any direction. Please note that each segment on the Range Ruler is 4" long, so this will be a guide for players to measure out their starting areas.

6. **Prepare Gathered Cards:** Each player takes the cards matching their forces and places them face up outside the play area in view of all players.

7. **Raise Shields:** Place a number of Shield Tokens above each Ship Card equal to its Shield Value (blue number). A ship cannot have more Shield Tokens than its Shield Value. Make sure each Shield Token is showing its Active Side (blue).
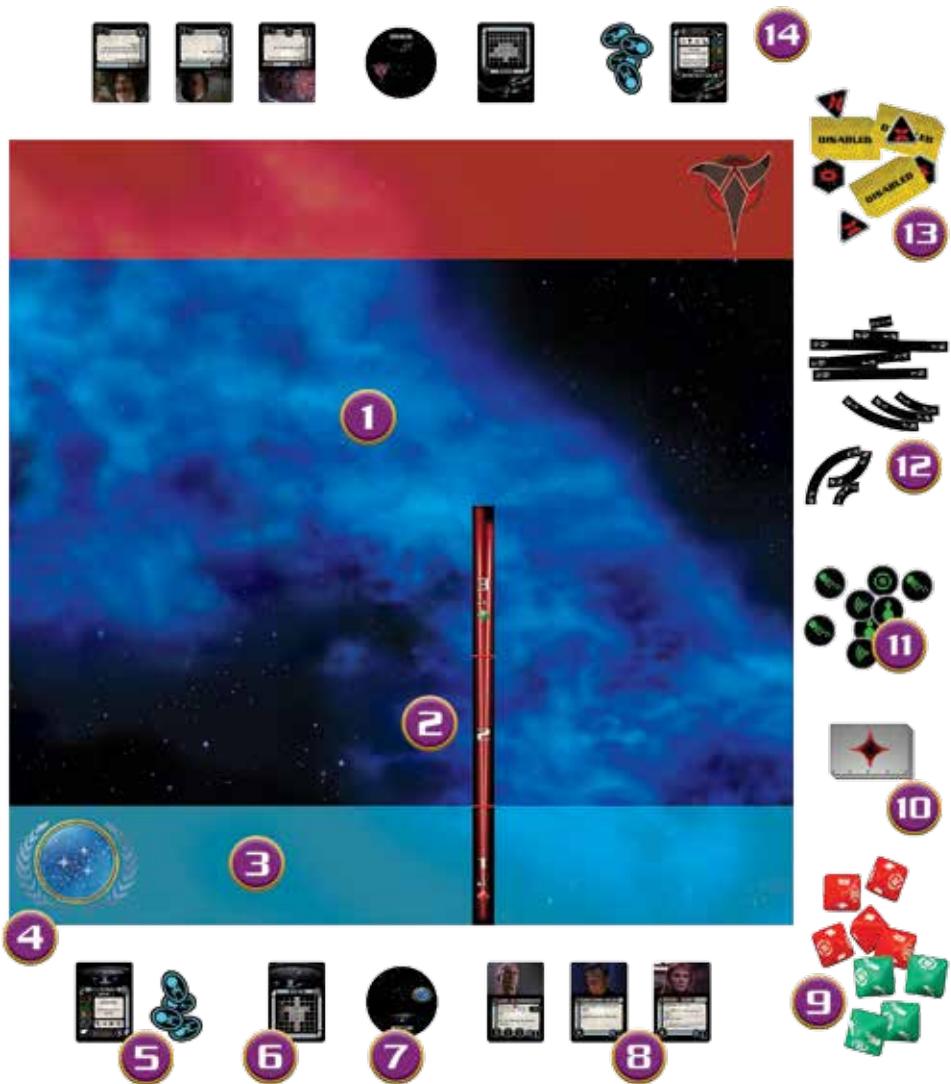
8. **Prepare Other Components:** Shuffle the Damage Deck and place it face down outside the play area within reach of all the players. Place the other components outside the play area within reach of all the players (see Setup Diagrams on pages 6–7).

THE PLAY AREA

Star Trek: Attack Wing is not played on a board. Instead, it is played on any flat surface with at least 3' x 3' of space. Players may want to use a felt or cloth surface, which provides a bit of friction and helps to prevent players from accidentally bumping or moving the ships.
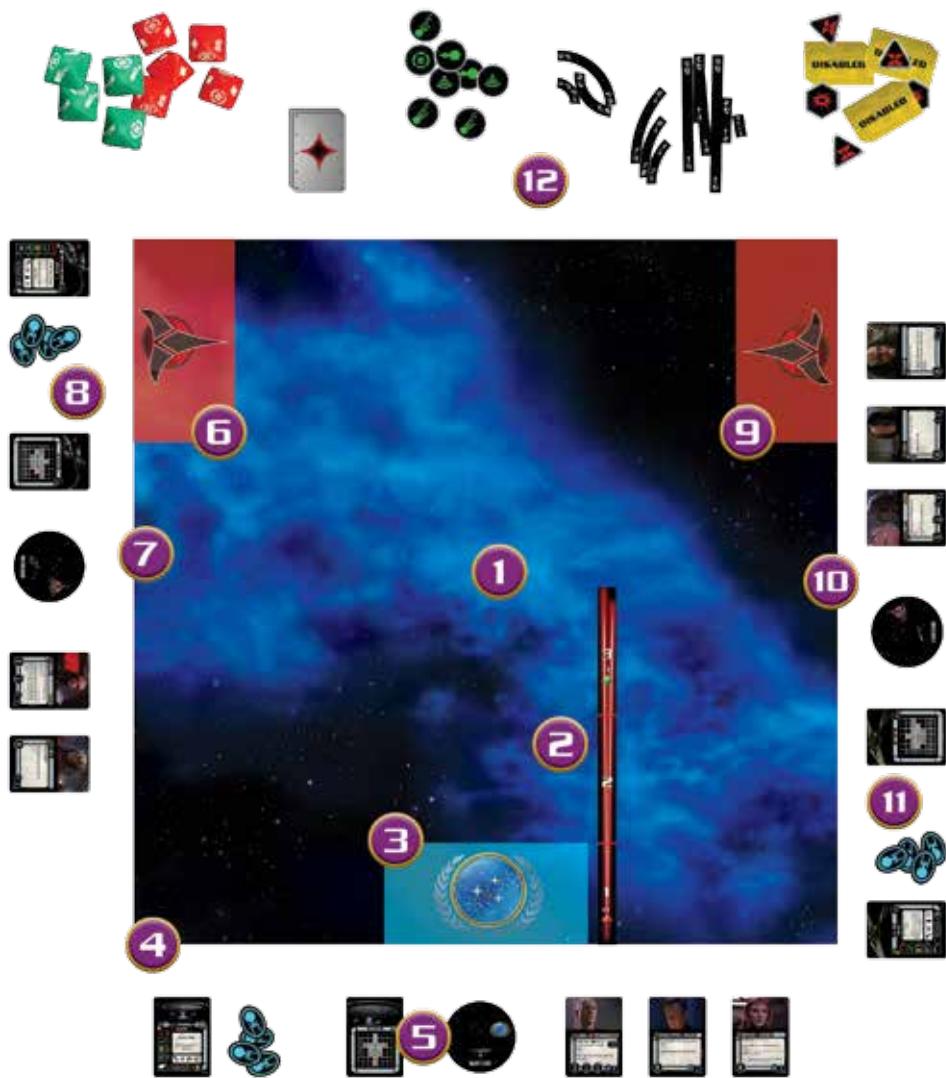
Experienced players should feel free to experiment with different play area sizes.

REFERENCE

1. **Play Area** (roughly 3′ x 3′)
2. **Range Ruler** (measuring out the start area)
3. **Player 1 Starting Area** (first 4″ of play area)
4. **Player 1 Starting Edge**
5. **Player 1 Ship Card** (with Shield Tokens)
6. **Player 1 Maneuver Card** (for reference)
7. **Player 1 Maneuver Dial**

8. **Player 1 Captain and Upgrade Cards**
9. **Dice**
10. **Damage Deck** (shuffled, face down)
11. **Action Token Supply**
12. **Maneuver Templates**
13. **Miscellaneous Tokens**
14. **Player 2's Area** (as Player 1)

6

1. **Play Area** (roughly 3′ x 3′)

2. **Range Ruler** (measuring out the start area)

3. **Player 1 Starting Area** (4″ x 8″ centered on the side)

4. **Player 1 Starting Edge**

5. **Player 1 Ship Area** (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)

6. **Player 2 Starting Area** (4″ x 8″ at the far end of the side from Player 1)

7. **Player 2 Starting Edge**

8. **Player 2 Ship Area** (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)

9. **Player 3 Starting Area** (4″ x 8″ across from Player 2)

10. **Player 3 Starting Edge**

11. **Player 3 Ship Area** (with Ship Card, Shield Tokens, Maneuver Card, Maneuver Dial, Captain Card, and Upgrade Cards—see previous page for details)

12. **Game Accessories** (see previous page for details)

The Game Round

Star Trek: Attack Wing is played over a series of game rounds. During each game round, players perform the following four phases in order:

1. **Planning Phase:** Each player secretly chooses one maneuver for each of their ships by using that ship's Maneuver Dial.

2. **Activation Phase:** Each ship moves and performs one Action. In ascending order of Captain Skill, reveal each ship's Maneuver Dial and execute its chosen maneuver. Immediately after performing its chosen maneuver, each ship may perform one Action.

3. **Combat Phase:** Each ship may perform one attack. In descending order of Captain Skill, each ship can attack one opposing ship that is inside its primary firing arc and within range. Some ships include a secondary firing arc marked with a dashed line; this firing arc can only be used for Weapon Upgrades that specifically say they can be fired through a secondary firing arc.

4. **End Phase:** Players perform the following end of round activities:

   • All Shield Tokens that were flipped to their disabled sides (red) during the round can be flipped back to their active sides (blue) for free.

     NOTE: Disabled Shields are not the same thing as Damaged Shields. Shields that are **damaged** during combat are removed from play until they are repaired by a special ability.

   • Players remove unused Scan, Evade, and Battle Stations Tokens from their ships; unused Target Lock Tokens remain on the table.

   • Cloak Tokens that were flipped to their red sides **must** be removed.

   • Cloak Tokens still on their green sides **may** stay in play if their owners elect to keep their Shields disabled. If the Cloak Token was currently positioned on top of the ship's base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked.

   • Resolve any "End Phase" abilities on cards.

After resolving the End Phase, a new game round begins starting with the Planning Phase. This continues until one player destroys all of their opponents' ships or a mission objective is completed.

Each of these phases is discussed in detail over the next few pages.

PLANNING PHASE

During this phase, each player uses their Maneuver Dial to secretly choose one maneuver for each of their ships. The selection on the dial dictates how their ships move during the next Activation Phase. In order of ascending Captain Skill, players must assign a dial to each ship. If two ships have the same Captain Skill, the player who has the Initiative must assign their Maneuver Dial(s) last. After all ships have been assigned Maneuver Dials, continue to the Activation Phase.

NOTE: Players should consult their ships' Maneuver Cards for a full list of the maneuvers that their ships are capable of performing.

CHOOSING A MANEUVER

To choose a maneuver, the player rotates the faceplate of the ship's Maneuver Dial until the window shows only the desired maneuver. They then assign the maneuver to one of their ships by placing the dial **face down near its corresponding ship** inside the play area.

A player may look at their own face down Maneuver Dials at any time, but they cannot look at their opponent's face down dials.

Each selection on the Maneuver Dial has a corresponding Maneuver Template that measures the ship's movement during the Activation Phase. During the Planning Phase, the players **cannot** use Maneuver Templates in order to "test" where ships will end up. Instead, they must plan their maneuvers by estimating their ships' movement in their heads.

NOTE: Since different types of ships in the Star Trek universe vary in their maximum speed and maneuverability, the dial for each type of ship is unique. Thus, not all ships are capable of using every Maneuver Template included in the game, and some ships can execute maneuvers that others cannot.

TYPES OF MANEUVERS

Each maneuver consists of three elements: the bearing (arrow), the speed (number), and the difficulty (arrow color).

Bearing

Bearing is indicated by the arrows on the Maneuver Dial. Ships can travel in several possible bearings, depending on the options available on their dials:

Straight: Advances the ship straight ahead, without changing its facing.

Bank: Allows the ship to execute a shallow curve that advances the ship ahead, slightly to one side, and changes its facing by 45°.

Turn: Allows the ship to execute a tight curve that advances the ship ahead, sharply to one side, and changes its facing by 90°.

Come About: Advances the ship straight ahead, changing its facing by 180°.

Full Astern: Moves the ship straight backward, without changing its facing.

Speed
Speed is indicated by the numbers on the Maneuver Dial and varies between "1" and "6," depending on the options available on the dial. The higher the speed, the farther the ship travels during its maneuver.
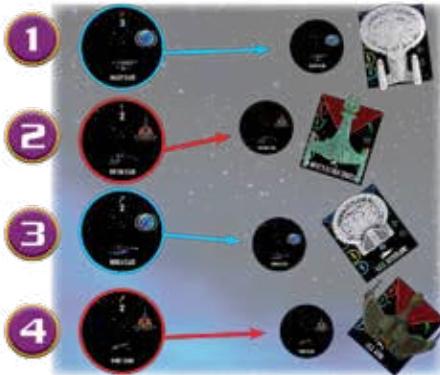
Difficulty
Some maneuvers are more difficult to execute than others. The color of the bearing arrow indicates each maneuver's difficulty. Most arrows are white, which represents a standard maneuver. Some arrows are red or green, which represent that the maneuver is either difficult for the ship to handle (red) or extremely simple (green).

During the Activation Phase, ships may receive or remove Auxiliary Power Tokens based on the color of the maneuver executed (see "Auxiliary Power" on page 19).

NOTE: Some maneuvers may be modified or restricted by other factors, such as an Auxiliary Power Token or the text on a face up Damage Card.

Planning Phase Example

The players choose one maneuver for each of their ships in order of ascending Captain Skill:

1. The Federation player, whose *U.S.S. Enterprise-D* has a Captain Skill of 1, rotates the *Galaxy* Class Maneuver Dial to the [🡕 **3**] Maneuver and places it **face down** near the *U.S.S. Enterprise-D.*

2. Then, the Klingon Player, whose *K'mpec's Attack Cruiser* has a Captain Skill of 3, rotates the *Vor'cha* Class Maneuver Dial to the [🡑 **2**] Maneuver and places the dial **face down** beside *K'mpec's Attack Cruiser.*

3. Next, the Federation Player, whose *U.S.S. Sutherland* has a Captain Skill of 4, rotates the *Nebula* Class Maneuver Dial to the [🡕 **2**] Maneuver and places it **face down** beside the *U.S.S. Sutherland.*

4. Finally, the Klingon Player, whose *I.K.S. Vorn* has a Captain Skill of 5, rotates the *K'vort* Class Maneuver Dial to the [🡕 **2**] Maneuver and places it **face down** beside the *I.K.S. Vorn.*

During this phase, each ship is activated **one at a time**. Starting with the ship with the **lowest Captain Skill**, resolve the following steps in order:

1. **Reveal Dial:** Reveal the active ship's Maneuver Dial by flipping it face up.

2. **Set Template:** Take the Maneuver Template that matches the chosen maneuver on the dial and place that template snugly against the front of the ship's base between the **front guides**. Insert the template fully into the guides so that it is flush against the base.

3. **Execute Maneuver:** Holding the template firmly in place, grip the side walls of the ship base and lift the ship off the play surface. Then place the ship at the **opposite** end of the template, sliding the **rear guides** of the ship into the opposite end of the template.

   EXCEPTIONS: To execute a [🔄] Maneuver, see "Come About" on page 10. To execute a [🡇] Maneuver, see "Full Astern" on page 10.

   If the ship has any tokens assigned to it (such as Action Tokens or Auxiliary Power Tokens), move the tokens along with the ship.

   NOTE: If a ship executes a maneuver that causes either its base or the Maneuver Template in use to physically overlap another ship base, see "Moving Through a Ship" and "Overlapping Other Ships" on page 18.

4. **Check for Power Strain:** If the ship just executed a Red Maneuver, place 1 Auxiliary Power Token beside the ship. If the ship just executed a Green Maneuver, remove 1 Auxiliary Power Token from the ship (if any) and return the token to the miscellaneous token supply (see "Auxiliary Power" on page 19).

5. **Clean Up:** Return the used template to the pile of Maneuver Templates. Place the revealed dial outside the play area, near the ship's corresponding Ship Card.

6. **Perform Action:** The ship may perform one Action. Actions provide a wide range of benefits and are described on pages 10–12. A ship with one or more Auxiliary Power Tokens cannot perform Actions (see "Auxiliary Power" on page 19).

The ship currently resolving a phase is known as the **active ship**. After the active ship resolves the final step, the ship with the next lowest Captain Skill becomes the active ship and resolves these same steps. Players continue activating ships in order of ascending Captain Skill until each ship has activated.

BREAKING TIES
When two or more ships have the same Captain Skill, the ship owned by the player with the **Initiative** activates their ship last (See "Initiative" on page 18).

If a single player owns multiple ships with the same Captain Skill, they may activate those ships in the order of their choosing.

MANEUVER TEMPLATES

Maneuver Templates precisely measure distance and angle to ensure that all ship movements are consistent. Each end of a Maneuver Template displays one arrow (the bearing) and one number (the speed).

After a player reveals their dial during the Activation Phase, they find the template matching the bearing and speed of the revealed maneuver and use that template to move their ship.

NOTE: Ships must bank or turn using the **exact same maneuver** chosen on their dial. In other words, if a player reveals a [↗ **3**], they cannot rotate the template to execute a [↘ **3**].
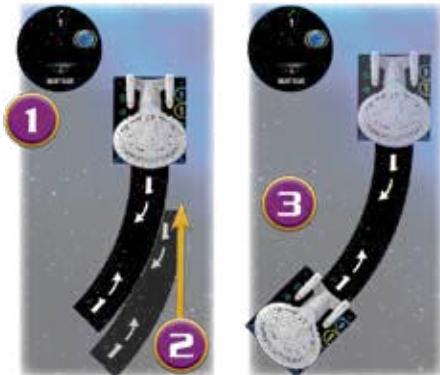
Come About

The Come About Maneuver [�️] uses the same movement template as a Straight Maneuver [↑]. The only difference between these maneuvers is that after executing a [⏎] Maneuver, the player **rotates their ship 180°** (so that the guides on the **front** of the ship's base fit securely with the Maneuver Template).

Full Astern

The Full Astern Maneuver [↓] uses the same movement template as a Straight Maneuver [↑]. To execute this move, place the appropriate [↑] template on the **back** of the ship's base and then move the ship so that the front of the ship is placed on the other end of the Maneuver Template.

Movement Example

1. The Federation Player flips their dial to reveal their chosen maneuver: [↗ **1**].

2. The Federation Player takes the [↗ **1**] Maneuver Template and sets it between their ship's front guides.

3. Then the Federation Player holds the template in place, moves the ship to the opposite end of the template, and slides the rear guides of the ship into the template.

ACTIONS

During the Activation Phase, each ship may perform **one Action** immediately after moving. A ship may perform any Action shown in the Action Bar of its Ship Card. Additionally, certain cards may allow ships to perform other Actions. Each of the possible Actions is described in detail over the next few pages. If an ability allows a ship to perform a "Free Action," this Action **does not** count as the one Action allowed during the "Perform Action" step.

Evasive Maneuvers [✎]

Ships with the [✎] icon in their Action Bar may perform the Evasive Maneuvers Action. To perform this Action, place one [✎] Token near the ship.

The player can spend the [✎] Token later during the Combat Phase to cancel 1 damage rolled by the attacker (see "Spending an Evade Token" on page 14). Unspent [✎] Tokens are removed from all ships during the End Phase.

Scan [((••]

Ships with the [((••] icon in their Action Bar may perform the Scan Action. To perform this Action, place one [((••] Token near the ship.

A ship with a [((••] Token beside it during the Combat Phase reduces the number of defense dice rolled by its opponent (see "Roll Defense Dice" on page 14). All [((••] Tokens are removed from all ships during the End Phase.

Battle Stations [😀]

Ships with the [😀] icon in their Action Bar may perform the Battle Stations Action. To perform this Action, place one [😀] Token near the ship.

The player can spend the [😀] Token later during the Combat Phase to increase their chance of hitting when attacking or decrease their chances of getting hit when defending (see "Spending a Battle Stations Token" on page 14). Unspent [😀] Tokens are removed from all ships during the End Phase.

Cloak [♟]

Ships with the [♟] icon in their Action Bar may perform the Cloak Action. A ship must have at least 1 Active Shield in order to perform a Cloak Action. When performing a Cloak Action, disable all of the ship's remaining Shields by flipping them over to their red sides (see "Disabling Shields" on page 19) and place a [♟] Token on the ship with its green side face up. The [♟] Token is placed right on top of the ship base to signify that the ship has just Cloaked and can still be Target Locked for the remainder of the round (see "Acquire a Target Lock" on page 11).

While Cloaked, replace the ship's printed Agility Value with its printed Agility Value +4. Additionally, a Cloaked ship can now perform a Sensor Echo Action (see next page) as an Action.

If a Cloaked ship fires, its owner must flip the [♟] Token over to its red side, which signifies that the [♟] Token must be removed during the End Phase. However, the ship is still considered Cloaked for the remainder of the round.

During the End Phase, if a ship still has a green [👤] Token (signifying that it did not attack), that ship's owner may choose to keep its Shields disabled in order to retain the Cloak Token. In this case, the player moves the Cloak Token off the ship base to signify that the ship has been Cloaked for more than one round. A player may keep their ship Cloaked in this manner for an indefinite number of turns. If the player instead chooses to raise the ship's Shields during the End Phase, then the player must remove the Cloak Token.

Sensor Echo [🌀]

Ships with the [🌀] icon in their Action Bar may perform the **Sensor Echo** Action. A ship can only perform a Sensor Echo Action if it is currently Cloaked (e.g. from a previous turn). Performing a Sensor Echo Action signifies that the Cloaked ship is actually in a different position than the opposing ship's sensors were able to detect.

To perform a Sensor Echo, follow these steps:

1. Choose either the [↑ **1**] or [↑ **2**] Maneuver Template.

2. Place one end of the template against either the left or right side of the ship's base. The template may be placed anywhere along the side of the ship's base as long as **no part** of the template goes beyond the front or back edge of the base.

3. Holding the template firmly in place, lift the ship off the play surface. Then place the ship at the opposite end of the template, making sure no part of the template goes beyond the front or back edge of the base. The front of the ship must face the same direction it was facing when it started the Sensor Echo.

A ship cannot perform a Sensor Echo if this would cause its base to overlap another ship or similar obstruction. The player may measure to see if their ship can perform a Sensor Echo **before** committing to this Action; they may even test both the [↑ **1**] and [↑ **2**] Maneuver Templates when making this determination. However, once they physically pick up their ship off the playing surface, they must commit to the Sensor Echo Action unless doing so proves to be impossible without overlapping another ship or obstruction.

If the Sensor Echo Action is impossible, place the ship back in its original position. This ship may not perform a non-free action this game round.
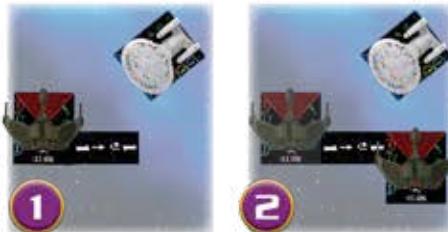
CLOAKING IN STAR TREK: ATTACK WING

Throughout the history of the Alpha Quadrant, advancements in cloaking technology have always been answered by advances in sensor technology. Therefore, it was frequently the case that tracking ships would devise some method to sense their cloaked opponent's approximate whereabouts.

In **Star Trek: Attack Wing**, it is assumed that ships have the ability to acquire a vague reading of their cloaked opponent's whereabouts, but firing upon such an elusive opponent will often end in failure. This is represented by the extra defense dice rolled by cloaked ships.

Sometimes a ship's sensors will pick up a blip that is significantly wrong about a cloaked opponent's position. In Star Trek: Attack Wing, that is represented by the Sensor Echo Action (see above).

Sensor Echo Example

The *I.K.S. Vorn* is Cloaked and performs a Sensor Echo Action, hoping to move outside the primary firing arc of the *U.S.S. Enterprise*.

1. The Klingon Player wants to shift the *I.K.S. Vorn* to the right, so they take the [↑ **1**] Maneuver Template and set it along the right wall of the ship's base.

2. Then they take the *I.K.S. Vorn* and move it to the other side of the template so that the template touches the left wall of the ship's base.

Acquire a Target Lock [🎯]

Ships with the [🎯] icon in their Action Bar may perform the **Acquire a Target Lock** Action to place a pair of [🎯] Tokens (see below). The player can choose to spend the [🎯] Tokens later, during combat, to increase their chances of hitting the targeted ship (see "Spending Target Lock Tokens" on page 14).

To acquire a Target Lock, follow these steps:

1. Determine if the opposing ship is within range by taking the Range Ruler and measuring the distance from **any point** on the active ship's base to **any point** on the opposing ship's base.

2. If the opposing ship is at Range 1, 2, or 3, the active ship may acquire a Target Lock on that ship.

3. Place one **red** [🎯] Token near the opposing ship to indicate that it is **targeted**.

4. Place the corresponding **blue** [🎯] Token (the one that matches the red token's letter) near the active ship to indicate that it is **locking**.

When measuring the range for a Target Lock, the player may measure 360° from the active ship. The active player may measure to see if an opposing ship is within range before committing to this Action.

Each ship capable of performing this Action can maintain only 1 Target Lock (i.e. each ship can have only 1 blue [🎯] Token assigned to it). However, multiple ships can target the same ship, so it is possible for a ship to have several red [🎯] Tokens assigned to it.
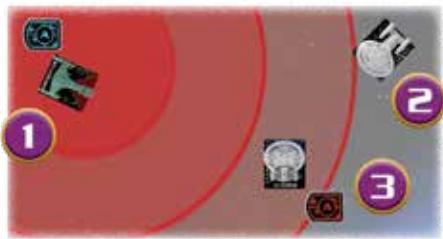
While it is possible to Target Lock an opposing ship the turn that it Cloaks (i.e. if its Cloak Token is still resting on its ship base), a ship cannot acquire a Target Lock on a ship that has been Cloaked since the previous turn (i.e., if its Cloak Token is now beside the ship base). However, a ship that has acquired

a Target Lock on an opposing ship can keep its [⬚] Token beside that ship even if the opposing ship later Cloaks and remains Cloaked for more than one turn.

[⬚] Tokens are only removed if the locking ship either acquires a Target Lock on a different ship or spends the Target Lock during combat. [⬚] Tokens are not removed automatically during the End Phase like many other tokens. Certain abilities may also allow a targeted ship to remove a Target Lock. In any case, whenever a [⬚] Token is spent or otherwise removed, always remove both the blue [⬚] Token and the corresponding red [⬚] Token.

Some Secondary Weapons, such as Photon Torpedoes, can only be used if the ship spends a Target Lock on the targeted ship (see "Secondary Weapons" on page 20).

Acquire a Target Lock Example

After *K'mpec's Attack Cruiser* moves, it performs an Acquire a Target Lock Action.

1. The Klingon Player measures 360° around *K'mpec's Attack Cruiser* to see which opposing ships are at Range 1-3.

2. The *U.S.S. Enterprise-D* is out of range, so *K'mpec's Attack Cruiser* cannot acquire a Target Lock on it.

3. The *U.S.S. Sutherland* is at Range 3, so *K'mpec's Attack Cruiser* locks onto it. The Klingon Player places one red [⬚] Token next to the *U.S.S. Sutherland.* Then they place the **blue** [⬚] Token with the matching letter next to *K'mpec's Attack Cruiser.*

Regenerate
Ships with the [⬚] icon on their Action Bar may perform the Regenerate Action. A ship that performs the [⬚] Action immediately repairs 1 damage of its choice to its Hull (critical or normal). A ship cannot attack during the round that it performs the [⬚] Action.

Pass
A ship may pass, choosing not to perform any Action.

Other Actions
Some card abilities include the "Action:" header. A ship may resolve this ability during its "Perform Action" step. This counts as that ship's Action for the round.

Card abilities without the "Action:" header may be resolved when specified on the card and do not count as the ship's Action. However, a ship cannot perform the same Action more than once during a single game round (not even when the Action is a "free Action").

> ### RANGE RULER
>
> The Range Ruler is divided into three sections, and each section is labeled with a number (1, 2, or 3). When the rules instruct a player to "measure the distance," always orient the Range Ruler so that the Range 1 section touches the point of origin (usually the active ship) and the Range 3 section points toward (or touches) the intended target.
>
> When the rules refer to a ship being "at Range 2," it means that the closest part of the intended target's base must fall under the "Range 2" section of the Range Ruler. When the rules refer to a ship being "at Range 1–3," it means that the target's base must fall under any section of the Range Ruler.

COMBAT PHASE

During this phase, each ship may perform one attack against one opposing ship that is inside its primary firing arc and within range. Some Secondary Weapons can be fired from the primary or secondary firing arcs, as indicated on the respective Weapon Upgrades (see "Secondary Weapons" on page 20).

Starting with the ship with the **highest Captain Skill**, players resolve the following combat steps in order:

1. **Declare Target:** The attacker chooses which opposing ship they wish to attack.

2. **Roll Attack Dice:** The attacker rolls a number of attack dice equal to their ship's Primary Weapon Value (red number), unless using a Secondary Weapon, in which case they roll a number of dice equal to the Secondary Weapon's Attack Value (see "Secondary Weapons" on page 20).

3. **Modify Attack Dice:** Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify attack dice results.

4. **Roll Defense Dice:** The defender rolls a number of defense dice equal to their ship's Agility Value (green number). If the defending ship is Cloaked, the defender's Agility Value is replaced by its printed Agility Value plus 4.

5. **Modify Defense Dice:** Players can spend Action Tokens and resolve abilities that re-roll or otherwise modify defense dice results.

6. **Compare Results:** Players compare the final attack and defense dice results to determine if the defending ship was hit and how much damage it suffers.

7. **Deal Damage:** If the defending ship was hit, it loses Active Shield Tokens or receives Damage Cards based on the damage it suffers.

After resolving the final step, the ship with the next highest Captain Skill resolves these same steps. Players continue resolving combat for ships in order of Captain Skill, from **highest to lowest**, until all ships have had the opportunity to perform one attack.

If multiple ships have the same Captain Skill, **the ship whose player has the Initiative** resolves its combat steps first (see "Initiative" on page 18 and "Simultaneous Attack Rule" on page 17).

If a single player owns multiple ships with the same Captain Skill, they may resolve the attacks of those ships in the order of their choosing.

NOTE: Each ship may attack only once per round.

The seven steps of combat are described in detail over the next few pages.

1. DECLARE TARGET
During this step, the **attacker** (the active ship) must declare its **target** (the ship they wish to attack). The target ship must be inside the attacker's **firing arc** and within **range**. A player may measure to verify that these conditions are met **before** declaring a target.

Once declared, the target ship is now the defender and players proceed to the "Roll Attack Dice" step.

Firing Arc
Each ship token has a colored wedge shape (colored differently for each Faction) called the **primary firing arc**. This area shows the angle from which the ship's weapons can fire. An opposing ship is inside the active ship's firing arc if **any part** of the opposing ship's base falls inside the angle defined by the wedge shape (see "Firing Arc and Range Example" to the right).

Some ships also have a **secondary firing arc** marked by dashed lines on the Ship Token. The ship can use that arc to activate effects or make attacks that indicate that they can be activated or fired through a secondary firing arc. A ship cannot fire its Primary Weapon through its secondary firing arc unless otherwise noted.

Other ships **do not** obstruct firing arcs. For example, if a ship has multiple opposing ships inside its primary firing arc, it can target any one of them. Thematically, this represents that ships can attack above or below the other ships in 3D space.

Range
Range is measured using the Range Ruler. The Range Ruler is divided into three sections: Range 1 (close), Range 2 (medium), and Range 3 (far). Some weapons and abilities provide bonuses or are restricted based on the range (distance) from another ship (see "Upgrade Card Anatomy" on page 20).

Each ship's Primary Weapon can target ships at Range 1–3 (i.e., at Range 1, 2, or 3).

To measure range, place the Range 1 end of the range ruler so that it touches the **closest part** of the attacker's base. Then point the ruler toward the **closest part** of the target ship's base that is inside the attacker's firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target ship's base is considered the range between the ships. If the ruler is not long enough to reach the target ship, the ship is considered out of range and cannot be targeted. A ship may be within range, but still fall outside the attacker's firing arc.
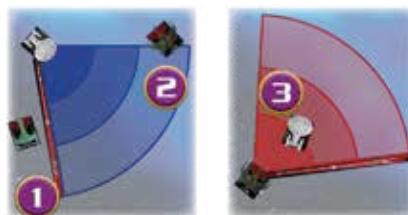
Range Combat Bonuses
Depending on the range between the ships, the attacker or defender may roll additional dice during this attack (see "Roll Attack Dice" and "Roll Defense Dice" on pages 13–14). Range combat bonuses only occur when a ship is attacking with its **primary weapon**.

Firing While Cloaked
If a Cloaked ship fires, flip its Cloak Token over to the red side. The ship is still considered Cloaked until the End Phase, at which time its Cloak Token must be removed (see "End Phase" on page 17).

Firing Arc and Range Example

1. *K'mpec's Attack Cruiser* is at Range 2, but outside of the firing arc of the *U.S.S. Enterprise-D*.

2. The *I.K.S. Vorn* is at Range 3 and inside the firing arc of the *U.S.S. Enterprise-D*.

3. The *U.S.S. Enterprise-D* is at Range 1 and inside the firing arc of the *I.K.S. Vorn*.

2. ROLL ATTACK DICE
During this step, the attacker calculates how many attack dice to use and then rolls the dice.

The Primary Weapon for each ship represents either its phaser or disruptor banks. The player rolls a number of attack dice equal to the ship's Primary Weapon Value (the red number shown on its Ship Card and Ship Token).

Instead of attacking with its Primary Weapon, the attacker may choose to use a Secondary Weapon that their ship has equipped (see "Secondary Weapons" on page 20).

The attacker resolves any card abilities that allow them to roll additional (or fewer) dice. Also, if they are targeting a ship at Range 1 with their Primary Weapon, they roll +1 attack die.

After calculating the number of attack dice, the attacker takes that number of red attack dice and rolls them.

Combat Bonuses
There are several factors that may modify a ship's attack or defense, including the range modifier just described. All dice modifiers are cumulative. If modifiers would reduce the attacker's dice to zero or less, then the attack causes no damage. If modifiers would reduce the defender's dice to zero or less, then the defender rolls zero defense dice.

3. MODIFY ATTACK DICE

During this step, players may resolve abilities and spend tokens that allow them to modify attack dice. This includes adding die results, converting die results, and re-rolling dice (see "Modifying Dice Results" below).

If a player wants to resolve multiple modifying abilities, they resolve them in the order of their choosing. If the attacker and defender both have abilities that modify the attack dice, the defender resolves all of their abilities before the attacker resolves any.

Spending Target Lock Tokens

If the attacker has a Target Lock on the defender, they may return their **pair of** assigned [🔲] Tokens to the Action Token supply to choose any number of attack dice and re-roll them once (see "Combat Phase Example" on pages 15-16).

The attacker may spend [🔲] Tokens only when they are attacking a ship that their lock is targeting (i.e. the red [🔲] Token near the targeted ship must match the letter on the blue [🔲] Token near the attacker).

Spending a Battle Stations Token

If the attacker has a [⊞] Token, they may return it to the Action Token supply to convert all [⊞] results on the attack dice to [✦] results.

MODIFYING DICE RESULTS

When players roll dice during combat, these dice are rolled into a common area. The face up side of each die is considered the result.

Dice in this common area may be modified in several ways, and the final results determine how much damage the target ship suffers (if any).

Add: Some effects add a specific result to the combat. To resolve this, the player places a token or unused die displaying this result into the common area.

Convert: Some effects convert one die result to a different result. To resolve this, the player physically picks up the die from the common area and rotates the die so that its face up side displays the new result.

Re-roll: Some effects allow players to re-roll certain dice. To resolve this, the player picks up the appropriate number of dice from the common area and rolls those dice again.

IMPORTANT: When a die is converted or re-rolled, ignore its original result and apply only the new result. This new result may be modified by other effects; however, a die that has already been re-rolled cannot be re-rolled again during this attack unless a card effect specifically says that the die can be re-rolled more than once.

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4. ROLL DEFENSE DICE

During this step, the defender calculates how many defense dice to use and then rolls the dice.

The defender rolls a number of defense dice equal to the ship's **Agility Value** (the green number shown on the Ship Card and Ship Token).

If the defender has a [🌿] Token beside their ship (green or red), they replace their Agility Value with their printed Agility Value plus 4.

If the defender is targeted at Range 3 by the attacker's Primary Weapon, they roll +1 defense die.

If the attacker has a [🔊] Token beside their ship, the defender rolls -1 defense die.

The defender also resolves any card abilities that allow them to roll additional (or fewer) dice.

After calculating the number of defense dice, the defender takes that number of green defense dice and rolls them.

5. MODIFY DEFENSE DICE

During this step, players may resolve abilities and spend tokens that allow them to modify defense dice. This includes **adding** die results, **converting** die results, and **re-rolling** dice (see "Modifying Dice Results").

If a player wants to resolve multiple modifying abilities, they resolve them in the order of their choosing. If the attacker and defender both have abilities that can modify defense dice, the attacker resolves all of their abilities before the defender.

Spending a Battle Stations Token

If the defender has a [⊞] Token, they may return it to the Action Token supply during this step to change all [⊞] results to [🛡] results.

Spending an Evade Token

If the defender has an [🛡] Token, they may return it to the Action Token supply to add one additional [🛡] result to their defense roll (see "Combat Phase Example" on pages 15-16).

6. COMPARE RESULTS

During this step, players compare their dice results to determine whether the defender was **hit**.

To determine whether the defender was hit, compare the number of [🛡], [✦], and [💥] results in the common area. For each [🛡] result, cancel (remove) 1 [✦] or [💥] result from the attack roll. All [✦] results must be canceled before any [💥] results may be canceled.

If there is at least one uncanceled [✦] or [💥] result remaining, the defender is considered hit (see "Deal Damage" on the next page.) If all [✦] and [💥] results are canceled, the attack misses and the defender does not suffer any damage.

Canceling Dice

Each time a die result is canceled, a player takes 1 die displaying the canceled result and physically removes the die from the common area. Players ignore all canceled results during this attack.

All abilities that allow players to cancel dice must be resolved at the start of the "Compare Results" step.

7. DEAL DAMAGE

During this step, ships that have been hit suffer damage based upon uncanceled [✦] and [☀] results.

The hit ship suffers 1 **damage** for each uncanceled [✦] result, and then suffers 1 **critical damage** for each uncanceled [☀] result. For each damage or critical damage suffered, the ship must lose one Active Shield Token (blue). If it has no Active Shield Tokens, it must receive 1 Damage Card instead (see "Suffering Damage" on page 17).
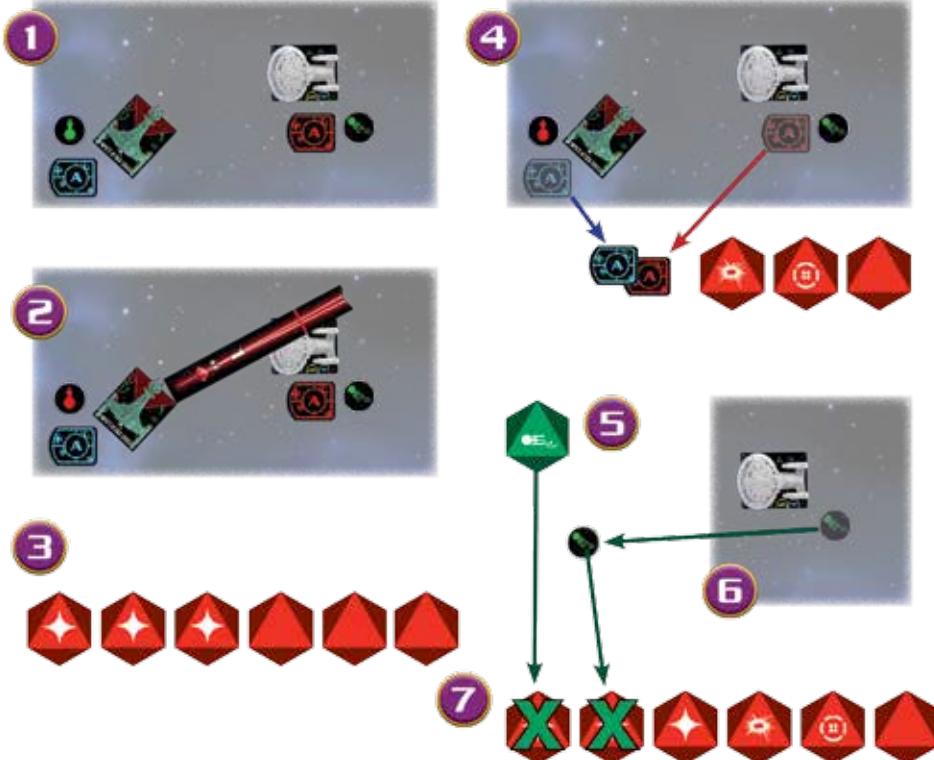
NOTE: A Disabled Shield Token (red) cannot be damaged but does not protect the ship from receiving Damage Cards.

When the number of Damage Cards dealt to a ship equals or exceeds its Hull Value (yellow number), that ship is destroyed (see "Destroying Ships" on page 17).

After resolving the final step, the ship with the next highest Captain Skill takes its turn resolving the combat steps.
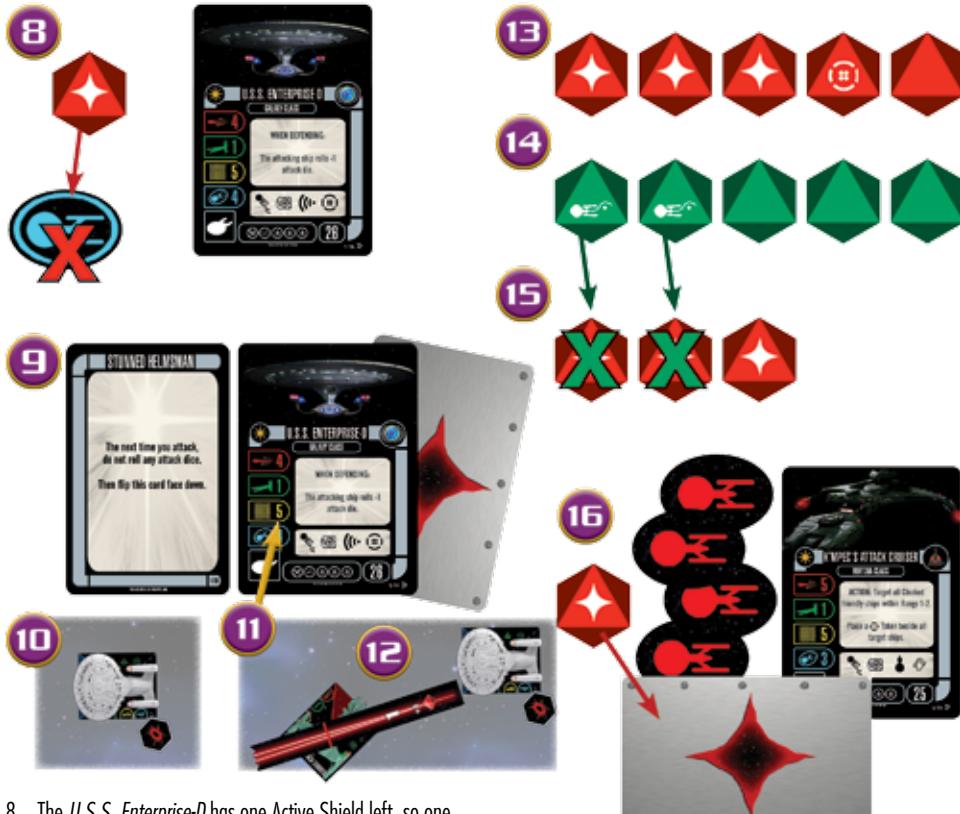
After each ship has had the opportunity to attack, the Combat Phase ends and the players proceed to the End Phase.

Combat Phase Example

1. The ships end the Activation Phase in this position, and the Combat Phase begins. Of all the remaining ships in the game, the Captain of *K'mpec's Attack Cruiser* has the highest Captain Skill so it resolves its combat steps first.

2. The *U.S.S. Enterprise-D* is within the forward firing arc of *K'mpec's Attack Cruiser* and at Range 1, so *K'mpec's Attack Cruiser* attacks the *U.S.S. Enterprise-D*. Since *K'mpec's Attack Cruiser* was Cloaked, it must flip its Cloak Token over to its red side; it is still considered Cloaked until the end of the round.

3. *K'mpec's Attack Cruiser* rolls 6 attack dice (five dice from the ship's Primary Weapon Value of 5 and one for firing at Range 1). *K'mpec's Attack Cruiser* obtains the following results [✦], [✦], [✦], [△], [△], [△].

4. *K'mpec's Attack Cruiser* chooses to spend its Target Lock to re-roll the three blank results, obtaining the following results: [☀], [⊡], [△]. The [⊡] and [△] results will have no effect for this attack.

5. The *U.S.S. Enterprise-D* rolls one defense die since it has an Agility Value of 1, and obtains an [✎] result.

6. The *U.S.S. Enterprise-D* chooses to spend its [✎] Token to add one [✎] results to the defense roll.

7. The two [✎] results cancel two [✦] results, but 1 [✦] result and one [☀] result remain. The *U.S.S. Enterprise-D* is hit!

Combat Phase Example (Continued)

8. The *U.S.S. Enterprise-D* has one Active Shield left, so one [✦] result destroys that Shield. The Federation Player removes the Shield Token from beside their Ship Card.

9. The *U.S.S. Enterprise-D* then suffers one critical damage from the uncancelled [☢] result. The Klingon Player deals one Damage Card face up next to the *U.S.S. Enterprise-D* Ship Card. This face up Damage Card's text has an ongoing effect that applies during each Activation Phase.

10. The Klingon Player places one Critical Hit Token near the *U.S.S. Enterprise-D* to remind them of this Damage Card's effect.

11. The *U.S.S. Enterprise-D* is **not destroyed** by this attack because its Hull Value (5) is greater than the total number of Damage Cards it has (1).

12. The ship with the next highest Captain Skill is the *U.S.S. Enterprise-D*, so it resolves combat next. The Federation Player chooses to target *K'mpec's Attack Cruiser*, which is at Range 1.

13. The Federation Player rolls 5 attack dice (four dice from the ship's Primary Weapon Value of 4, and one for firing at Range 1), and obtains the following results: [✦], [✦], [✦], [⊙], and [△]. The [⊙] and [△] results will have no effect for this attack.

14. The Klingon Player rolls 5 defense dice (one from the ship's Agility Value, and four from it being Cloaked). Note that even though *K'mpec's Attack Cruiser* has fired and its Cloak Token has been flipped over to its red side, the ship is still considered Cloaked until the end of the round. The Klingon Player obtains the following results: [⚲], [⚲], [△], [△], [△].

15. The two [⚲] results cancel two of the [✦] results. One [✦] results remains. *K'mpec's Attack Cruiser* is hit!

16. Even though *K'mpec's Attack Cruiser* has four Shield Tokens remaining, the Shields were disabled when the ship Cloaked. Since Disabled Shields do not protect a ship's Hull, the remaining [✦] result causes *K'mpec's Attack Cruiser* to receive one face down Damage Card. Since *K'mpec's Attack Cruiser* has a Hull Value of 5, it can suffer 4 more damage before it is destroyed.

During this phase, the players perform the following steps. Although the players can usually perform these steps at the same time, any player can request that players act one by one in **ascending order** of Captain Skill. If two or more Captains have the same Captain Skill, the ship whose player has the Initiative performs these activities last.

- Cloak Tokens that were flipped to their red sides **must** be removed. Cloak Tokens still on their green sides **may** stay in play if their owners elect to keep their ship's Shields disabled. If the Cloak Token was currently positioned on top of the ship's base, place it beside the ship to indicate that the ship has been Cloaked for more than one turn and can no longer be Target Locked. If a Cloak Token is removed from a ship (regardless if it was on its green or red side) immediately enable all disabled Shields on that ship.
- Each player may flip all of their Disabled Shield Tokens (red) back to their Active sides (blue). This is free and does not count as an Action. This has no effect on Damaged Shield Tokens (i.e. Shield Tokens removed during Combat).
- All players remove unused Scan, Evade, and Battle Stations Tokens from their ships; unused Target Lock Tokens remain on the table.
- Some card abilities or Missions may instruct players to resolve certain effects during the End Phase. If this is the case, do so now.

After completing the End Phase, the round is over. If more than one player has a ship remaining, a new round begins, starting with the Planning Phase.

NOTE: In a 3-Player game, if a player has lost all of their ships, they are eliminated from the game.

Winning the Game

When only one player has ships remaining in the play area, the game ends and that player wins. If playing a Mission, refer to its victory conditions.

In the event that all remaining ships are destroyed at the same time, the player who has Initiative wins.

EXCEPTION: If a destroyed ship has an ability that triggers when it is hit or destroyed, and this ability destroys all opposing ships, then the player owning the ship with the special ability wins the game.

Additional Rules

This section explains all rules not previously addressed.

SUFFERING DAMAGE

Ships can suffer damage from different sources, such as being hit during combat or by an effect or card ability. Damage cards track how much damage each ship has suffered and are used to determine if the ship has been destroyed (see "Destroying Ships" below).

When a ship suffers damage or critical damage, it suffers them **one at a time** following these steps. The ship must suffer all normal damage before suffering any critical damage.

1. **Damage Active Shields:** If there are any Active Shield Tokens (blue) remaining beside the ship's card, remove one of the tokens from play and skip Step 2. If there are no Active Shield Tokens, proceed to Step 2 below. Note that Disabled Shield Tokens (red) cannot be destroyed, but they do not protect the ship's Hull.

2. **Damage Hull:** Deal one Damage Card to the ship based on the type of damage it suffered. If the ship suffered damage (such as from a [✦] result), place the Damage Card face **down** beside the ship's card. If the ship suffered critical damage (such as from a [☀] result), place the Damage Card **face up** next to the ship's card (see "Critical Damage" below).

   NOTE: If the Damage Deck runs out, shuffle the discard pile to form a new deck.

CRITICAL DAMAGE
When a ship suffers damage, players deal the Damage Card **face down** and ignore the card's text. However, when a ship suffers **critical damage**, players deal the Damage Card **face up**.

The text on face up Damage Cards is resolved as instructed on the card. When a ship is dealt a Damage Card face up, place a Critical Hit Token near the ship. This token reminds players that this ship is affected by an ongoing effect. If a ship somehow manages to remove the ongoing effect (e.g. by flipping that card face down, by discarding that card, etc.), return the Critical Hit Token to the supply.

DESTROYING SHIPS
When the number of Damage Cards dealt beside a Ship Card is **equal to or greater than** the ship's Hull Value (yellow number), the ship is immediately destroyed (face up and face down cards count toward this total). Immediately remove the destroyed ship from the play area, unless there "is another ship of equal" Captain Skill that hasn't fired yet (see Simultaneous Attack Rule see below), discard all of its Damage Cards to a face up discard pile next to the Damage Deck, and return all of its tokens to their respective supplies.

EXCEPTION: See "Simultaneous Attack Rule" below.

NOTE: Because ships are destroyed immediately after receiving Damage Cards, ships with low Captain Skills may be destroyed before having an opportunity to attack.

SIMULTANEOUS ATTACK RULE
Although ships perform their attacks one at a time, ships with a Captain Skill **equal to the active ship's** Captain Skill have the opportunity to attack before being destroyed.

If such a ship would be destroyed, it simply retains its Damage Cards without being removed from the play area. It may perform an attack as normal during the Combat Phase, although any face up Damage Cards just dealt to it may affect this attack.

After the ship has had its opportunity to attack this round, it is immediately destroyed and removed from the play area.

Example: Both *K'mpec's Attack Cruiser* and the *U.S.S. Enterprise-D* are playing with non-unique Captains with a Captain Skill of 1. Since the player controlling *K'mpec's Attack Cruiser* has Initiative, it attacks first. From this attack, the *U.S.S. Enterprise-D* suffers damage equal to its Hull Value. The *U.S.S. Enterprise-D* will be destroyed, but since it has the same Captain Skill as the active ship, it first has the opportunity to resolve its combat steps. After the *U.S.S. Enterprise-D* resolves its combat steps, it is destroyed and removed from the play area.

RESOLVING CONFLICTS

INITIATIVE

Players have **Initiative**, a distinction used to resolve timing conflicts. At the start of the game, one player begins the game with the Initiative Token. Choose this player randomly unless you are playing with the Squad Building Rules (see "Initiative When Squad Building" on page 25). To randomly determine which player starts with the Initiative Token, one player rolls five attack dice and the other rolls five defense dice. Whichever player rolls more [⊙] results starts the game with the Initiative Token. During each End Phase, the player with the Initiative Token passes it to the player to their left.

In a multiplayer game, if there is a timing conflict between two opposing players and neither of them have the Initiative Token, then the player sitting closest to the left of the player with the Initiative Token is considered to have Initiative. For example, if Player 1 holds the Initiative Token and there is a timing conflict between Player 2 (to Player 1's left) and Player 3 (to Player 1's right), then Player 2 is considered to have Initiative.

Initiative comes into play at any point where two or more players want to activate or resolve anything at the same time. Unless otherwise specified, the player with the Initiative must resolve all their desired abilities, effects, etc. before their opponent resolves any. Anything that is reactionary, such as an attack-canceling effect, may supersede this rule.

During the Activation Phase, when ships of equal Captain Skill are activated, the ship whose player has **Initiative activates last**.

Initiative also applies during the Combat Phase; the ship whose player has Initiative resolves its **combat steps before** an opponent's ship of the same Captain Skill.

If a single player owns multiple ships of the same Captain Skill, they may activate those ships and resolve their attacks in the order of their choosing.

BREAKING THE RULES

Some abilities on cards conflict with the general rules. In case of a conflict, card text overrides the general rules.

If one card ability forbids an effect, while another ability allows it, the effect is forbidden.

RESOLVING RULES DISPUTES

Situations may arise that are too close to call (such as a ship being within a certain range, etc.). If players cannot agree on the correct ruling, follow these steps:

1. One player takes five attack dice while the other player takes five defense dice.

2. Both players roll. The player who obtains the most [⊙] results wins the dispute.

The player who wins the dispute determines the correct ruling for this situation. If this situation arises again during this game, apply the same ruling.

Remember that what is most important when playing a game of **Star Trek: Attack Wing** is having fun!

MOVEMENT RULES

FLEEING THE BATTLEFIELD

If a ship executes a maneuver that causes **any part** of its base to go outside the play area (beyond the edge), then that ship has fled the battlefield. Unless specified by the Mission Overview, ships that flee the battlefield are immediately destroyed.

MOVING THROUGH A SHIP

Ships can move **through** space occupied by other ships without penalty; it is assumed the ships have sufficient time and room to maneuver around them in 3D space.

To execute a maneuver through another ship, the player should hold the Maneuver Template above the ships and make their best estimation of where the ship should end its movement. Then they pick up their ship and move it to its final location. Both players must agree on the ship's final position and facing.

OVERLAPPING OTHER SHIPS

There are a few situations that may arise where ships overlap other ships, and they are explained below.

Plastic Bases Overlapping

If a ship executes a maneuver that would cause the final position of its base to physically overlap another ship's base (even partially), follow these steps:

1. From the opposite end of the template, move the active ship backward along the top of the template until it no longer overlaps another ship. While moving the ship, adjust it so that the template remains centered between both the sets of guides on the ship's base. Place the ship so that the bases of both ships are touching.

2. Skip this ship's "Perform Action" step.

Ships whose bases are touching can target each other as long as they're within the appropriate firing arc(s).

IMPORTANT: If the active ship is executing a [↻] Maneuver that causes it to overlap another ship, instead treat its maneuver as a [↑] Maneuver with the same speed and color revealed on the dial.

If the ship is executing a [↓] Maneuver that causes it to overlap another ship, then from the opposite end of the template, move the active ship **forward** along the top of the template until it no longer overlaps another ship.

Plastic Figures Overlapping

Some ship figures extend beyond the edge of their base. If this part of the figure would touch another figure or obstruct its movement, simply add or remove one peg from the base to prevent this situation and continue moving as normal.

Overlapping Other Ships Example

1. The *U.S.S. Enterprise-D* is executing a maneuver that appears to cause it to overlap the *I.K.S. Vorn*

2. While trying to execute the maneuver, it does in fact cause the *U.S.S. Enterprise-D* to overlap the *I.K.S. Vorn.*

3. The Federation Player moves the *U.S.S. Enterprise-D* backwards along the template, but now the *U.S.S. Enterprise-D* is overlapping *K'mpec's Attack Cruiser.*

4. The Federation Player moves the *U.S.S. Enterprise-D* backwards along the template, and places it touching *K'mpec's Attack Cruiser.*

ACTIONS AND CLOAKING

Some Actions begin with the following text: "**ACTION:** If your ship is not Cloaked, disable all of your remaining Shields..."

These Actions cannot be used if you are Cloaked. Furthermore, a player wishing to use that ability must first disable all of their remaining Active Shields.

AUXILIARY POWER

There are several factors that can force a ship to switch to Auxiliary Power, such as executing difficult Red Maneuvers (see "Activation Phase" Step 4 on page 9). When this occurs, place an Auxiliary Power Token beside the ship. While a ship has at least one Auxiliary Power Token, it **cannot execute Red Maneuvers or perform any Actions** (even free Actions).

If a ship already has an Auxiliary Power Token assigned to it and it reveals a Red Maneuver during the Activation Phase, the **opposing player** chooses any non-Red Maneuver on that ship's dial for the ship to execute.

After a ship executes a Green Maneuver, remove one Auxiliary Power Token from it (see "Activation Phase" Step 4 on page 9).

DISABLING SHIELDS

Some abilities require a player to disable Shield Tokens. All Shield Tokens begin the game with their active (blue) sides face up. When instructed to disable a Shield Token, the player flips it over to its disabled (red) side. A Disabled Shield Token cannot be damaged but does not protect the Hull. During the End Phase, a player can activate all of their disabled Shield Tokens by flipping them back to their blue sides for free.

If a special ability requires a player to disable a **specified number** of Active Shields, then the ship must possess at least that many Active Shields in order for the player to use that special ability. However, if a special ability requires a player to disable **all remaining Shields**, then the player is permitted to use that ability even if they have no Shield Tokens remaining.

EXCEPTION: In order to perform a Cloak Action (see "Cloak" on page 10), a ship must have at least 1 Active Shield in play. When performing the Cloak Action, the ship must then disable all of its remaining Shields.

NOTE: A Disabled Shield is not the same thing as a Damaged Shield. If a Shield is damaged during combat, it is removed from play and does not come back during the End Phase. The only way to restore a Damaged Shield Token is to use a card's special ability.

UPGRADES

Disabling/Discarding Cards

Some abilities may instruct you to "disable" a Card. Disabling a Card works differently than disabling a Shield Token. When instructed to disable a Card, place a Disabled Token on that Card. While a Card is disabled, a player cannot use its text.

During the Activation Phase, a ship can spend its Action to remove a Disabled Token from one of its Upgrade Cards. That Upgrade is no longer disabled.

Some abilities may require the player to "discard" an Upgrade Card.

Return discarded Upgrade Cards to the game box; they cannot be used for the remainder of the game.

Upgrade Restrictions

Some upgrades have restrictions. Cards may be restricted to ships of a specific faction, captains of a specific faction, ships of a specific class, specific firing arcs, ships with a particular hull value, and more. Cards may also incur cost penalties if they're not equipped to a ship with the appropriate faction, ship class, etc. In all of these cases, the restrictions for the specific card will be listed along the left side of the card as seen below. If there are no icons listed there, the card has no restrictions.

Below is a non-exhaustive list of restriction icons and what they mean:

This card can only be equipped to a ship with a matching ship class icon.

This card can only be equipped to a ship with a matching Faction.

This card may only be equipped to a ship with a Captain of a matching Faction.

+2 If this card is equipped to a ship that doesn't match the Faction, it costs additional SP points equal to the value displayed.

This card's ability may only be used in one of the corresponding firing arc(s).

4+ This card can only be equipped to a ship card with a Hull equal to or greater than the value displayed.

4- This card can only be equipped to a ship card with a Hull equal to or less than the value displayed.

Upgrade Card Anatomy

1. Card Title
2. Card Ability
3. Attack Value
4. Range
5. Upgrade Icon
6. Faction Icon
7. Squadron Point Cost (see page 24)
8. Unique Icon
9. Restrictions

Card Ability Anatomy

All card text consists of three main parts: timing, costs & conditions, and effect. The timing is always listed in bold capital letters followed by a colon (i.e. **PLANNING PHASE:**). The costs & conditions immediately follow the timing (i.e." After all ships have chosen their Maneuver, discard this card and target two opposing ships"). Finally, the effect of the text is listed below the timing, costs, and conditions (i.e. "Look at the maneuver dials of the target ships..."). The timing, costs, and conditions all must be met before an effect can be activated and resolved.

Secondary Weapons

Some Weapon Upgrade Cards provide their ships with Secondary Weapons such as Photon Torpedoes. This section explains a few rules related to Secondary Weapons.

Ships may perform only one attack during the Combat Phase. Secondary Weapons show the header "**ATTACK:**" as a reminder that a ship attacks with either its Primary Weapon or one of its Secondary Weapons.

In addition to being inside the attacker's firing arc, the closest point of the target ship's base must fall within the **Weapon Range** shown on the card (see "Upgrade Card Anatomy" on page 20). If both of these conditions are met, then the player rolls the number of attack dice equal to this card's **Attack Value** (instead of the ship's Primary Weapon Value).

Example: Photon Torpedoes can only be used to attack an opposing ship that is at Range 2-3. They cannot be used to target ships at Range 1 or beyond Range 3.

Some Secondary Weapons specify they can be fired either from a ship's primary firing arc or its secondary firing arc. These are the only types of weapons that can be fired from a secondary firing arc. Of course, a ship must actually have a secondary firing arc on its Ship Token (marked by dashed lines) in order to fire a Secondary Weapon that is restricted to only a secondary arc.

Secondary Weapon attacks are not affected by the extra dice provided by the Range Ruler at Range 1 (+1 attack die) or Range 3 (+1 defense die). When firing a Secondary Weapon, use the side of the Range Ruler that does not show the bonus dice (to avoid confusion). Only Primary Weapons make use of these extra dice.

Timing
Unless otherwise specified, effects, abilities, etc. that specify a phase, step, or time to activate in can only activate at the beginning of the specified phase, step, or time.

Effects, abilities, etc. that can be activated at any time can only activate between phases or at the start of a phase, step, or time when any other effect could be activated.

Combat vs. Non-combat
All effects are divided into one of two types: Combat Effects and Non-Combat Effects.

Combat Effects come in three types:

1. Any effect that occurs within the Combat Phase. For example, an effect that would activate during the Modify Attack Dice step.

2. Any effect that would cause an attack to be made outside of the normal Combat Phase or damage to be dealt. For example, an Action that would allow for an attack to be made during the Activation Phase.

3. Any effect that would affect the attack dice or defense dice being rolled during an attack. This includes anything that would add, subtract, replace, modify, re-roll, or otherwise affect the dice. For example, the Cloak Action provides a Cloak Token which replaces the ship's Agility Value with its Agility Value plus four. Since this affects the Agility Value (which affects the amount of defense dice being rolled), this is considered a Combat Effect.

NOTE: If an ability allows a ship to make an attack outside of the normal Combat Phase, carry out the normal combat steps of the Combat Phase for that attack. For the purposes of all rules, the attack counts as being in the Combat Phase and going through each of the combat steps. This means that

effects, such as those granted by a Cloak Token, would be in effect.

Non-Combat Effects include any effect that does not fit into one of the above categories. For example, an Action that would allow a ship to repair a shield or discard a [🃏] from an opposing ship.

Combat Effects do not affect Non-Combat Effects and vice versa. For example, a Combat Effect that would disallow a ship from rolling defense dice would not prevent that ship from activating a Non-Combat Effect that would require that ship to roll defense dice.

Rule of 3
Whenever the sum of all modifiers applied to any value (Primary Weapon Value, Agility Value, Hull Value, Shield Value, Attack Value, Maneuver Speed, Range, Captain Skill, Squadron Points, etc.) is greater than +3 or less than -3, the sum of all modifiers is instead +3 or -3, respectively. All modifiers continue to apply to the value; only their sum is changed.

This rule only applies to modifiers, not to replacement values. Replacement values can alter the printed value by more than 3 before any modifiers apply, with modifiers still limited to a net modification of +3 or -3 on the replaced value. As a rule of thumb, replacement effects are always applied before modifier effects.

The range bonuses (+1 attack die at Range 1 and +1 defense die at Range 3) do not count as a modifier for the purposes of the rule of 3.

Replace Then Modify
The order in which replacements, modifiers, and range bonuses take place is irrelevant. To calculate a value, start with the printed value and then apply any replacements, first numbers and then those that multiply or divide, and then the sum of all modifiers.

For example, a ship has a printed Agility Value of 1. During the Activation Phase, that ship's Agility Value is modified by +5 (reduced to +3) by Upgrades and it uses the Cloak Action. The Cloak Action replaces its Agility Value with 1 + 4 = 5 which is then modified by +3 to 8. Later during the Activation Phase, an opposing ship reduces its Agility by -1 with an Upgrade. Because all modifiers continue to apply to the value, the Agility Value is now modified by + 5 − 1 = +4 and is still reduced to +3. Thus, the ship still has an Agility Value of 8. During the Combat Phase, an opposing ship has 2 Scan Tokens and attacks the ship at Range 3. The 2 Scan Tokens reduce the Agility Value of the ship by -2. Again, the modifiers continue to apply, so the modifier is now reduced to +5 − 3 = +2 by the Scan Tokens which makes the ship's Agility Value 7 (replace to 5 then +2 = 7). The Range 3 bonus also takes effect increasing the Agility Value to 8. However, because the Range 3 bonus is external to the rule of 3, there is still only a +2 Modifier to the Agility Value. Finally, during the step, the ship has an ability that modifies its Agility Value by another +2, increasing the total modifier to +7 − 3 = +4 which is again reduced to +3. The final Agility Value of the ship is a replacement of 5 from Cloak + 3 from modifiers + 1 from the Range 3 bonus = 9.

Factions
Smaller Factions are now sub-Factions listed under prime Factions. A sub-Faction represents a minor species that is affiliated with or part of a prime Faction.

Game elements belonging to a sub-Faction also count as their prime Faction for the purposes of all rules. However, prime Faction ships do not count as their sub-Factions unless otherwise stated.

The prime Factions and sub-Factions are as follows:

Federation — Vulcan and Bajoran

Klingon

Romulan

Dominion

Independents — Ferengi, Kazon and Xindi

Borg

Mirror Universe

Species 8472

Q-Continuum

Primary, Secondary, and 360° Firing Arcs

Forward Firing Arcs are now referred to as Primary Firing Arcs [⬇] and Rear Firing Arcs are now referred to as Secondary Firing Arcs [◆]. 360° Firing Arcs [◌] do not count as Primary or Secondary Firing Arcs.

Shuttlecrafts

Shuttlecraft are treated as normal ships with the following exceptions:

1. Shuttlecraft can only attack opposing ships at Range 1-2.

2. A Shuttlecraft is either considered "Active" (in the play area) or "Inactive" (docked on another ship).

3. You cannot equip cards to a Shuttlecraft with a cost of more than 3 SP (including face down cards).

4. For each Shuttlecraft assigned to your fleet, there must be 1 ship with a printed Hull Value of 4 of more referred to as a Capital Ship.

DOCKING A SHUTTLECRAFT: During the Activation Phase, a Shuttlecraft may use the following Action to dock on a friendly Capital Ship if, after the Shuttlecraft moves, its base overlaps that friendly Capital Ship's base:

ACTION: Place all of the cards equipped to the Shuttlecraft beneath the Shuttlecraft's Ship Card and place them beside the Capital Ship's cards. Then, remove your Shuttlecraft from the play area and place it on top of its Ship Card. All of the tokens that were beside the Shuttlecraft are placed back in the supply. Place an Auxiliary Power Token beside the Capital Ship.
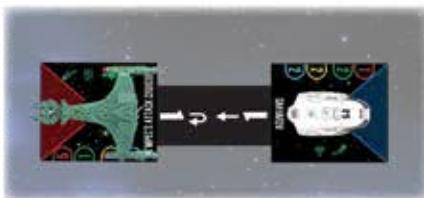
NOTE: If a Shuttlecraft uses this Action, it does not suffer any of the normal penalties for overlapping another ship. If a Shuttlecraft's base overlaps a friendly ship and it does not use this Action, it suffers the normal penalties for overlapping another ship. If a Shuttlecraft's base overlaps or is overlapped by an opposing ship's base, the Shuttlecraft suffers 1 damage in addition to the penalties for overlapping another ship (see page 18).

While a Shuttlecraft is docked on another ship, it is considered to be "Inactive" and the following applies to it:

a) None of the Shuttlecraft's cards can be used but they can be affected by opposing effects. **NOTE:** These cards are considered to be in play and are considered to be equipped to the Capital Ship.

b) The Shuttlecraft is destroyed if the Capital Ship is destroyed.

c) You may exchange cards between the Shuttlecraft and the Capital Ship by using the Capital Ship's Action to perform the following Action:

ACTION: Remove any number of cards from beneath your Shuttlecraft's Ship Card and equip them to the Capital Ship. Then remove any number of cards from the Capital Ship and place them beneath your Shuttlecraft's Ship Card. Both ships must still have a Captain, all Upgrade restrictions still apply, and neither ship can have Upgrade Cards in excess of what is allowed by their Upgrade Bar.

LAUNCHING A SHUTTLECRAFT: During the Planning Phase, a player may launch a Shuttlecraft from the Capital Ship by choosing a Maneuver on that Shuttlecraft's Maneuver Dial. Place the appropriate Maneuver Template so that it is flush with any side of the Captial Ship's base and does not extend beyond any edge of the base. Place the Shuttlecraft at the opposite end of the template, sliding the rear guides of the Shuttlecraft into the opposite end of the template. Then remove the Maneuver Template. Then separate the Shuttlecraft's Ship Card and the cards underneath it from the Capital Ship's cards and place an Auxiliary Power Token beside both ships. The shuttle may not move normally during the turn it launches. **NOTE:** A Shuttlecraft cannot be placed on top of another ship's base when launching.

Attack Squadrons

Attack Squadrons are treated as normal ships with the following exceptions:

1. Attack Squadrons can only attack opposing ships at Range 1-2.

2. Attack Squadrons can only be equipped with [⁂] Upgrades and cannot have any Captain Cards equipped to them.

3. Instead of having stats printed on its Ship Card, an Attack Squadron has a number of Attack Squadron Tokens stacked on it (see below). These Tokens have the ship's stats listed on them (Primary Weapon, Agility, Hull, and Shield Values, and a Captain Skill Number).

4. When an Attack Squadron sustains damage to its Hull, it does not receive Damage Cards as normal. Instead, one Token is destroyed (i.e. removed from the top of the stack). Tokens removed in this way are removed from the game and may not be restored or repaired. Once the last Token is

removed from the stack, the Attack Squadron is destroyed. **NOTE:** Only 1 Attack Squadron Token may be removed by any single attack, regardless of how much damage is dealt by the attack.

5. If an Attack Squadron has Shields, the Shields are fully repaired and activated every time a new Attack Squadron Token is revealed.

6. All critical damage suffered by an Attack Squadron is immediately converted into normal damage.

7. For each Attack Squadron assigned to your fleet, there must be 1 ship with a printed Hull Value of 4 of more referred to as a Capital Ship.

8. Attack Squadrons can only be affected by opposing effects and the effects of Squadron Upgrades (friendly or opposing).

9. Attack Squadrons can only affect friendly ships with Squadron Upgrades that state that they affect friendly ships.

ATTACK SQUADRON TOKENS (AST)

Each Attack Squadron Token has a Primary Weapon, Agility, Hull, and Shield Value, as well as a Captain Skill Number listed on the front. On the back of each Token is a Captain Skill Number, a Faction Icon, and a ship's name or class. The ASTs are placed in a stack on top of the Ship Card in descending order (from highest to lowest) of their Captain Skill Numbers. Each Attack Squadron will have the ASTs stacked on it with the ship class listed on the back. In addition, if an Attack Squadron is unique, place another AST on top of the stack (this will be the AST with the unique Squadron's name listed on the back). At the start of the game, place the AST that has the starting Captain Skill beside the ship (this will be the reverse side of the AST that reads "START" on the front).

When an AST is destroyed, remove one Token from the top of the stack and flip it over. Then remove the AST that is beside the ship from play and replace it with the token that you just removed from the stack. **NOTE:** The Captain Skill that is listed on the back of the Token beside the ship should always be equal to the Captain Skill listed on the AST at the top of the stack.

SQUADRON UPGRADES [🔅]

Ships with the [🔅] icon on their Upgrade Bar can be equipped with Squadron Upgrades. For each [🔅] icon shown in the Upgrade Bar, the ship can equip one Squadron Upgrade Card with the matching icon.

Capital Ship

A Capital Ship is any ship that has a printed Hull Value of 4 or more.

Each Capital Ship can ONLY have one Shuttlecraft, Attack Squadron, or Borg Support Vehicle associated with it.

No Shuttlecraft, Attack Squadron, Borg Support Vehicle, or any other ship that requires a Capital Ship counts as a Capital Ship under any circumstances.

Time Tokens

Many Upgrades instruct a player to place a certain number of Time Tokens on them. The player places that many Time Tokens on the Upgrade and cannot activate that Upgrade again until all the Time Tokens are removed. During the End Phase, players remove 1 Time Token from each of their Upgrades.

For example, a ship that uses a Photon Torpedoes Upgrade places 3 Time Tokens on it. This means that the ship will not be able to initiate that attack again until after all the Time Tokens have been removed.

CONTINUOUS EFFECT TOKENS:

Many Upgrades feature Continuous Effects, which are tracked through Continuous Effect Tokens (CETs). CETs bear the same name as their corresponding Upgrade Cards (on the back). Some Continuous Effects are beneficial (featuring a green bordered CET) and others are detrimental (featuring a red bordered CET).

During Setup, players place all their Upgrades' CETs on top of their corresponding cards. When a Continuous Effect is activated, its corresponding CET(s) are placed in the play area beside the effect's recipient(s).

Whenever an Upgrade with a Continuous Effect instructs a player to place Time Tokens on it, the Continuous Effect begins. If the Upgrade does not specify the recipient of the Continuous Effect, then the Continuous Effect affects the owner.

During the End Phase (or at any other time), if an Upgrade loses its last Time Token, the Continuous Effect ends and the corresponding CETs are removed from the play area and placed back on top of their corresponding Upgrade Card.

If a CET is ever removed from the play area prematurely due to a special ability, then the Effect ends immediately and the CET is returned to its Upgrade Card. Any remaining Time Tokens stay on the Upgrade Card, however, prohibiting the ship from activating the Upgrade again until after the Time Tokens are removed.

SPECIAL RULE FOR CONTINUOUS EFFECTS: If an upgrade with Time Tokens is disabled, discarded, or otherwise removed from play then its Time Tokens remain on the card and any of its Continuous Effects that were already active remain in effect until the duration expires. This also applies to Upgrades belonging to a destroyed ship.

PERMANENT EFFECT TOKEN:

Some upgrades instruct a player to use a Permanent Effect Token instead of CET(s). A Permanent Effect Token has a purple border and is not removed during the End Phase.

Admiral Cards

Admiral Cards are double-sided cards. The front (face up) shows the Admiral's abilities and the back (face down) shows their Captain Abilities. You can only include 1 face up Admiral Card in your fleet, which must be equipped to one of your ships. Faction penalties are tripled for any face up Admiral Cards.

NOTE: You may choose to equip an Admiral Card to one of your ships as a normal Captain (face down). If you do so, you cannot later use that card's Admiral abilities.

While a face up Admiral Card is equipped to one of your ships, your fleet gains the following abilities:

1. Each Admiral Card has a Skill modifier in the lower left corner. This modifier is added to the Skill Number of the Captain Card on the ship to which the Admiral is equipped (and only that ship).

2. Once per round, 1 friendly ship within Range 1-3 of the Admiral's ship (or the Admiral's ship itself) may perform the FLEET ACTION listed on that fleet's Admiral Card instead of performing its normal Action.

If your Admiral's Ship Card has a "**Communications Failure**" or an "**Injured Captain**" critical damage card beside it, the effects of those cards do not apply to your face up Admiral Card. In either case, the Admiral's Skill Modifier still applies to that ship, but the Fleet Action is then only usable by the Admiral's ship. If your Admiral's Ship Card has either or both these critical damage cards beside it, you may choose to flip those damage cards over and discard your Captain Card. You cannot otherwise voluntarily discard your Captain Card. If the Captain Card on your Admiral's ship is ever discarded for any reason or if that Captain is part of any Away Team, the Admiral becomes that ship's new Captain. Flip your Admiral Card face down and use the Captain side of the card. If the Captain is no longer part of an Away Team and is back on board the ship, flip the Admiral Card face up and once again use the Admiral side of the card. **NOTE:** Your Admiral may be part of an Away Team as well. If they are, you may not use any of the abilities listed on their card (including the Skill Modifier).

FLEET ACTION TOKEN: At the start of the game, place one Fleet Action Token on your Admiral Card. If one of your ships performs your Admiral's Fleet Action, remove the Fleet Action Token from your Admiral Card and place it beside that ship. During the End Phase of every round, return your Fleet Action Token to your Admiral Card. **NOTE:** Your ships can only perform a Fleet Action while the Fleet Action Token is on your Admiral Card.

ADMIRAL ID TOKEN: An Admiral ID Token shows the Admiral's Skill modifier number. This Token is placed around the plastic pegs on the ship to which the Admiral is equipped and will rest on top of its Captain ID Tokens. If the Admiral ever becomes the ship's Captain (see above), remove the Captain ID Tokens and the Admiral ID Token and replace them with that Admiral's Captain ID Tokens.

Resources
Each player can include a maximum of 1 Resource when building their fleet.

If a player's fleet is completely eliminated, then their opponent(s) receive the points for their Resource. If a multiplayer game is being played, divide the points among all opponents rounded down. If a player's fleet is not completely eliminated, then their opponent(s) do not receive points for the Resource.

If the Resource is equipped to a specific ship, Captain, Admiral, Upgrade, etc., the points for the Resource are scored when that ship, Captain, Admiral, Upgrade, etc. is destroyed.

Advanced Rules

This section explains advanced rules that enhance the **Star Trek: Attack Wing** experience. Before starting a game, players must agree which advanced rules they would like to use during the game (if any).

SQUAD BUILDING

Although **Star Trek: Attack Wing** is fast and fun using only the ships found in this game box, the gameplay is even more exciting and tactical with more ships. After players have a firm grasp on the core gameplay, they can add the rules explained in this section.

To best use the squad building rules, players will need more than the four ships found in this game box. Additional content is sold separately in expansion packs, card packs, and faction packs.

All Ship Cards, Captain Cards, Upgrade Cards, Admiral Cards, etc. display a number in the lower right corner. This number is the **squadron point** (**SP**) cost of the Ship, Captain, Upgrade, Admiral, etc. Note that each ship must include one (and only one) Captain Card. However, players can elect to not include a Captain Card and use a placeholder Captain with a SP cost of 0 and a Captain Skill of 1 instead.

During the "Gather Forces" step of Setup, all players must first agree on a number of squadron points per player. It is recommended that each player plays with 130 squadron points, although players are welcome to choose any point total. If players only own the ships found in this game box, each player should field 45 points.

NOTE: If playing with more than 100 squadron points per player, be sure to check the "Component Limitations" section on page 27.

After choosing a point total, all players secretly and simultaneously build their fleets. They do this by choosing Ship Cards, Captain Cards, Upgrade Cards, Admiral Cards, etc. with a combined squadron point total equal to or lower than the agreed-upon total.

Players may even combine Captain Cards, Upgrade Cards, Admiral Cards, etc. from multiple Factions on the same ship if they are willing to pay the Faction penalty, which requires a player to pay 1 extra squadron point for each Captain and/or Upgrade Card that does not match its ship's Faction or 3 extra squadron points for an Admiral Card that does not match its ship's Faction.

After all players are satisfied with their choices, they simultaneously reveal their chosen cards. Players then resume the steps of Setup, continuing with the "Assemble Ships" step (see page 5).

INITIATIVE WHEN SQUAD BUILDING

When using squad building rules, the player with the **lowest** squadron point total at the start of the game starts the game with **Initiative**. If two or more players' squadron point totals are equal at the start of the game, then randomly assign the **Initiative Token** to one of the players tied for the lowest squadron point total at the start of the game. During each End Phase, the player with the Initiative Token passes it to the player to their left as normal.

ADJUSTING THE PLAY AREA

If playing with more than 100 squadron points per player, players may wish to expand the size of their play area beyond 3' X 3'. Players are free to use any play area size that they agree on.

Unique Names

This game box includes several famous ships, captains, and crew members from throughout the Star Trek universe. Each of these famous ships and characters is represented by a card with a unique name. On such cards, this is identified by a special Unique Icon [⬤] to the left of the card name (see "Ship Card Anatomy" on page 4).

A single player cannot field two or more cards that share the same unique name, even if there are two different cards with the same name (e.g. a "Riker" Crew Upgrade Card cannot be played if the player is already using a "Riker" Captain Card). In a team game, this limit applies to each team (see "Team Play Rules" on page 27).

However, two different players can use the same unique character as long as they are not on the same team. If two different players are using the same Captain, then they should take care to position their Captain ID Tokens so that they display different borders on the fronts and backs of their respective ship bases.

Example: On the *U.S.S. Enterprise-D* Ship Card, there is a Unique Icon to the left of the ship's name. A single player may only field one copy of the *U.S.S. Enterprise-D*. There is no Unique Icon to the left of the "Federation Starship (Galaxy Class)" Ship Card, so a single player could field as many Galaxy Class Federation Starships as they want (within the squadron point limit).

One Per Ship ⊗

In addition to unique cards, some cards are very powerful and only one of them can be equipped per ship. This is indicated by a silver star with four points in the same location the Unique Icon would normally appear.

MIRROR UNIVERSE UNIQUE ICON [✹]

This icon is used on any unique card of the Mirror Universe Faction. The rules for Unique names (see above) apply to all Mirror Universe cards with the following exception:

Though you cannot have 2 unique Mirror Universe cards with the same name in your fleet, you may have one unique card from the Prime Universe and one unique card from the Mirror Universe of the same unique name (i.e. you may have 2 "Worf" cards in your fleet as long as one of them has the gold circle with the black star and the other has the black circle with the gold star).

CARD ABILITIES

Many card abilities use the word "you" to specifically reference that Ship Card. Abilities on Ship Cards cannot affect other ships unless explicitly specified by the ability.

Likewise, Captain Cards, Upgrade Cards, and Damage Cards only affect the ship to which they are equipped, unless otherwise specified.

Unless a card ability uses the word "may," has "Action:" or "Attack:" headers, or has costs associated with activating the card, then the ability is mandatory and must be followed.

UPGRADE CARDS

There are different ways to customize a ship, such as adding a crew member, a Secondary Weapon, or an Elite Talent. However, each ship is limited in which Upgrades and how many of each Upgrade it can equip.

The Upgrade Bar along the bottom of the Ship Card displays icons that represent which Upgrades the ship can equip. For each icon shown in the Upgrade Bar, the ship can equip one Upgrade Card with the matching icon. Upgrade icons that appear in a ship's Upgrade Bar include Crew [⬤], Weapon [⬤], Tech [⊗], and Borg [◉] Upgrades.

Elite Talent [⏱] icons do not appear on a ship's Upgrade Bar. To use an Elite Talent Upgrade, a card on the ship must feature an [⏱] icon. A ship can field a number of Elite Talent Upgrades equal to the total number of [⏱] icons featured on cards on the ship.

REMEMBER: Each ship must include one (and only one) Captain Card. Captain Cards are not considered Upgrade Cards and are not affected by abilities that affect Upgrade Cards.

Upgrade Bar Anatomy

The *U.S.S. Enterprise-D* shows one Weapon icon, one Tech

icon, and three Crew icons in its Upgrade Bar. While the Federation Player is building their fleet during Setup, they may equip the *U.S.S. Enterprise-D* with up to one Weapon Upgrade, one Tech Upgrade, and three Crew Upgrades (of their choice), provided that they have sufficient squadron points available.

Upgrade Card Abilities and Action Tokens

Some Upgrade Cards provide special abilities when a particular token is placed beside the corresponding ship. Only one Upgrade Card on each ship can trigger its ability from the same token during the same round.

OBSTACLES

Outer space contains many hazards including asteroids and floating debris. Some Missions call for Obstacles, and players can also use Obstacles to add variety to the standard game.

The game box includes 6 Objective Tokens which sometimes represent abstract positions in space that do not act as Obstacles, but they sometimes represent physical objects in space that do act as Obstacles. Individual Missions will specify whether or not an Objective Token acts as an Obstacle.

The game also includes a large Planet Token which will be used in a variety of Missions, including a Mission in the starter set and other Missions in expansion packs. The Planet Token follows rules different than those of standard Obstacles (see "Planet Token" below).

ADDING OBSTACLES TO A STANDARD GAME

The reverse sides of the Objective Tokens show potential Obstacles that players can use in the standard game if they wish. During Setup, before the "Gather Forces" step, the players can agree to use Obstacles for this game.

Starting with the player who has Initiative (see "Initiative" on page 18) and then continuing through each player clockwise, each player takes a turn placing one Obstacle inside the play area. Obstacles cannot be placed within Range 1-2 of any edge of the play area.

After placing all of the Obstacles, players choose their starting areas in reverse Initiative order.

Players may also decide to add the Planet Token to their standard game. When doing so, players should place the Planet Token in the center of the play area, but they can decide to place it elsewhere if they all agree.

Players may agree to increase the size of their play area to account for these extra elements.

MOVING INTO AND THROUGH OBSTACLES

When a ship executes a Maneuver in which either the Maneuver Template or the ship's base physically overlaps an Obstacle (other than the Planet Token, see below), follow these steps:

1. Execute the Maneuver as normal, but skip the "Perform Action" step.

2. The player rolls one attack die. The ship then suffers any damage or critical damage rolled (see "Suffering Damage" on page 17).

   IMPORTANT: When overlapping an Obstacle, the ship stays where it lands (on top of the token). When the ship moves next turn, it may separate from the Obstacle without a penalty. A ship that is overlapping an Obstacle during the Combat Phase suffers the same penalties that other ships do when attacking through Obstacles (see below).

ATTACKING THROUGH OBSTACLES

Obstacles (other than the Planet Token, see below) represent space features that are difficult to fire through.

When measuring range during combat, if any part of the Range Ruler **between the two ships** overlaps an Obstacle, the attack is considered **obstructed**. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

Remember that range is always measured as the shortest distance between the two ships' bases. The attacker cannot attempt to measure a range to a different part of a base in order to avoid obstructing Obstacles.
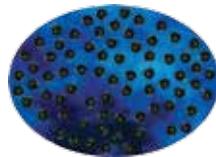
THE PLANET TOKEN

Any ship that overlaps the Planet Token at the end of its movement must move backward along its chosen Maneuver Template until it no longer overlaps the Planet Token. Skip the ship's "Perform Action" step during that round. A ship may, however, move completely through the Planet Token the same way that it would another ship without suffering any penalty.

The Planet Token is considered a complete obstruction for firing purposes. When measuring range during combat, if any part of the Range Ruler between the two ships overlaps the Planet Token, the attack is considered completely obstructed and the attacker cannot roll any attack dice.

THE MINEFIELD TOKEN

The Minefield Token is used whenever a player uses the "Antimatter Mines" Weapon Upgrade or any other Upgrade that references the Minefield Token.

When a ship executes a Maneuver in which either the Maneuver Template or the ship's base physically overlaps a Minefield Token, this triggers the text of whichever card placed the Minefield Token in the play area.

If a card's effect actually causes the Minefield Token to be placed on top of a ship during the game, the ship immediately suffers the effects of the card. Afterwards, place the Minefield Token beneath the ship. The ship is now considered to be overlapping the Minefield Token.

IMPORTANT: When overlapping a Minefield Token, the ship stays where it lands (on top of the token). When the ship moves on its next turn, it may separate from the Minefield Token without a penalty. A ship that is overlapping a Minefield Token during the Combat Phase suffers the same penalties that other ships do when attacking through Minefield Tokens (as described in the next paragraph).

When measuring range during combat, if any part of the Range Ruler between the two ships overlaps a Minefield Token, the attack is considered obstructed. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

It is possible to play **Star Trek: Attack Wing** with two or more teams. It is recommended that players use the squad building rules when playing with teams (see page 24). Each team receives the same number of squadron points regardless of the number of players on that team.

Each player takes ownership over a number of ships on their team, as agreed upon by the other players on their team. Each player plans maneuvers for their own ships and makes all decisions for their Actions and attacks. Abilities that affect friendly ships affect all ships on that team, regardless of who the owner is.

Instead of players having Initiative, teams do. If two or more players from the same team have ships with the same Captain Skill, those players may decide which of their ships to activate first and which will fire first each round.

Players win (and lose) together as a team. It is possible for all of one player's ships to be destroyed, but for their team to win if their teammates manage to destroy all of the opposing teams ships.

SHARING INFORMATION
Players on the same team may strategize against their opponent(s). Players are free to discuss any information with teammates (and opponents), but all discussion must take place in public (i.e., their opponent[s] must be able to hear all discussion). Also, teammates cannot show each other the Maneuvers chosen on their dials.

COMPONENT LIMITATIONS
Objective Tokens, all cards, plastic ships, bases, and pegs are limited by the quantities included in this game box.

If players run out of any other tokens, they may use a suitable replacement (such as a coin or bead) as a substitute.

If players would roll more dice than the maximum number they have available, keep track of the results showing and re-roll the dice necessary to equal the total number of dice the player would have rolled all at once. Note that these dice are not considered re-rolled for the purposes of modifying dice (see "Modifying Dice Results" on page 14).

In the unlikely event that there are no Damage Cards remaining in the deck or discard pile, change all [☀] results rolled to [✦] results. Use a suitable replacement to track additional damage until the deck is replenished.

Missions

Missions are a special way of playing the game which changes the victory conditions and offers some unique rules and objectives for the game session. After learning the basics of **Star Trek: Attack Wing**, players can play Missions to add variety and unique objectives to the game.

Before following the standard steps for Setup, players resolve the following steps:

1. **Choose Mission:** Players must all agree on which Mission to play. There are two Missions included in this rulebook (see pages 28–29).

2. **Choose Ships:** Both players choose their own ships using the squad building rules (see "Squad Building in Missions" on page 28). These ships are used during the "Gather Forces" step of Setup.

Then players perform the Setup steps listed on page 5 with the following exception: instead of performing the "Place Forces" step, players follow the rules in the "Mission Setup" section of the Mission Overview.

After setting up the game, review the Mission's "Special Rules" and "Objectives." Then players are ready to begin the game.

PLAYING A MISSION
When playing a Mission, players follow all standard rules found in this rulebook **in addition** to any special rules that apply to that specific Mission. Players resolve game rounds as normal until one player has fulfilled their Objective (see "Mission Overviews" below).

MISSION PLAY AREA SIZE
When playing a Mission, the size of the playing surface is crucial to the overall balance of the game. These Missions play best with a play area of 3' X 3'.

MISSION OVERVIEWS
The rules for each Mission are described in three major sections: Mission Setup, Special Rules, and Objectives. Each section's purpose is explained below:

Mission Setup: This section identifies the number of players recommended for this Mission, as well as any special components that are required. It also defines the number of squadron points allocated to each player and identifies specific ships and other cards that must be used by particular players during the Mission. If a particular player is not ordered to use specific cards, then that player can use any ships and cards that they please. This section also provides detailed instructions for how to place ships and special tokens during Setup.

Special Rules: This section describes the unique rules that players must follow during this Mission. These rules override all other rules and abilities.

Objectives: This section describes what each player needs to do in order to win the game. A player can **only win by fulfilling their specified Objective**. Players **cannot**

win by destroying all opposing ships unless this is stated in the "Objectives" section.

SQUAD BUILDING IN MISSIONS

Players choose cards with total squadron points equal to or less than the number specified in the Mission Setup. Some players must include certain cards as specified in the Mission. Some players must also allocate some of their squadron points for special tokens that represent the outposts or star bases, as specified during Mission Setup.

The player who has the lowest squadron point total starts the game with Initiative. If two or more players are tied for the lowest squadron point total at the start of the game, randomly choose one of them to start the game with Initiative. The Initiative Token passes clockwise as normal.

MISSION 1

A NEW SOURCE OF DILITHIUM

Rumors of a new planet harboring dilithium crystals reach the ears of the Federation, as well as the Klingon and Romulan Empires. So rich is the new source that it threatens to provoke open war from the Romulan Empire, and even threatens the Khitomer Accords between the Federation and the Klingon Empire.

Each great power sends its closest ship to the planet to discover if the rumors are true, hoping that open war can be averted, but first each side wants to retrieve dilithium samples for analysis. The first ship to reach the planet, secure the samples, and return to its home will be able to lay claim to the discovery.

Mission Setup

Number of Players: 3

Special Components: Planet Token, 12 Mission Tokens

Squadron Points:

Federation Player: 40 squadron points, including at least one Federation Ship and one [⚙] Upgrade

Klingon Player: 40 squadron points, including at least one Klingon Ship and one [⚙] Upgrade

Romulan Player: 40 squadron points, including at least one Romulan Ship and one [⚙] Upgrade

The ships are set up as in a standard 3-Player Game (see "3-Player Setup Diagram" on page 7). Place the Planet Token in the exact center of the play area and place the 12 Mission Tokens on the table outside the play area.

Special Rules

Ships moving through, overlapping, or firing through the Planet Token must obey the rules for the Planet Token outlined on page 26.

Each ship within Range 1 of the Planet Token gains the following two Actions:

Action: If your ship is not Cloaked, disable all of your remaining Shields and then disable your Captain and one Crew Upgrade of your choice (place Disabled Upgrade Tokens on these cards). These two cards are considered to have beamed down onto the planet as your "Away Team." You cannot remove these Disabled Upgrade Tokens without using the Action listed below.

Action: If your ship is not Cloaked, disable all of your remaining Shields to remove the Disabled Upgrade Tokens from your Captain and Crew Upgrade. These two cards are now considered on board the ship and are no longer the "Away Team."

While beamed onto the surface of the planet, an Away Team cannot be targeted by any other cards or effects. While the Captain is part of the Away Team, their ship is considered to have a Skill of 1.

During the End Phase, each ship with an Away Team places 1 Mission Token on top of its Captain Card. Once the Away Team beams back aboard the ship, transfer any Mission Tokens from the Captain Card to their Ship Card.

Objectives

Any player that possesses at least 3 Mission Tokens on their Ship Card (not their Captain Card) may enter warp by moving through their starting area and off the play area. This player immediately wins the game.

Any ship that leaves the play area without having 3 Mission Tokens on its Ship Card fails the Mission and loses the game. Also, any ship that leaves the play area without going through its starting area loses the game.

Alternatively, a player can complete the Mission by eliminating all opposing ships.

MISSION 2

THE CHASE

The Federation, Klingons, and Romulans are trying to complete a computer program that is contained within secret genetic codes scattered throughout the galaxy. Each Faction races against the others in order to secure the code's knowledge and power, which is no less than the mystery of life itself.

Mission Setup

Number of Players: 3

Special Components: Planet Token, 2 Objective Tokens, 12 Mission Tokens

Squadron Points:

Federation Player: 40 squadron points, including at least one Federation Ship and one [⚙] Upgrade

Klingon Player: 40 squadron points, including at least one Klingon Ship and one [⚙] Upgrade

Romulan Player: 40 squadron points, including at least one Romulan Ship and one [⚙] Upgrade

The ships are set up in one corner of the board. Each ship begins with a 4" X 4" square as its starting area (use Range 1 on the Range Ruler as a way of outlining 4"). The Federation

and Klingon starting areas are at the exact center of each side (East and South) and the Romulan ship is in the corner (Southeast). Place 1 Mission Token beside the Romulan ship.

Place 1 Objective Token in each of the corners closest to the Federation and Klingon ships (Southwest and Northeast) and stack 3 Mission Tokens on top of each Objective Token. The Objective Tokens must be placed exactly 8" from both nearby edges.

Place the Planet Token in the corner opposite the Romulan ship (Northwest). Leave exactly 4" between the Planet Token and both nearby edges.

Place all remaining Mission Tokens on the table outside the play area.

Special Rules

Each Objective Token represents an abstract point in space and does not act as an Obstacle.

Ships moving through, overlapping, or firing through the Planet Token must obey the "Planet Token" rules outlined on page 26.

Complete Computer Program

Each ship within Range 1 of an Objective Token gains the following Action:

Action: If you are not Cloaked, disable all of your remaining Shields and roll 1 attack die + 1 attack die for each Mission Token beside your ship (see below). If you roll at least 1 [✦] result, you succeed at decrypting one part of the code. If you succeed, remove all Mission Tokens from beside your ship and place 1 Mission Token (from that Objective's stack) on top of your Ship Card. If you fail, place a Mission Token **from the supply** (not from the Objective Token) beside your ship. You may perform this Action once per round, but you cannot attempt to secure more than 1 Mission Token for your Ship Card from the same Objective Token.

Once a Ship Card has acquired 2 Mission Tokens (one from each Objective Token), the ship must travel to the planet to beam down.

Each ship within Range 1 of the Planet Token gains the following Action:

Action: If your ship is not Cloaked, disable all of your remaining Shields and then disable your Captain and one Crew Upgrade of your choice (place Disabled Upgrade Tokens on these cards). These two cards are considered to have beamed down onto the planet as your "Away Team."

Objectives

The first ship to place two Mission Tokens on its Ship Card (one from each Objective Token) and then beam its Captain and one Crew Upgrade onto the planet completes the Mission and wins the game. A ship that is destroyed during the same round that its Captain and Crew beam down automatically loses the game.

Alternatively, a player may complete the Mission by eliminating all opposing ships.

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THE GAME ROUND

1. **Planning Phase:** Each player secretly plans their ships' Maneuvers by assigning face down Maneuver Dials to those ships.

2. **Activation Phase:** Each ship moves and performs one Action. In ascending order of Captain Skill, each ship reveals its Maneuver Dial, executes the chosen Maneuver, and then immediately performs one Action.

3. **Combat Phase:** Each ship may perform one attack. In descending order of Captain Skill, each ship can attack one opposing ship that is inside its firing arc and within range.

4. **End Phase:** All Disabled Shield Tokens may be flipped back to their active sides for free. Remove all remaining Scan, Evade, Battle Stations, and red Cloak Tokens. Ships with green Cloak Tokens can choose to keep their Shields disabled in order to remain Cloaked. Retain all Target Lock Tokens.

ACTIVATION PHASE OVERVIEW

1. Reveal Dial
2. Set Template
3. Execute Maneuver
4. Check for Power Strain
5. Clean Up
6. Perform Action

COMBAT PHASE OVERVIEW

1. Declare Target
2. Roll Attack Dice
3. Modify Attack Dice
4. Roll Defense Dice
5. Modify Defense Dice
6. Compare Results
7. Deal Damage

RANGE COMBAT BONUS

When attacking with a Primary Weapon:

Range 1: Add

Range 3: Add

LIST OF ACTIONS

Evasive Maneuvers: Place 1 [✎] Token beside the active ship. During the Combat Phase, spend it to add 1 [✎] result to the defense roll.

Scan: Place 1 [((•] Token beside the active ship. During the Combat Phase, any ship attacked by the scanning ship rolls 1 less defense die.

Battle Stations: Place 1 [⊞] Token beside the active ship. During the Combat Phase, spend it to change all [⊞] results to [✦] results (when attacking) or all [⊞] results to [✎] results (when defending).

Cloak: The ship must have at least 1 Active Shield to perform a Cloak Action. Disable all of the ship's remaining Shields and place a [♟] Token (green side) on top of its ship base. While Cloaked, replace the ship's Agility Value with its printed Agility Value plus 4. If the ship fires, flip the [♟] Token over to its red side; the ship is still considered Cloaked for the remainder of the round.

During the End Phase, if the [♟] Token is red, remove it. If the [♟] Token is green, the owner may keep its Shields disabled in order to retain the [♟] Token; move the token off the ship base to signify that it's been Cloaked for more than one round.

Sensor Echo: The ship must be Cloaked to perform a Sensor Echo. Take the [⬆ 1] or [⬆ 2] template and move sideways (either right or left), facing the same direction.

Acquire a Target Lock: Place 1 blue [▦] Token near the active ship and place the corresponding red [▦] Token (with same letter as the blue token) on any opposing ship at Range 1–3. Ships that have been Cloaked for more than one round cannot be Target Locked.

If the locking ship attacks the targeted ship, the owner of the locking ship may spend the pair of matching [▦] Tokens to re-roll as many of their attack dice as they choose.

AUXILIARY POWER

When a ship executes a **RED MANEUVER**, place 1 Auxiliary Power Token beside it. While a ship has at least 1 Auxiliary Power Token, it cannot execute Red Maneuvers or perform any Actions (not even free Actions).

When a ship executes a **GREEN MANEUVER,** remove 1 Auxiliary Power Token from it. If the ship has zero Auxiliary Power Tokens, it can perform an Action this round.