

Star Trek Plus

by James E. Meldrum

FASA's Star Trek III game is an uncomplicated and exciting game depicting combat between individual starships as seen in the Star Trek IV series, movies, and literature. Because of the game's system, it is possible to build ships that were not included in the original game to offer players an even wider selection. This article presents information on using additional miniatures from Task Force Games' Starline 2200 series to add ships for the Star Trek III game. These new vessels may be for miniatures play or conventional cardboard counters.

In addition, players may wish to substitute certain Task Force miniatures for those of FASA. Some suggestions for alternate starships are found in the following table. When Task Force's Starline miniatures replace FASA miniatures, all of the appropriate FASA rules and combat charts still apply. If conflicts arise between material presented here and the original game rules, the game rules take priority in resolving the conflict.

Starship Substitutions

Use Task Force's	Instead of FASA's
NCL	Chandley
Destroyer	Larson
Gorn Dreadnought	Gorn BH-2 Dreadnought
Gorn Cruiser	Gorn MA-12 Cruiser
Klingon F-5 Frigate	Klingon L-9 Frigate
Klingon D-7*	Klingon D-18 Destroyer**
Romulan Bird of Prey	Romulan Bird of Prey

and

FASA Rom Bird Prey	FASA Rom Gallant Wing
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** The alternative to the FASA Klingon D-18 Destroyer is the FASA/Klingon D-7 minus the superstructure designated as D-7* above. Fill the indentation where the superstructure normally attaches with auto body filler, sand smooth, and paint. All combat charts for the D-18 are used with this vessel.

The first new starship introduced is the Klingon Battlecruiser frequently seen in Star Trek material. To simulate this vessel, use a Klingon D-7 counter or miniature with the following modifications:

- 1) Substitute the KD-13 disruptors given for the K-23 escort. The same number of weapons are mounted as on the D-7 and fire through the same arcs.
- 2) Replace the KP-3 torpedoes with the same number of KP-6 torpedoes found on the L-42 frigate, firing through the same arcs.
- 3) Use the KSD shields as found on the D-10 heavy cruiser instead of the original shields.
- 4) Increase the power produced by each warp engine to 30 units; the movement point ratio is 3/1.
- 5) The superstructure point total is 25.

The television series and associated literature revealed that Klingon vessels and equipment also were used by Romulans as a result of a technological assistance treaty. To simulate a Romulan battlecruiser, use the preceding information on the Klingon battlecruiser, but with Romulan weapons. The Romulan battlecruiser's RB-9 beam weapons, as found on the Winged Defender, replace the Klingon disruptors (same number and same firing arc). The RPL-3 plasma weapons are used instead of the Klingon Photon Torpedoes and fire through the same arcs. The Romulan battlecruiser also mounts RSL shields as on the Winged Defender, and a cloaking device whose use costs 38 energy points.

If the Romulans have access to Klingon equipment, there is no good reason why the Romulans can't also use the Task Force Klingon F-5. Substitute four RB-8 weapons (2 fwd/port, 2 fwd/stbd) and RSF shields (maximum power level of ten) as mounted on the Graceful Flyer. All crew, superstructure, and engine & power data for the Klingon L-9 apply. No cloaking device is fitted.

The next material presented is intended to simulate a generic space station for use by all of the races. First of all, either Task Force or FASA space station miniatures are acceptable; when playing without miniatures, use a mine counter. Each space station has 24 superstructure points, and is equipped with an engine that generates 20 power points per game turn. Space stations, however, are always stationary and never move. For combat purposes space stations carry the armament and shields of any light cruiser class used by the race "owning" the space station, but no missile weapons or cloaking devices. Damage inflicted on space stations is resolved on the simple damage resolution chart; shield hits are assumed to be hits on the shield generator.

Klingon Dreadnought

Players who are professional Klingons may wish to produce their own dreadnoughts to confront the Federation's Excelsior class battleship. Simulate a Klingon dreadnought with a D-7 counter from the game or Task Force's Klingon C-8 Dreadnought miniature. Following is a combat chart for the Klingon dreadnought:

KLINGON C-8 DREADNOUGHT

ENGINE & POWER DATA

Total power units available - 90
Movement point ratio - 7/1
Warp engine type "KX"
Number - 3
Power units available - 25 each
Stress charts - J/M
Maximum safe cruising speed - warp 8
Emergency speed - warp 9
Impulse engine type - "KY"
Power units available - 15

WEAPONS & FIRING DATA

Beam weapon type - KD-13 Disruptor
Number - 8
Firing arcs - 4 fwd, 2 fwd/port, 2 fwd/stbd
Firing chart - X
Power range - 0-6
Damage mods - +3(1-9) +2(10-15) +1(16-22)

Beam weapon type - KD-4 Disruptor
 Number - 4
 Firing arcs - 1 fwd/port, 1 fwd/stbd,
 1 aft/port, 1 aft/stbd
 Firing chart - J
 Power range - 0-4
 Damage modifiers - +1 all ranges

Missile weapon type - KP-6 Photon Torpedo
 Number - 3
 Firing arcs - 2 fwd, 1 aft
 Firing chart - R
 Power to arm - 2
 Damage - 20

SHIELDS & DAMAGE DATA

Superstructure points - 32
 Superstructure damage chart - C
 Deflector shield type - KSP
 Shield point ratio - 1/3
 Maximum shield power - 18
 Crew - 700

Romulan Dreadnought

Not to be outdone, the Romulans constructed their own dreadnoughts drawing upon their flattened bird-type vessel design. Romulan dreadnoughts may be simulated with either a Bird of Prey counter from the original game, or Task Force's Romulan Condor Dreadnought miniature. The combat chart below supplies information to simulate this dreadnought.

ROMULAN DREADNOUGHT

ENGINES & POWER DATA

Total power units available - 85
 Movement point ratio - 6/1
 Warp engine type - "RX"
 Number - 2
 Power units available - 36 each
 Stress charts - G/L
 Maximum safe cruising speed - warp 7
 Emergency speed - warp 9
 Impulse engine type - "RY"
 Power units available - 13

WEAPONS & FIRING DATA

Beam weapon type - RB-9
 Number - 8
 Firing arcs - 4 fwd, 2 aft/port, 2 aft/stbd
 Firing chart - W
 Power range - 0-6
 Damage mods - +3(1-8) +2(9-16) +1(17-20)

Missile weapon type - RPL-3 plasma weapon
 Number - 3
 Firing arcs - 3 fwd
 Firing chart - V
 Power to arm - 8
 Damage - see table RL-3

SHIELDS & DAMAGE DATA

Superstructure points - 24
 Damage chart - B
 Shield type - "RZ"
 Shield point ratio - 1/3
 Maximum shield power - 16
 Cloaking device - 24 points to power
 Crew - 600

Federation Dreadnought

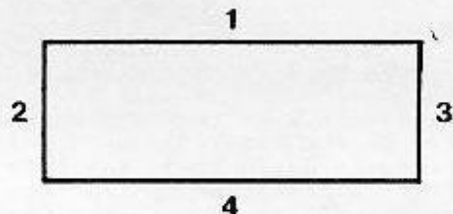
Use of Task Force Game's Federation Dreadnought miniature gives Federation players a chance to use two different types of dreadnought. For game purposes, we will assume that the dreadnought miniature from Task Force was an experimental vessel which was originally a modified heavy cruiser. This particular dreadnought design may be simulated by using either a Constitution class heavy cruiser counter or Task Force's Dreadnought miniature and the following modifications:

- 1) Use the combat charts specified for the Constitution class heavy cruiser but change the total power to 64 since a third warp engine has been added.
- 2) Use the FP-4 photon torpedoes as given on the Enterprise combat chart and add a third torpedo firing into the aft arc.
- 3) Add one more FH-3 phaser in the forward firing arc.

Scenario Outlines

As a game, FASA's Star Trek III lends itself extremely well to adapting starship combat from the TV series, movies, and literature. Here are some scenarios that simulate some of these situations.

In all scenarios the participating starships may not leave the map unless specifically noted in the instructions. There is no time limit; play continues until one player concedes or is defeated, or both players agree to end the game. The following diagram is used in some scenarios.



Scenario #1: This is a duel situation where one Enterprise heavy cruiser fights against a Klingon C-8 dreadnought as depicted in the novel The Klingon Gambit. Place one planet in the center of the map sheet. Each of the above mentioned ships is placed on the map within a five hex radius of any planetary hex. The Enterprise must inflict sufficient damage on the Klingon to reduce either the engine power or superstructure point total by 50%. The Klingon player must destroy the Enterprise; any other result is a draw.

Scenario #2: This scenario is based on the TV episode Arena which shows a fight between a Gorn cruiser and a Constellation class heavy cruiser. Set up the map exactly as in #1 except using these ships. To win, each player must destroy the opposing starship. As an alternative, the scenario could be played using dreadnought class vessels.

Scenario #3: In each of the novels My Enemy, My Ally, and The Wounded Sky, one Constellation class cruiser battles four Romulan

Birds of Prey in deep space. Set up the Federation ship in the center of the map and one Bird of Prey on each map edge. All Romulan ships begin the game uncloaked. The Romulan player must destroy the Federation vessel to win and the Federation player wins by being able to smile at the end of the game. An Enterprise or Reliant class vessel may be substituted for the cruiser.

Scenario #4: During the TV episode The Elean of Troyius, there is a duel between a Federation cruiser and a Klingon battlecruiser. Simulate this situation by setting up one Klingon battlecruiser (as presented in this article) anywhere within three hexes of map side 3; the Enterprise is set up anywhere within a three hex radius of mapside 2. Each side wins by destroying the opposing ship.

To simulate the sabotage that occurred in this episode, the Enterprise player can restrict use of shields to three in any single game turn and reduce engine power by 25%. Victory conditions remain the same. Also, this may be played using other classes of cruisers or even dreadnoughts.

Scenario #5: The novel The Web of the Romulans describes a Romulan raid in force on a planet inside Federation boundaries. The planet is the only source of a vaccine for a plague that is decimating the Romulan population.

One planet and a moon are on the center of the map. Neither player has units on the map at the beginning of the game. Romulan forces enter from side one while Federation forces enter from side four.

The Federation may use any combination of Enterprise, Constitution, or Reliant class cruisers, but not to exceed four ships; any combination of Loknar, Larson, or Baker class of vessels also is acceptable, not to exceed six vessels. The Romulans have their choice of ten vessels not to include dreadnoughts. They may use the Romulan battlecruiser, but only one.

The Romulans win by having at least five vessels in hexes adjacent to the planet in any single game turn. When this happens, the game ends immediately. The Federation wins by preventing the Romulans from seizing the planet and avoiding the Romulan victory conditions.

Scenario #6: Balance of Terror is a miniature inter-planetary war fought between the Federation and the Romulan Empire. This action is noteworthy because it introduces the Romulan Bird of Prey, plasma weapon, and cloaking device.

Begin the scenario with a Federation space station set up anywhere six hexes away from map edge three; a Constitution class cruiser begins play anywhere on map edge two. A Romulan Bird of Prey starts on map edge three. The Romulan player possesses the initiative on turn one.

To win a decisive victory the Romulan player must destroy both the space station and the Constitution. A tactical victory is won by destroying either the space station or the cruiser and exiting the map from edge two. A Romulan marginal victory occurs if the Romu-

lan player is able to exit his ship from the map. The Federation player wins by avoiding or preventing a Romulan victory.

As an alternative, this may be played using one Enterprise class cruiser and one Klingon D-32 or L-42 class vessel.

Scenario #7: The noteworthy TV episode The Enterprise Incident introduces Klingon vessels used by the Romulan Empire, and the Federation's capture of a Romulan cloaking device. This situation portrays the Enterprise's escape after successfully capturing the cloaking device. To play this scenario, set up one Enterprise class cruiser in the center of the map and then set up three Romulan battlecruisers anywhere within a four hex radius of the Enterprise. The Enterprise is equipped with a cloaking device that may be used on turn one; as a result, one of the Romulan vessels may not employ a cloaking device. The Federation wins by successfully exiting the Enterprise from map edge one while the Romulan player wins by destroying the Enterprise.

Scenario #8: The TV episode entitled The Ultimate Computer depicts a peacetime military disaster. A ship has been taken over by a malfunctioning computer which causes the ship to fire on friendly units in the area taking part in maneuvers. Five Constitution class starships are set up in the center of the map. One of them (determined by die roll or other random means) is hostile to the others. On the first turn, the hostile player announces his identity and replaces his ship with an Enterprise class vessel. During the first game turn all ships except the Enterprise have their shields down. The Enterprise player wins by destroying two Constitutions; the Federation player wins by destroying the Enterprise.

Alternatively, this could be played using ships of other races. The only restriction is that all of the ships must be of the same type, i.e. all cruisers or all dreadnoughts, etc.

Scenario #9: During a Federation-Klingon war as depicted in the novel Spock Must Die, the Enterprise ambushes a group of Klingon vessels while attempting to reach a vital objective. Simulate this action by setting up either one Enterprise or one Constitution class starship anywhere on map edge two. Anywhere five hexes away from map edge two set up any of the following: (1) four D-18 destroyers (2) four L-9 frigates, (3) four L-42 frigates, (4) four D-32 frigates, or (5) four K-23 escorts. All Klingon vessels begin the first game turn with all shields down. The Federation player wins by exiting his ship from map edge three with at least 50% of his engine power and superstructure intact. If this is not possible, the Federation player then wins by surviving the game. The Klingon player must destroy the Federation ship in order to win.

Scenario #10: This scenario offers players a chance to simulate the starship battles fought in the movies Star Trek II: The Wrath of Khan and Star Trek III: The Search for Spock. One planet is set up in the middle of the map and both of the participating ships must be set up in the same hex row within ten hexes of each other, with their #2 shields facing each other.

When the battle from Star Trek II is played, use one Reliant and one Enterprise class cruiser. The Enterprise begins turn one with its shields down. On the next turn, the Enterprise player rolls one die per game turn; if the result is 5 or less the Reliant will lose its shields for the remainder of the game. The Reliant player has the initiative on the first game turn but may not fire proton torpedoes on that turn. Victory is determined by destroying the opposing player's ship. Any other result is a draw.

Just about the same situation occurs in Star Trek III except that the Enterprise begins the game with only 10% of its crew on board. The crew is composed entirely of legendary personnel so no die roll modifications are made. The Enterprise should be considered fully automated. On turn one the Enterprise has the initiative but may only fire photon torpedoes. All weapons may be used on subsequent game turns. The Klingons use an L-42 which begins the game uncloaked. Each player wins by destroying the opposing ship.

This scenario may be played using Constitution, D-32, D-7A and D-7M, and Reliant class vessels as well.

Game Credit: Star Trek III (tm) - FASA Corporation, Chicago, IL

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The Klingon Gambit - Robert E. Vardeman
Arena - Gene L. Coon
My Enemy, My Ally - Diane Duane
The Wounded Sky - Diane Duane
The Elaan of Troyius - John Meredyth Lucas
The Web of the Romulans - M. S. Murdock
Balance of Terror - Paul Schneider
The Enterprise Incident - D. C. Fontana
Spock Must Die - James Blish
Wrath of Khan - Jack B. Sowards/Harve Bennet
The Search for Spock - Harve Bennet

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