

## **Using the Kobayashi Maru Module**

**Created by: Brian Mason (brian448@sbcglobal.net)**

### **Overview**

The Kobayashi Maru module lets you play West End Games Kobayashi Maru game on your computer.

Once you enter the module you will be presented with the Main Toolbar. This is a series of buttons along the top of the main window that allow you to play the game.

### **Prepare for Play**

Press F1 to open the Main Board. This is where most of the action happens.

Press F7 to open the Master Chart. This board lets you keep track of what phase you are currently playing. It also tracks the current DefCon Level.

Press F6 to open the Dice Cup Board. This board will let you randomize chits onto the Main board.

You are now ready to play.

### **Notes**

All of the crew counters and the Starship counters have been placed on the board in their starting positions. The counters for Power Level, Hull, and Air Supply have been set to their starting levels. The Tactics counters and Plasma bolts have been placed on the board also. NOTE: The Plasma Bolt deck has the same distribution of counters as the original counter sheet. It is set to give you a random counter with strength between 2 and 4. When you are finished using a Plasma Bolt, return it to the deck using the counter's right click menu

## **Using the Dice Cup Board**

Take the Buoy 1 counter and flip it. Place it in the middle of the Dice Cup Board. Right click the stack of counters in the dice cup and draw 17 of them using the menu. The Klingon counters have red backs and the Readings counters have green back. Examine the stack to check that at least 6 Klingon counters and 6 Readings counters have been drawn. If not, draw counters one at a time until the correct amount of counters has been drawn. Return all excess counters to the Dice Cup. Randomize all drawn counters using the Roll 3d10 button on the Main Tool Bar. Place the counters face down on the Main Map according to the Rules.

## **Tactical Combat**

When a Klingon ship is sent to the Tactical Screen on the Main Map, use the appropriate Klingon counter at the bottom of the Main Map. Do not use the counter that is on the Strategic Map. It is not set up to 'Take Damage'. A Klingon ship can take damage by using the right click menu and choosing 'Increase Damage". This will decrease that ship's defense factor by 1. When it reaches 0, that ship is destroyed.

## **Crew Fatigue and Damage**

The crew counters can be 'damaged' by means of their right-click menu. The four levels of crew health are:

- 1 Unhurt
- 2 Shaken
3. Exhausted
4. Unconscious

Choose 'Increase Health Level', 'Decrease Health Level', or 'Reset Health Level' on a Crewman's right click menu to change states.

## System Status Markers

Each of the Systems on Enterprise has its own status marker. A system can be in any of these states:

1. Up
2. Down
3. Damaged
4. Destroyed.

Choose 'Increase Damage', 'Decrease Damage', or 'Reset' on a System's right click menu to change states.

## Hot Keys

Here is a list of the Hot Keys and their actions.

<u>Key</u>	<u>Action</u>
F1	Open the Main Map
F2	Open the Pieces Palette
F3	Roll 1d10
F4	Roll 2d10
F5	Roll 3d10
F6	Open the Dice Cup Board
F7	Open the Master Chart

