

# STAR TREK III



# THE KOBAYASHI MARU



## Rules of Play

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# 1. INTRODUCTION

## (1.1) Orders

\*\*\* Dispatch from the office of \*\*\*  
 \*\*\* Admiral James T. Kirk — \*\*\*  
 \*\*\* PRIORITY FIVE \*\*\*

Lt. Saavik to report to Kobayashi Maru testing area for additional training mission.

\*\*\* APPENDED MESSAGE — FOR \*\*\*  
 \*\*\* YOUR EYES ONLY \*\*\*

Saavik: Here's your chance to run in the re-programmed version. Don't think it will be a piece of cake (Earth idiom: "easy")...

Fondly,

*Jim*

James Kirk

\*\*\* TEST OBJECTIVE: Read this \*\*\*  
 \*\*\* before entering the \*\*\*  
 \*\*\* simulation chamber! \*\*\*

The purpose of this test is to complete a rescue mission under the most difficult conditions. Please assume that all occurrences are real, and act accordingly. Your performance on this test could mean the difference between a career in Starfleet and the end of your stay at the Academy.

Please try to relax.

\*\*\* END MESSAGE \*\*\*

## (1.2) The Object of the Game

The object of the game is to rescue the *Kobayashi Maru*, a freighter that was damaged by a Klingon mine while taking a short-cut through the Neutral Zone. To effect rescue, you must enter the Neutral Zone, avoid Klingon interference, find the freighter, rescue her crew, and escape without creating an interstellar incident.

# 2. WHAT THE GAME CONTAINS

## (2.1) List of Components

- one 22" by 17" game-map
- 100 counters (part of the 400-counter sheet provided with the game)
- this 12-page rules book with pull-out
- certain items provided with *Star Trek III* are used in all the games: these include a 20-sided die, a counter tray with lock-on lid, and game box.

You will need a cup or other deep container to play the game (the box-top may be used if nothing else is handy).

## (2.2) The Map

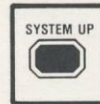
The game-map for *The Kobayashi Maru* contains:

- A three-dimensional representation of part of the Klingon Neutral Zone (the Strategic map).
- The Tactical Screen, used to resolve battles.
- Several charts, including the Klingon Tactics chart, Klingon Movement Matrix, and the Celestial Key.
- The Enterprise Display, used to show the status of the ship's systems and crewmembers.
- The Game Record Track.

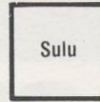
## (2.3) The Counters

There are four different kinds of counters (also called *chits* or *markers*) used in the Kobayashi Maru Test:

FRONT



BACK



Attack Factor  
 Defense Factor

- **Readings.** These counters represent sensor readings obtained by the Enterprise. Put these into the cup at the start of play.
- **Klingon Ships.** These also go into the cup but are colored differently from the Readings.

- **Battle markers.** These are used when resolving battle with Klingons.

- **Crew and Status markers.** These are used on the Enterprise Display to record the status of the crew and ship.

## (2.4) This Booklet

This booklet contains all rules necessary to play the game.

## (2.5) The Die

*The Kobayashi Maru* uses the ten-sided die. Unlike the other games in *Star Trek III*, treat rolls of "0" as "0"

# 3. SETTING UP

- Punch out all counters and separate them by type. Put Klingon ships and Readings into a cup. Mix well.
- Place the BUOY 1 marker face-down in front of you and draw 17 counters from the cup. Place these face-down with the Buoy marker. Try not to look at them.
- If fewer than six Klingon ships are among these, make additional draws (setting them aside), until you have drawn a total of six Klingons. Add to the face-down counters only the new *Klingons* drawn in this step — return all new *Readings* to the cup. **Note:** These rules

apply if there are fewer than six Readings also, although this is very unlikely to occur.

- Mix together all drawn counters, including the Buoy. Try to keep the counters face-down.
- "Randomize" (see section 4, below) one counter of each type (one ship and one Reading) onto the fourth level of the strategic map. Randomize two of each onto the third level, and three of each onto the second level. Randomize all the remaining counters onto the first level. Place all Readings for a level before placing Klingons. Leave all counters face-down.
- Klingon ships randomized to Cloud squares, or into the same square as another Klingon, must be moved to an empty adjacent square on the same level. If more than one such square is available, choose one. If there are no adjacent clear squares, move the Klingon a second space, and so on. Readings are not moved after randomization.
- Randomize the Enterprise into an empty square on the first level. If it ends up in a square with a Reading or Klingon, try again.
- Set up the Enterprise display by placing each crewmember in his or her assigned box in the center circle of the display. Place the Power Level, Hull, and Kobayashi Maru Air Supply markers in the appropriate spaces on the Record Track.
- Place the Defcon marker over the "1" on the Master Chart, and the Phase marker in the first box on the Sequence of Play Display. You are now ready to begin.

# THE KOBAYASHI MARU

Design and Development: **Douglas Kaufman**

Contributing Design: **John M. Ford**  
 Development Assistance: **Ken Rolston, Greg Costikyan**

Graphic Design: **Stephen Crane** and **Kevin Wilkins**

Map Art: **Kevin Wilkins**

Editing: **Jeffery L. Briggs**

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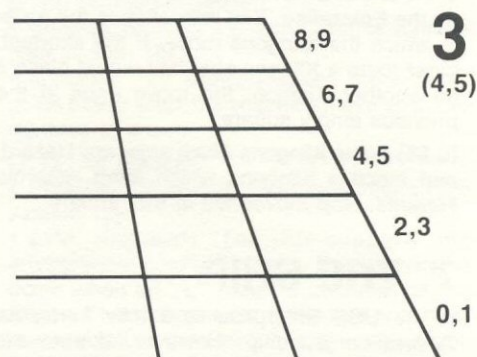
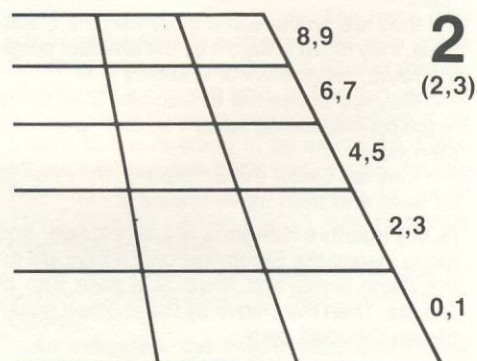
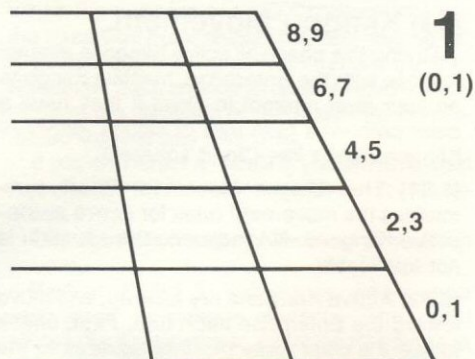
If any of the game's components are missing or damaged, please write:

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 251 West 30th St.  
 New York, NY 10001

Indicate which components are missing or damaged. As a result of delicate registration requirements for game counters, counters are sometimes misprinted, with small portions not wholly contained within the counter area. West End cannot replace such counters unless they are wholly illegible or otherwise unuseable.

West End will answer questions about the game's rules: write to the address above. Enclose a stamped, self addressed envelope with your questions. Please type or legibly print your questions, and format them so they can be answered "yes" or "no", or with short responses. Although we welcome comments about the game background and system, we cannot promise to respond to such because of the press of work.

## 4. RANDOMIZING



At times during the course of play, you will be called upon to *Randomize* counters onto either a map-level or the Tactical Screen. To do this, roll the die twice. The first roll is read across the bottom of the level or screen; the second roll is read along the side. The cross-index of these two numbers indicates a square in which to place the counter.

In addition, you sometimes must randomly determine a level of the strategic map. Each level is numbered in parenthesis. These are die-roll numbers which indicate the level. **Note:** that a roll of 8 or 9 means that no level is chosen; nothing happens.

## 5. THE MAP

The strategic map is a two-dimensional representation of the three-dimensional space in which the action occurs. Although no such orientation exists in space, Level One is called the *top* level, and Level Four, the *bottom*.

### (5.1) The Grid

Each map-level has a grid superimposed on it to regulate movement and placement of counters. Each square can be located by cross-

indexing vertical and horizontal coordinates which run along the bottom and sides of the grid. Each square on one level is considered adjacent to the corresponding squares on the levels immediately above and below.

### (5.2) Clouds and Asteroids

Some squares contain Clouds, Asteroids, or both. Clouds are electrically-charged, gaseous nebula. Asteroids are small planetoids. Both are considered hazardous to some degree and are collectively called **hazards**. The effects of these are explained in the various rules sections and summarized on the Celestial Key.

### (5.3) The Celestial Key (on map)

## 6. DETAILED SEQUENCE OF PLAY

*The Kobayashi Maru* is played in turns, which are divided into several *phases*. Each turn you set systems, move, examine readings, try to avoid or destroy Klingons, and find the Kobayashi Buoys which will lead you to the wrecked ship. An abbreviated sequence of play is found on the Master Chart, to aid you during play.

Following is a detailed sequence of play, containing specific rules of play. Read it carefully.

### (6.1) System Set

The first action of each turn is activation of ship's systems. Normally, the Enterprise operates with all systems active, but because of the need for stealth in the Klingon Neutral Zone, it is advisable to run as few systems as possible.

(6.11) During the Systems Set phase, simply place a "System Up" marker in each system you wish to activate for that turn and remove any markers from systems you do not wish to keep up.

(6.12) After setting all desired systems, deduct one from the Power Level for each system which requires power — Shields, Warp, and Radio (the power requirements for these systems are indicated on the display). **Note:** Phasers require power only when fired.

• If there is not enough power for all systems, deduct one power point for each system which you wish to keep functional until the Power Level is at zero. All systems which are up and require power, but do *not* receive power are **damaged**. (See section 10, Taking Damage.)

(6.13) You may also perform repairs during the System Set phase. Crewmembers may repair only systems they are "rated" for (see section 7, The Ship, for details).

(6.14) The following may be repaired:

- a damaged System
- the Power Level
- the Hull.

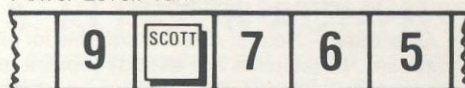
(6.15) To make a repair, place the appropriate crewmember on the thing to be repaired. During the *next* System Set phase, the crewmember is returned to his or her station, in "exhausted" state (see section 10, Taking Damage) and:

- a **damaged system** is fully functional (and can be activated or taken down that turn), or
- the **Power Level** is returned to maximum (before figuring power usage), or

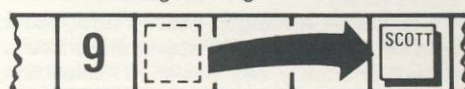
- the **Hull** regains one point to a maximum of eleven.

(6.16) **Destroyed systems** may not be repaired.

Power Level: Turn 1



Hit for 3 damage during turn 1



Turn 2

(6.17) If a crewmember is repairing the Power Level or Hull, and that system takes further damage, the crewmember may "ride" the marker down to the new level.

### (6.2) Movement

After all systems are set and repairs begun or completed, the Enterprise may move on the strategic map.

(6.21) If **Impulse power is up** and Warp is not, the ship may move **two squares**.

(6.22) If **Impulse and Warp are up**, the ship may move **four squares**.

(6.23) Under any other condition, the ship may not move at all.

(6.24) The Enterprise may move to adjacent squares horizontally and vertically and from level to level.

(6.23) Ships *never* move diagonally.

(6.24) The Enterprise must stop moving upon entering a square containing a Klingon, Reading, or hazard.

### (6.3) Movement Effects

In this phase, any damage due to movement is assessed.

(6.31) If the Enterprise warps into and/or out of hazards, damage must be taken (see section 10).

• To warp into or out of hazards, **the sensors must be up**. If the sensors are down when the Enterprise warps into or out of a hazard, it is destroyed. *You Lose*.

(6.32) If the Enterprise spends an entire turn in the same type of hazard, damage must be taken. This applies only if the ship never left the hazard at any time during the turn, and only if it spent the entire turn in the *same type* of hazard. (A move from an Asteroid directly to a Cloud square, for example, would *not* cause damage.)

• A double-type square (clouds *and* Asteroids) has no additional effect.

• A square with *two of the same-type hazard* (a Cloud Reading in a Cloud square, for example) does damage as though the ship spent the entire turn in the same type of hazard.

### (6.4) Examining Readings

After movement, you *must* examine the reading(s) in the square you are in. To examine a Reading, turn it face-up. Unless it is a Cloud, Asteroid, or Flare which damages the Radio, you may examine an additional Reading by Radio if the Radio is up (see section 7.11). You must examine *all* Readings in a square.

• If the Computer is up, certain types of Readings cannot harm you, and are left face-

down to signify this. (See section 7.11.)

• After assessing the effect of the Reading (see below) return the Reading face-up to the square on the strategic map and leave it there. It will affect you again if you enter the square again.

## (6.5) Readings Effects

• **Asteroids** — Normal Asteroid squares for all purposes. If Asteroids are already present in the square, damage is assessed as noted above (6.32).

• **Beacon** — A Klingon beacon designed to alert the Empire to enemy activity in the Neutral Zone. Fortunately, beacons often malfunction, so the Klingons sometimes ignore them. Whenever the Enterprise occupies a square containing one of these **3 is added to the roll on the Master Chart for that turn.** (see 6.6.)

• **Cloud** — A normal Cloud square for all purposes. If Clouds are already present in the square, damage is assessed (see 6.32).

• **Flare** — An intense burst of radiation, which could damage delicate systems. Each Flare has two systems listed on its counter. If those systems are up when the Flare *in your square* is revealed (*not* by Radio), those systems are immediately damaged.

• **Ghost** — A sensor ghost; there is nothing there at all. Put the counter back in the cup (these counters have "Remove" printed on them to remind you).

• **Kobayashi Buoy** — See section 12, How to Win.

• **Kobayashi Engine** — The Kobayashi's detached warp nacelle. If you have found this when you find the ship itself, rescue can be completed in one turn instead of two. (See section 12.)

• **Kobayashi Maru** — The wrecked ship! (See section 12.)

• **Lifeboat** — The Kobayashi's lifeboats containing various important crewmembers. Each Lifeboat must be rescued if face-up on the map. One allows you to absorb damage (it contains damage-control experts — see section 10). The other contains the Kobayashi's Engineer, and allows fast recovery (one turn instead of two — see section 12) of the wrecked ship.

• **Mine** — Gravitic Mines; the type that damaged the Kobayashi. Immediately randomize the mine onto the tactical screen, and make one Tactics Roll for it as though it were a Plasma Bolt (see section 9, Combat). Assess damage to the ship immediately and return the mine to the strategic map.

• **Radio Homer** — Another Klingon device, designed to detect sensor and Radio emanations. It is less sensitive but more deadly than a beacon. It is so small the Enterprise's Computer cannot protect against it. If the Homer is revealed in your square while you have the Radio up, or if it is revealed via Radio, immediately activate the number of Klingon ships listed on the counter. (See 8, Klingon Activity.)

• **Scout** — A Klingon ship disguised as a Reading. An active Klingon Scout for all purposes.

## (6.6) Master Chart Roll

After all effects of Readings have been assessed, you must make a die-roll on the Master Chart. Cross index the current Defcon (Klingon Defense Condition) with your roll to get a coded result.

**(6.61) Subtract three from the number of systems you have up and add the result to**

**the die-roll. Remember, adding a negative number results in subtraction. Example:** if you have five systems up, add two to the die-roll; if you have two systems up, subtract one.



**(6.62)** Add to the die-roll as appropriate for beacons and buoys discovered during the turn, and for rescuing the Kobayashi. Each of these counters is printed with its die-roll modifier in parenthesis.

## (6.7) Master Chart Results

Each of the Master Chart results appears as a letter or number code. The following explanations are summarized on the Master Chart display.

• **A** = Activation check. Immediately roll for a random map-level. If there are inactive Klingons on the level rolled, immediately activate one. If more than one 'A' appears, you must roll once for each one. (See section 8, Klingon Activity.)

• **C** = Cloud Effect. Clouds jam sensors to a degree, and it is possible there are things lurking in them which the Enterprise cannot detect. When a **C** result is obtained, *and* the Enterprise is in a Cloud square, draw one counter from the cup and place it face-up in the square. Apply its effects immediately (if it is a beacon, roll on the Master Chart again, adding three to the die-roll; if it is a Klingon, it is Active).

• **K** = Klingon Random Movement. Immediately roll for a random map-level and, if there are inactive Klingons on that level, roll again. On a 0-2, all these Klingons rise to the next highest level (if they are on level one, there is no effect). On a 3-5, pick up all Klingons on the level and re-randomize them onto that level. On a 6-8, all Klingons on the level drop to the next lowest level (if on level four, No Effect). On a roll of 9, they do nothing. As at the beginning of the game, if Klingons end up in Cloud or in the same square as other Klingons after Randomizing, they should be moved to adjacent empty spaces on the same level. If any are moved onto the Enterprise, they immediately become Active.

• **L** = Life Support Check. If the Enterprise's life support system is not up, immediately roll on either the forward or aft Crew Damage table and apply the result. (See section 10.)

• **S** = Air Supply. Reduce the Kobayashi Maru Air Supply marker one point. You lose if the Kobayashi runs out of air before it is rescued.

• **\*** = Special. Roll again on the table at the bottom of the Master Chart and apply the result.

**Removal** allows one chit to be removed from level four. After looking at it, put it back in the cup. If it is a buoy or the Kobayashi, do not put it in the cup. Instead, mix it with all other readings on that level, and re-randomize.

**Free Repair** allows one system, crewmember, Power level, or the Hull to be repaired normally, without exhausting a crewmember.

• **1** = Draw one chit from the cup (without looking at it) and randomize it face-down onto the fourth level.

• **▶** = Defcon Increase. Move the Defcon marker up one step. Next turn's Chart roll will be made at this new, higher level. If you are at level Seven and receive this result, you have



been positively identified as the Enterprise, and have started an interstellar incident. *You Lose.*

## (6.8) Klingon Movement

During this phase all active Klingons attempt to close with the Enterprise. Inactive Klingons *on your level* attempt to close if they have a clear path — a path free of clouds. (Inactive Klingons don't like Cloud squares).

**(6.81)** The Klingon Movement Chart summarizes the movement rules for active and inactive Klingons. NA indicates the situation is not applicable.

**(6.82) Active Klingons** are face-up, and move toward the Enterprise each turn. First, check to see if a clear route of three squares to the Enterprise's square exists. If not, follow these rules:

- If they are on the same level with the Enterprise, they move toward it by the shortest possible route, regardless of Hazards.

- If they are above the Enterprise, they move to the corresponding square on their level, and then down.

- If they are below the Enterprise, they rise to its level and then move toward it.

**(6.83) Inactive Klingons** are face-down, and move toward the Enterprise only if they are on the same level, and there is a path free of Clouds. Then they move by the shortest possible un-Clouded path.

**(6.84)** Klingons avoid stacking with each other at the end of a move unless in the same square as the Enterprise. You may choose the order in which the Klingons move. If the shortest, clear route a Klingon ship has would place it on another Klingon, the move ends in the previous empty square.

**(6.85)** Active Klingons which enter any Hazard, and Inactive Klingons which enter Asteroid squares, stop movement in that square.

# 7. THE SHIP

The USS Enterprise is a fully functional Federation Starship. However, due to the stealth necessary for this exercise the main matter-antimatter power system has been damped. The ship is still fully functional, but power is low and must be monitored constantly.

The Enterprise Display summarizes all important crewmembers and systems on the ship. The display is divided into four sections — fore, aft, port, and starboard. Each section contains its own systems and crewmembers.

## (7.1) The Systems

There are a total of **12 systems** (including weapons) divided among the four sections.

### (7.11) Forward Section

- **Shields:** Forward energy defense screens. When this system is up, the Enterprise is better protected from damage. See section 10, Taking Damage, for details on Shields. As indicated, an active shield uses one Power Level per turn.

- **Sensors:** Short-range scanners and detectors. This system **must be up for the Computer or Radio to be used.** In addition, sensors must be up in order to Warp into or out of Clouds and Asteroids. If they are not (for example, if you warp into a Reading and it turns out to be an Asteroid) the ship is destroyed. *You Lose.*

• **Computer:** The library computer, tied into the main data banks on board the Enterprise. When the Sensors *and* the Computer are up, the three Computer display markers may be set to protect the Enterprise from certain types of Readings. Each counter is double-sided so only three of the six types of readings may be protected from at any one time.

If you encounter a Reading you are protected from, leave the counter face down. It has no effect.

The computer may *not* be used in a Cloud square.

• **Radio:** Both a sub-space radio and associated long-range sensors. The radio allows the Enterprise to examine Readings at a distance. **It may be used to examine one Reading per turn** and only for Readings on the same level as the Enterprise. The radio may not be used for this purpose if the ship or the Reading to be examined is in a Hazard square, or one with a Klingon ship. In addition, a clear path (free of Hazards and Klingons) must be traced to the Reading to be examined. Once all conditions have been met, simply flip the Reading over and apply its effects as usual. The Computer cannot protect from Readings examined via Radio.

The radio is also used to prevent Klingon activation during the Combat Sequence. See 9, Combat.

As indicated, the Radio uses one Power Level.

#### (7.12) Starboard Section

• **Shields:** Starboard energy defense screens (see section 10).

• **Impulse:** The sub-light-speed drive. If Impulse power is up, the ship may move up to two squares in a turn.

#### (7.13) Aft Section

• **Shields:** Aft energy defense screens (see section 10).

• **Life Support:** The life-support and environment-control systems. If life support is down when an "L" result is obtained on the Master Chart, choose either the fore or aft section and roll on the Crew Damage table of the chosen section. (See 10.)

• **Phasers:** The primary weapon system of the Enterprise. Phasers are used in combat to damage or destroy enemy ships. Phasers use power only when fired (see 9, Combat).

• **Photon Torpedos:** The other weaponry of the Enterprise. Photons are more powerful, but less predictable than Phasers. They use no power. (See 9.)

#### (7.14) Port Section

• **Shield:** Port energy defense screens (see section 10).

• **Warp Drive:** The faster-than-light drive of the Enterprise. To activate this system, Impulse Power must also be active. (See the Movement rules for the effects of warping into and out of Hazards.)

The Enterprise may move four squares in one turn using Warp drive. Warp drive requires one Power Level.

### (7.2) The Crew

There are over 400 crewmembers on a Federation Starship but only the key personnel are represented in the game. Each crewmember is *rated* to repair systems on the ship. The system a crewmember may repair is parenthesized on its counter.

• **Saavik:** The half-Vulcan, half-Romulan cadet commander of the Enterprise. Consider yourself in her shoes. Saavik may repair any system on the ship, including the Hull and Power Level. If Saavik loses consciousness, *You Lose*.

• **Sulu:** Chief Helmsman and Navigator. Sulu may repair Impulse and Warp drives only. If Sulu loses consciousness, the Warp drive may not be used (place a Destroyed marker on it).

• **Chekov:** The other Navigator. Chekov may make the same repairs as Sulu. If Chekov is Unconscious, the Warp drive may not be used. If both Sulu *and* Chekov are Unconscious, the Impulse drive is Damaged and must be "repaired" (actually represents someone taking the helm) before it can be used.

• **Uhura:** The Radio and Communications Officer. Uhura may repair the Radio and Sensors only. If she is Unconscious, the Radio may not be used.

• **Spock:** The acting First Officer, and actual commander of the Enterprise. Spock may repair any system on the ship, including Power Level and Hull. He also runs the Computer, and if he is Unconscious, the Computer may not be used.

• **McCoy:** The ship's Medical Officer. He may not repair systems, but may repair other crewmembers. Apply him to the crewmember to be healed as though it were a system. In the next System Set phase, McCoy is exhausted, and the crewmember is fully functional.

Unconscious crewmembers may not be repaired, nor may McCoy heal himself.

• **Scott:** The ship's Chief Engineer. He may repair any system on the ship, including Power Level and Hull.

### (7.3) Power Level

Under normal conditions, the Enterprise has a nearly unlimited power supply. With the Matter-Antimatter Reactors damped, however, power is quite limited.

(7.31) The Power Level begins at 20. One is deducted (move the marker down the track) for each system requiring power that is up at the end of a System Set phase.

• If there is not enough power for all systems, as many systems as possible are given power (your choice, of course), until the Power Level hits zero. All remaining systems which are up and require power are Damaged (burn out) (see 10).

• When the Power Level is repaired, move the marker back to the "20" space on the track.

(7.32) If the Warp drive is destroyed due to combat (not a Navigator becoming unconscious) the Power Level immediately drops to ten and may never be set higher than ten. Flip the Power Level marker over to show this. If the Power Level is below 10 at the time, it does not drop, but may never rise above 10.

### (7.4) Hull

Normally, damage to the Enterprise is absorbed or deflected by energy screens. However, if the shields are not up the damage will sometimes be taken directly to the hull.

(7.41) If a damage result is rolled which says "# POWER/HULL", that many hits are applied to the Power Level if the shields for that section of the ship are up. If they are not, that many hits are applied to the hull (move the marker down the track). If the Hull total reaches zero, the ship is breached. *You Lose*. (See section 10,

Taking Damage, for more details.)

(7.42) When the Hull is repaired, the Hull total is increased by only *one* point.

## 8. KLINGON ACTIVITY

The treaty stipulates that no ships — Federation or Klingon — are allowed in the Neutral Zone. In practice, however, both sides have extensive spy-satellite networks, beacons, and warning devices within the zone. In addition, it is well-known that the Klingons keep a flotilla of ships on patrol near or *within* the zone, ready to attack at the first sign of intrusion. If they positively identify a Federation Starship, with proof of the violation, certain Federation members are bound to alter allegiance, and an interstellar incident could easily occur.

### (8.1) Inactive vs Active Klingons

Klingons begin the game Inactive (indicated by face-down counters). Inactive Klingons do nothing unless the Enterprise is on their level, or a K result is obtained on the Master Chart. As Klingons become active, their counters are turned face-up, and they begin chasing the Enterprise.

(8.11) Inactive Klingons on the *same map-level* with the Enterprise that can trace a line of squares free of Clouds to the Enterprise, move three squares toward the Enterprise, subject to normal movement limitations during the Klingon movement phase.

(8.12) If a K result is obtained from the Master Chart, then all Inactive Klingons on a random level are subject to a second die-roll. On a 0-2 they rise, on a 3-5 they re-randomize, and on a 6-8 they drop. A '9' has no effect. If there are no Inactive Klingons on the random level, or if the random-level roll is an eight or nine, there is no effect.

(8.13) Inactive Klingons:

- never enter Clouds.
- must stop upon entering an Asteroid square.
- never end movement in a square with another Klingon, unless the square contains the Enterprise.

(8.14) Active Klingons on the same map-level with the Enterprise always move three squares in an attempt to enter the Enterprise's square. If the move will not place them in the Enterprise's square they move toward the Enterprise by the shortest route.

(8.15) Active Klingons that are not on the Enterprise's map-level:

- move to the corresponding square on their level and drop if the Enterprise is below them.
- rise until they reach the Enterprise's level if the Enterprise is above them.

(8.16) Active Klingons:

- must stop upon entering a Cloud or Asteroid square.
- never end movement in a square containing another Klingon unless the square contains the Enterprise.

### (8.2) How Klingons Become Active

(8.21) An Inactive Klingon can become Active in one of four ways:

- by ending a turn in the Enterprise's square;
- through an A result on the Master Chart;
- because of a Radio Homer;

- if the Enterprise is engaged in combat without its Radio up.

**(8.22)** If the Enterprise enters the same square as a Klingon, it must stop moving for the turn. If a Klingon moves into the Enterprise's square, it stops moving. In either case, Klingons in your square at the end of the turn become Active and immediately engage you in combat.

**(8.23)** If an **A** result is obtained on the Master Chart, roll for a random map-level. If there are Inactive Klingons on that level, choose *one* and Activate it. Turn the counter face-up.

- If there are no Inactive Klingons on the map-level, but there *are* Active ones, choose one and move it as though it were the Klingon movement phase.

- If there are no Klingons on the map-level, or an eight or nine is rolled for the random level, nothing happens.

**(8.24)** If a Radio Homer Reading is turned up by Radio, or if you enter the square with a Radio Homer and have the Radio up, you must immediately activate as many Klingons as the number on the counter. These may be on any level(s).

- If there are not enough Inactive Klingons anywhere on the board, then additional Active Klingons must be moved as though it were the Klingon Movement Phase. If there are not enough to fulfill the number, there is no additional effect (i.e., no one Klingon can move twice at this time). **Example: If you turn up a "3" Radio Homer, but only one Inactive Klingon is on the map, Activate that one and move two Active ones.**

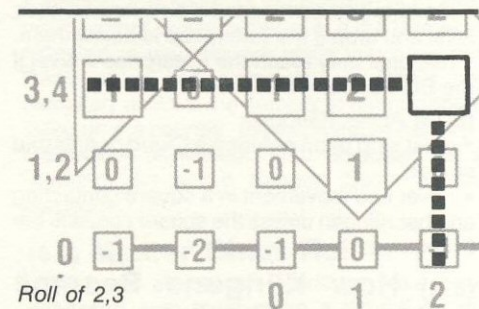
**(8.25)** If the Enterprise is engaged in combat, and does not have the Radio up during the appropriate phase (see section 9, Combat), then one Inactive Klingon must be activated anywhere on the board. Again, if there are no Inactive Klingons, one Active Klingon must be moved.

## 9. COMBAT

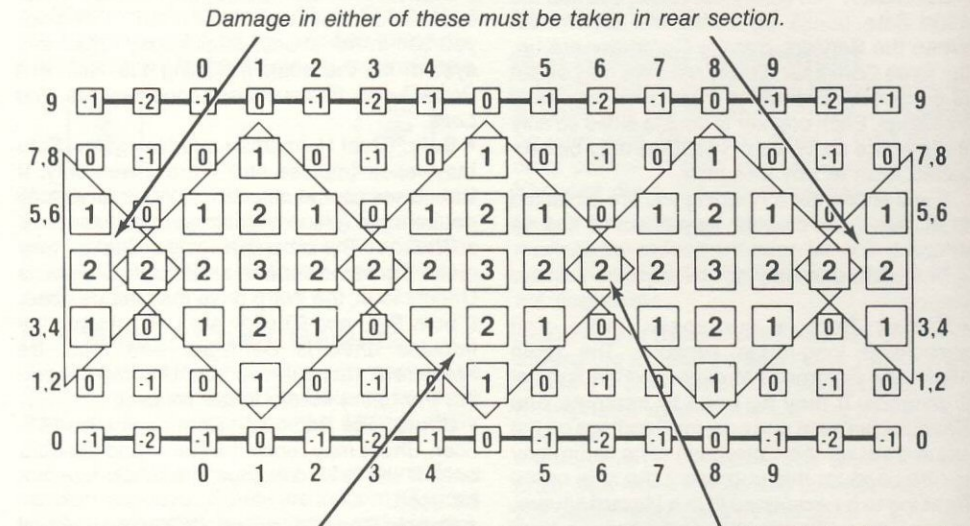
When Klingons occupy the same square as the Enterprise at the end of a turn, combat must be joined. Combat takes place on the Tactical Screen, and continues until the Klingons are lost or destroyed, or until the Enterprise hull is breached (at which point, *You Lose*).

### (9.1) The Tactical Screen

The Tactical Screen represents the main viewscreen of the Enterprise, and provides a first-person view of the battle. It is gridded off into numbered boxes and lines, as follows.



**(9.11)** The outside edges contain randomizer numbers, for use with randomization as on the strategic map: a die rolled twice gives an exact coordinate for placement.

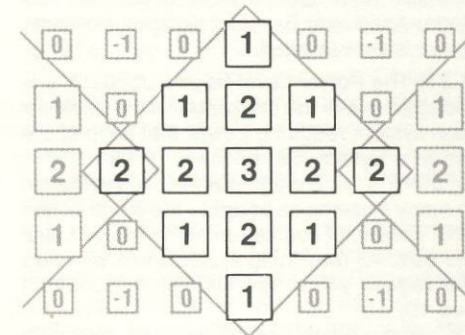


Damage in either of these must be taken in rear section.

Damage here must be taken in the forward section.

Damage here may be taken in the Forward or Starboard.

**(9.13)** The heavily bordered diamond-shaped zones are phaser bank firing areas, and the areas where damage is taken. The centermost of these is the forward phaser banks. Damage taken here must be taken in the fore section. The left and right areas are the port and starboard phaser banks/damage areas, and the two half-diamonds to either side represent the rear firing/damage area. Some damage modifiers are contained within two firing areas; you may choose which firing zone the modifier is considered to be in.



**(9.12)** The numbered boxes are damage modifiers for both the Enterprise and the Klingons.

### (9.2) Starting Battle

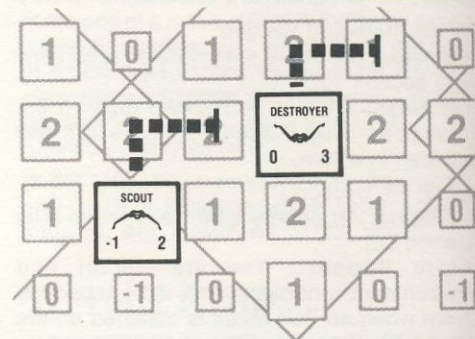
Whenever Klingons are in the same square as the Enterprise at the end of a turn, they must be Randomized onto the Tactical Screen. Roll twice for each Klingon ship, and place the ship on the Tactical Screen at the proper coordinates. (See section 4, Randomizing)

### (9.3) Tactical Movement of the Enterprise

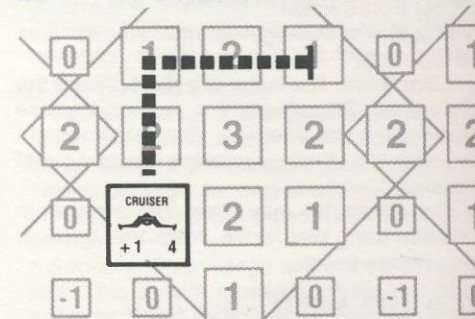
During each combat round, the Enterprise may move. Due to the first-person view, it appears that the Klingons are moving instead of

the Enterprise. Imagine a camera panning to the left: it appears to viewers as though the images being filmed are moving to the right.

**(9.31)** If the Enterprise does not have Impulse or Impulse/Warp up during this phase, it may not move and this phase is skipped.

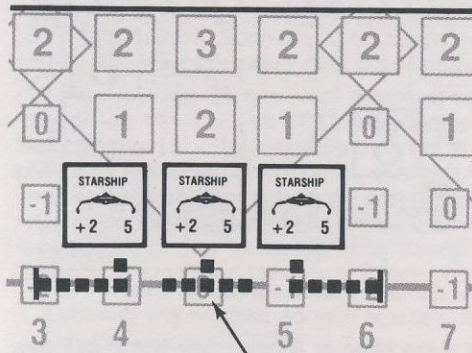


**(9.32)** If the Enterprise has **Impulse** power on, it may move all Klingons up to **two squares** on the screen. Since this actually represents the movement of the Enterprise, *all* Klingons must be moved in the **same way**. For example, if you wish to move a particular Klingon ship one space up and one to the right, *all other* Klingon ships must also be moved one space up and to the right.



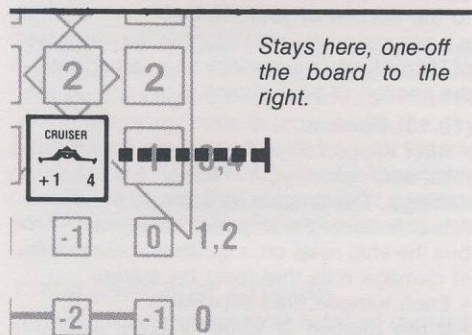
**(9.33)** If the Enterprise has **Impulse and Warp** drive up, it may move all Klingons up to **four squares**. Again, all Klingons must be moved the same way.

(9.34) To move a Klingon one square, reposition the Klingon one space to the side, up, or down, but *not* diagonally. All Klingons must be moved the same way.



Move them down 2. Choice of right or left.

- If a Klingon is moved *up* while on the *top* bar or *down* while on the *bottom* bar of the screen, instead, it moves to the *right* if it is to the *right* of the centerline, and *left* if to the *left* of it. If the Klingon is *on* the centerline, you may choose whether he moves right or left.



Move 4 right.

- If a Klingon moves to the right of the right side, or left of the left side, it stops moving and sits just to the right (or left) of the last square it occupied; it is temporarily off the screen.

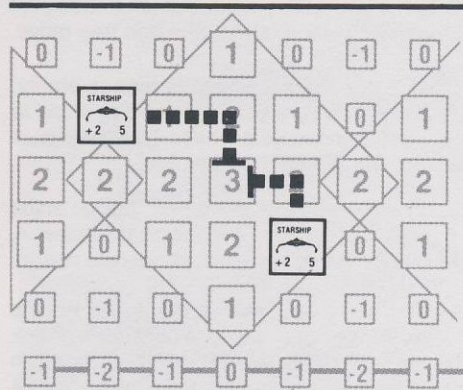
## (9.4) Enemy Tactics

After you have moved all Klingons, each Klingon ship is moved individually to represent Klingon tactics.

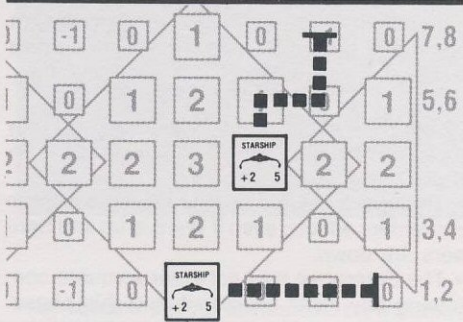
(9.41) Roll once for each ship and refer to the Klingon Tactics Chart. Cross-index the die-roll with the row corresponding to the type of Klingon ship that is moving (S = Starship; C = Cruiser; D = Destroyer; Sc = Scout). Perform the result immediately. Roll separately for each ship.

- **P** = Fires Plasma Bolt. Randomize one of the Plasma Bolt markers onto the tactical screen without looking at the back. (See 10, Taking Damage, for their use and effect.) If the Klingon is off the screen, put it back in the Enterprise's square on the Strategic board. The Plasma Bolt remains on the Tactical Screen.
- **R, L, U, D** = The Klingon ship moves one square to the Right, Left, Up, or Down. If this move places the Klingon off the Tactical Screen, put it back in the Enterprise's square on the Strategic board. A ship just off the screen to the right would return with a Left move, and a ship off the screen to the left would

return with a Right move. Otherwise, such movement tactics performed by ships already off the screen are ignored.



- **T** = The Klingon immediately moves three squares toward the center of the nearest firing zone. If two are equidistant, you may choose which one he moves to. If any part of this three-square move places the ship in the center box, the ship stops there.



- **A** = The Klingon moves three squares, attempting to leave all firing zones and reach the right or left side of the screen by the shortest path. If two are equidistant, choose which to use. If the Klingon leaves or is off the board, put it back in the Enterprise's square on the Strategic Board.

- **H** = Hold. The Klingon does not move.

(9.42) If the battle is taking place in a Cloud square, use the Cloud row (CI) of the Klingon Tactics Chart for all rolls in this battle.

- **Ra** = Randomize. Immediately re-randomize the ship onto the Tactical Screen.

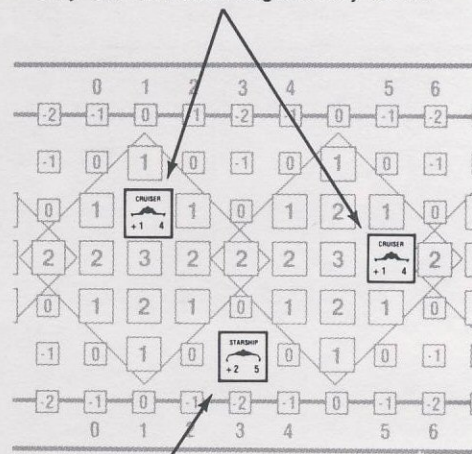
- **Le** = Having lost you in the Cloud, the ship leaves. Put it in the Enterprise's square on the Strategic map. **Important:** results to the left of the slash apply if the defcon is 1-3; those to the right if defcon is 4 or more.

## (9.5) Phaser Fire

The Enterprise fires its Phasers after Klingon tactics but before the Klingon attacks. The damage done by phaser fire is proportional to the number in the square the Klingon target occupies. Phasers may not be fired unless the system is up.

(9.51) The four *firing zones* (see 9.1) on the Tactical Screen, correspond to a "Phaser bank." **Only one Phaser bank may fire in a single phase.** Klingons outside all firing zones may not be hit by phasers. **Note:** There is only one Phaser System on the ship display. This represents the main fire control for all banks.

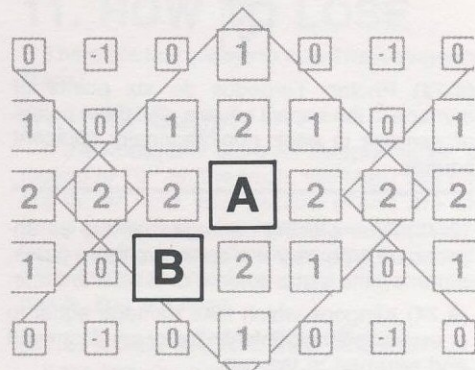
Only one of these Klingons may be hit.



This Klingon may not be hit.

(9.52) After choosing which bank will fire, decide how much power to expend. Expending one Power Level for a firing zone does the amount of damage indicated in the box each Klingon ship in the zone occupies. Place Damage markers as appropriate.

(9.53) You may expend additional Power Levels if you wish. For each additional Power Level expended, one additional point of damage is done to each Klingon in the firing zone. **Damage in any one box is limited to twice the listed number, regardless of Power Levels spent.**



For one Power Level, A takes 3 damage, B takes 1.

By spending 3 more power, A takes 6, B takes 2.

(9.54) A Klingon which takes damage exceeding its defense factor is destroyed and removed from the screen immediately. Put it back in the cup. A Klingon which takes damage *equal* to its defense factor is destroyed as well, but will be able to fire before it is removed.

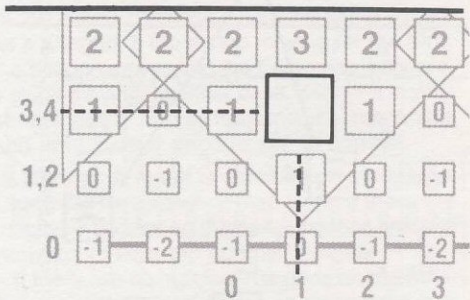
## (9.6) Enemy Attacks

After all Phaser fire has been conducted, Klingon attacks are resolved. See section 10, Taking Damage, for how to conduct Klingon phaser and plasma-bolt attacks. After their fire is assessed, remove any Klingons that took damage equal to their defense factor (see 9.54).

## (9.7) Photon Torpedos

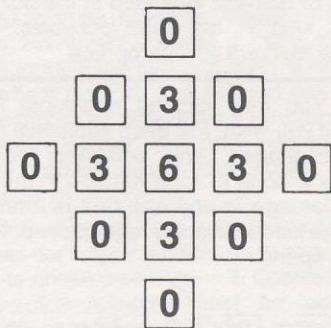
After all Klingon attacks are resolved, Photon Torpedos may be fired (but only if the system

is up). Photons are more deadly, but less certain than Phasers.



Choose heading "1", roll a 3.

(9.71) Photon Torpedos may be fired up to three times in one phase. Photons take no power to fire. Each time a Photon Torpedo is fired, designate the column ("heading") along which it is fired. Then roll the die. The number rolled is the row on which the Torpedo impacts.



(9.72) Photon Torpedos do six points of damage in the impact square, and three points of damage in each non-diagonally adjacent square.

(9.73) After placing damage markers as appropriate, you may fire up to two more times, either on the same column or a different one.

(9.74) Klingons which take damage equal to or exceeding their defense factor are destroyed and returned to the cup.

## (9.8) System Change

Because of emergency actions necessary in combat, it is not possible to adjust as quickly to changing situations. Thus, in combat, the System Set phase is replaced by a single system change.

(9.81) During this phase you may take one of the following actions:

- Send a crewmember to repair a particular system.
- Complete repairs on a particular system.
- Bring one system up.
- Take one system down.

(9.82) For purposes of this rule, **all shields are considered to be a single system**. Thus, for example, you could, as a single action:

- Raise all shields
  - Lower all shields
  - Raise the front and port shields while lowering the rear shields,
- or any other combination thereof.

## (9.9) Final Actions

After System Change, if no Klingons remain on the Tactical Screen, the battle is over. If Klingons are still on the screen, check for Klingon Activation, and make one free move.

(9.91) If the entire Tactical Screen is empty, combat is over; the sequence of play skips to the normal movement phase (you lose your System Set phase after combat).

(9.92) If there is a Plasma Bolt, but *no ships* on the screen, continue the combat sequence, but skip the Radio Activation phase (see below).

(9.93) If there are enemy ships still on the screen, the combat sequence continues; **check the status of your Radio**. If it is down (remember that it cannot work if the sensors are not up) or damaged, activate one Inactive Klingon anywhere on the board. If the Radio is up and functioning (or if there are only plasma bolts on the screen) no Activation takes place.

- If there are no Inactive Klingons on the board, move one Active Klingon toward the battle, as per the normal movement rules for Active Klingons. If there are no Active Klingons not already in the battle, no further action takes place.

(9.94) After checking for Activation, you may move one square on the Strategic Board *if Impulse power is up*.

- This move may be from/to Hazards with no movement effects, even if Warp is up and Sensors are down.

- The Enterprise may *not* enter a square containing any other *counter* during this phase. You may move into **empty squares only**.

(9.95) If you did not or could not move, any Klingons in your square should be randomized to the Tactical Screen immediately. Begin the next combat round.

## 10. TAKING DAMAGE

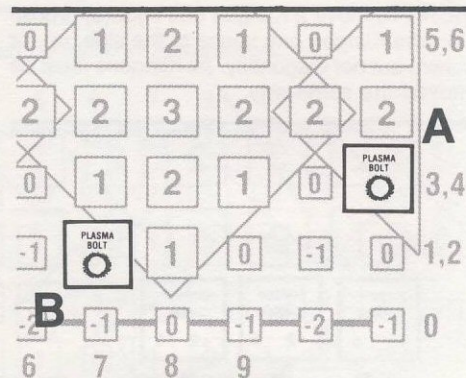
The Enterprise may be damaged in several ways: in combat, from Klingon mines, from Life Support checks, and from certain movement effects. The procedure for taking and applying damage is the same in all cases.

### (10.1) Determining the Amount of Damage

(10.11) Mines and Plasma Bolts:

- A Plasma Bolt does no damage in the turn it is fired. In the next combat round, a single roll is made on the Starship column of the Klingon Tactics chart (regardless of Cloud effects). Only L's, R's, U's and D's have effect. Move the Bolt according to the die-roll. After movement (if any) the Plasma bolt is flipped over to show its damage modifier, which is added to the number in the square it is on to determine the number of *damage rolls* which must be made. (See 10.3)

- When a mine is encountered, it is randomized to the Tactical Screen, and a single "tactics" roll is made (as above for Plasma Bolts). The mine's damage modifier is added to the number in the occupied box to determine the number of damage rolls.



A- damage must be taken in Rear.

B- damage may be taken in any one area.

- If the Mine or Plasma Bolt lies in a Firing Area, the damage must be applied to that section of the ship. If it lies outside all firing areas, you may apply the damage to any one section of your choice.

(10.12) Movement Effects:

- If you Warp from or to Hazards, you must make one damage roll to the section of your choice. If you Warp from *and* to Hazards in the same turn, you must make two damage rolls to the section of your choice.

- If you spend the entire turn in the same type of Hazard, you must make one damage roll to the section of your choice.

(10.13) Combat:

- After Klingon ships have made their Tactics rolls and taken your Phaser fire, they do damage. The amount of damage done is the Attack factor of the ship plus the number in the box the ship rests on, expressed as a number of damage rolls that must be made.

- Each Klingon fires separately.

- If the Klingon is within a firing area, the damage must be applied to that area.

- If the Klingon is outside all firing areas, you may choose which one section to take the damage in.

(10.14) Life Support Check:

- If an "L" result is obtained on the Master Chart while the Life Support system is down, you must roll on either the fore or aft Crew Damage section of the Damage Table.

### (10.2) Shields

Shields absorb damage and channel it into the Power Level, which is much more easily repaired than the hull. Shields do not function at all in Clouds.

(10.21) If damage must be taken to a section which has shields up, the number of damage rolls is reduced by one. For example, if three damage rolls must be taken to the front and the front shields are up, only two rolls must be made. Or, if one damage roll must be made to your choice of sections, you may choose the front section. The active shield there would then reduce the damage to zero rolls, and the ship would not be harmed.

- As noted on the Enterprise display, if *all four* shields are up and functioning, the number of damage rolls to any section is reduced by *two*.

(10.22) If the result of a damage roll (see Section 10.3) reads Power/Hull, and shields are down in that section, the damage must be taken to the hull. If shields are *up* in that section, it is taken to the Power Level instead.



(10.23) Remember that each Klingon ship's attack is treated separately. Thus, if you were hit by three different ships for one damage roll to your choice of section each, and you had an active shield, you could choose to make each roll in that section. Each would be absorbed one-by-one, and you would take no damage.

(10.24) Because of electrical interference, Shields do not function in Cloud squares. Damage taken in a Cloud square is always applied as if the Shields were down, although if you left them up, they would still use power.

- Damage due to Asteroid Movement Effects (see section 6) may be absorbed by Shields. Damage due to Cloud Movement Effects may not.

### (10.3) Damage Rolls

After determining the number of damage rolls to be made, and the number absorbed by shields, remaining damage must be rolled for on the Damage Table of the affected section. For example, if a Klingon Starship is on a "1" box in the Starboard section, it does three damage to that section. If the Starboard shields (only) are up, the damage is reduced to two. Two rolls must be made on the Starboard Damage Table, located on the Enterprise Display.

(10.31) The effects of each roll are implemented before making any other rolls. All rolls from a single source of damage must be taken before any other source is rolled for. For example, if the Enterprise is hit by a Plasma Bolt for two rolls in the Aft, and a Klingon ship for two rolls in the Port, both rolls to one area must be made before you may make any rolls for the other area.

### (10.4) Damage Effects

There are three general types of damage: System/Weapon damage, Crew damage, and Hull/Power damage.

(10.41) System and Weapon damage are handled in the same way.

- **Down:** The system is taken down if it is up. This simply means that you remove the "system up" counter. The system/weapon is *not* damaged.

- **Damaged:** The system is damaged regardless of whether it was up or not. Place a System marker with the "Damaged" side showing. The system may not be used until it is repaired.

- **Destroyed:** A damaged system which is damaged again is destroyed. Turn the System marker to the "Destroyed" side. A destroyed system may never be repaired.

(10.42) Crewmembers can be Shaken or Exhausted.

- **Shaken:** If a crewmember is involved in a repair, return the counter to the proper holding box on the Enterprise display, and the repair is interrupted. If the crewmember is operating a system, that system goes down. For example, if Sulu is shaken while the Warp drive is up, it goes down. If Uhura is shaken while the Radio is up, it goes down. Otherwise, Shaken has no effect.

- **Exhausted:** The crewmember is flipped to his/her Exhausted side, as though that person had just completed a repair. If an Exhausted crewmember is Exhausted again, he/she goes Unconscious. **A crewmember who is Exhausted in combat is also Shaken.**



- **Unconscious:** An Exhausted crewmember who is Exhausted again goes Unconscious and is removed from play. If that person is the sole operator of a particular system, that system may not be used for the remainder of the game. For example, if Spock is Unconscious, the Computer may not be used for the rest of the game.

(10.43) Hits are applied to the Hull when the Shields for a damaged section are down. If the Shields are up, damage is applied to the Power Level instead. If the Hull goes to zero, you lose. The Power Level may be repaired back to 20, regardless of its current level. See section 6 for the effects of running out of power.

### (10.5) The Security Man

The Security Man is the final crewmember — cannon fodder you might say. His sole function is to absorb one damage roll. After rolling for a particular hit (say, one which breaches the hull and destroys the ship — in which case, *You Lose*), you may instead elect to have the Security Man absorb the damage. Ignore the effects of the roll; instead, remove the Security Man from play.

- One of the two Kobayashi Lifeboats is marked as "takes one casualty". If you have rescued this Lifeboat, it acts as an additional Security Man, and can be used in the same way. There is no penalty for using the boat in this way (you only have to rescue it — nothing says the security man cannot die heroically while saving the Enterprise from certain destruction).

## 11. HOW TO LOSE

There are many ways to lose *The Kobayashi Maru*.

### (11.1) Air Supply

If the Kobayashi Maru Air Supply marker is moved to "0" on the track, the Maru has run out of air, and your rescue efforts are for naught. *You lose*. You may, if you wish, continue playing in an effort to escape the board. This mitigates the loss somewhat, but not much. *You still Lose*.

### (11.2) Loss of Motive Power

If the Impulse power is destroyed, the ship is dead in space. Sooner or later the Klingons will find and capture you. You might as well blow up the ship. *You Lose*.

### (11.3) Loss of Hull Integrity

When the Hull marker is moved to "0" on the track, the hull has been breached. Vacuum floods the ship. *You Lose*.

### (11.4) Loss of Saavik

Since the purpose of this exercise is to test your abilities, if Saavik goes Unconscious it is assumed that all further activities would then have to be carried out by experienced personnel. There is no point in continuing the test at that point. *You Lose*.

### (11.5) Interstellar Incident

If the Defcon reaches 7, and a subsequent roll on the Master Chart equals 11 or more, the Klingons have identified you and have proof of your violation of the Neutral Zone. An interstellar incident is about to occur which will

make the Third Hub-War look like a skirmish. *You Lose.*

## (11.6) Leaving Something Behind

If you leave Lifeboats, or the Kobayashi itself, behind, you cannot win. Instead, *You Lose.*

## 12. HOW TO WIN

To win, you must find the Kobayashi Maru, rescue it, rescue any of its Lifeboats which happen to be on the board, then exit the board intact. To find the Kobayashi, you must first find its buoys, which will lead you to the wrecked ship.

### (12.1) Buoys

At the beginning of the game, the Buoy-1 was randomized onto the Strategic Board along with many other Readings. Finding this Buoy is your first step toward finding the Kobayashi.

(12.11) When the Buoy-1 is found, place it on the Defcon marker as a reminder to add two to this turn's Master Chart roll. Then, take the Buoy-2 counter, mix it face-down with all Readings (not ships) currently face-down on level two, and Re-Randomize them onto level two.

• If there are no face-down Readings on level two, simply randomize the Buoy-2 to level two.

(12.12) When you find the Buoy-2 (this may not be very difficult), repeat the above procedure, only mix and randomize the Buoy-3 with the face-down Readings on level three.

(12.13) When you find the Buoy-3, place the counter on the Master Chart as usual. Now mix and randomize the *Kobayashi Maru* counter with all face-down Readings on level four. You now know that the ship itself is down there somewhere.

### (12.2) Rescuing the Kobayashi Maru

When you find the ship, beam the survivors aboard (the ship has lost its warp nacelle, and cannot move). This is a slow process.

(12.21) During the turn in which you first find the Kobayashi, the roll on the Master Chart is plus four (this is noted on the counter).

(12.22) It takes two turns to rescue all crewmembers. Thus, on the turn *after* you find the ship, you must *remain* in its square to complete pickup. Again, the roll on the Master Chart is plus four.

(12.23) At the completion of the second turn, the crew is rescued. However, all this transporter activity has alerted the Klingons. At the *end* of the turn (*after* Klingon movement), turn *all counters* currently on the map face-up.

• Klingons thus activated will not move until the *next* Klingon Movement phase.

• If there are Lifeboats, you must rescue them to win. The Air Supply does not apply to them, only to the Kobayashi itself, which, once rescued, ceases to worry about air.

(12.24) If you have found the Fast Pickup Lifeboat (containing the ship's Chief Engineer, who together with Mister Scott can effect repairs), or the Kobayashi Engine, you may rescue the ship in only one turn. In this case, the Master Chart roll for the turn is plus four, but the Kobayashi is rescued immediately. Turn over all counters at the end of this turn, as above.

(12.25) If, after rescuing the Kobayashi and all Lifeboats on the map, you can exit up from the top level, you win the game. You may not exit during combat, and if the exit move causes damage that destroys you, *You Lose.*

## 13. VARIATIONS

After you have played the game several times, you may notice that despite the re-programming of the test (for further details, see *Star Trek II: The Wrath of Kahn* from Paramount Pictures) it is very hard to win. To give yourself an additional edge, you can use the Special Tactics counters. After you have mastered the game, you may wish to try the Unreprogrammed version.

### (13.1) Tactics Counters

There are five Special Tactics counters provided with the game. It is suggested that you draw one at random for each time you have played the game and *lost*. Alternatively, you may wish to use all of them, or to choose your favorite(s).

(13.11) Once drawn, the counter is held until used. Each counter can be used only once per game, and has a different effect if used on the Strategic Board or in combat.

• **DEAD STOP:** When played in *combat*, this simulates the complete shutdown of all systems to lead the enemy into believing he has destroyed you. It may be played after any damage roll is taken. When you play this chit, immediately take all systems down except for Photons. Now place all Klingons currently on the screen onto any box of your choice (you may put them all onto the same box, or in different boxes if you wish). You may now take your normal three Photon shots. If the Klingon(s) are not destroyed by this volley, you lose the game. If they are, continue play normally from the System Change step. Note that the above sequence replaces the normal game sequence.

When played on the Strategic Board, it must be played in the System Set phase. Take down all systems. Lower the Defcon by one. Repair all damaged systems and Exhausted crew (without Exhauasting anyone). Increase the Hull by one point (but not more than 11) and return the Power Level to 20 (or its current maximum, see below). Continue the normal sequence of play with a roll on the Master Chart.

• **JETTISON WARP NACELLE:** When played in combat, this instantly destroys all Klingons currently on the screen.

When played on the Strategic Board, it must

be played during the System Set phase. Place the tactic counter in the Enterprise's square. During the next Klingon movement phase, all Klingons will treat the System marker as the Enterprise and move toward that square. At the end of any phase in which a Klingon ship moves into that square, the nacelle is removed, and the Klingons act normally again.

When the nacelle is jettisoned, flip the Power Level counter to its other side; the Power Level may now not rise any higher than 10. If it currently is higher than 10, it drops to 10.

Also, place a "destroyed" marker on the Warp drive. It may not be used.

• **WARP 8:** Unlike the other tactics, this one may be used any number of times during the game. You must have Warp drive up to use it, and it takes 10 Power Levels.

You may move eight squares under Warp 8, or move enemies on the Tactical Screen up to eight boxes.

• **HIDING IN ASTEROIDS:** To play this effectively, you must be in an Asteroid square.

When played in combat, remove all Klingons from the screen and place them in the Enterprise's square on the Strategic Board. They have lost you.

When played on the Strategic Board, it must be played during the Klingon Movement phase. No Klingon movement takes place. Klingons in your square will not attack.

• **THE CORBOMITE MANEUVER:** (See the Star Trek TV episode of the same name for further details).

This tactic can be used only in combat. You are broadcasting an intention to self-destruct using a Corbomite device, which will destroy everything in the quadrant. Since you are broadcasting in code (the Klingons don't know that you know that they have broken the code) the Klingons think it's legit, and back off.

When this is played, remove all Klingons from the Tactical Screen and place them in the Enterprise's square.

During the next Klingon Movement Phase, they will attempt to move *away* from the Enterprise. To move away, Klingons leave the level the Enterprise is on. Once they are no longer on its level, they stop moving. You may choose which level they move to if there is more than one possibility.

### (13.2) Unreprogrammed Version

If you want to play the version Saavik used the first time she took the test, change the rules as follows:

(13.21) When setting up, use at least 10 Klingon ship counters (see Section 3).

(13.22) All Klingon ships begin face-up (Active).

(13.23) You may use no Tactics chits.

(13.24) Whenever you make a damage roll, the system rolled is always Destroyed, the crewmember rolled is always Unconscious, and the hull/power loss is doubled.

# THE KOBAYASHI MARU Master Chart

11 or more	1 ▶	1 A ▶	1 A ▶	1 A A ▶	1 A A ▶	1 A A ▶	▶ You Lose
10	L1 ▶	L1 ▶	L1 A ▶	L1 A ▶	L1 A A ▶	L1 A A ▶	L1 A A
9	1 ▶	1 ▶	1 ▶	1 ▶	1 A	1 A	A A
8	L1 ▶	L1 ▶	L1	LA	LA	L1	L1 A
7	K	K1	K1	1	A	1 A	1 A
6	KL	KL	KL	L1	L1	L1 A	L1 A
5	KC	KC	KC	KC	C1	C1	C1 A
4	LC	LC	LC	KLC	KL C1	KLC	ALC
3	S	S	C	KC	KC	KC	C1
2	SL	SL	SL	SL	KLC	KLC	KLC
1 or less	S*	S*	S*	S*	S*	S*	KS*
	1	2	3	4	5	6	7

### \*Roll Again:

- 0 Defcon down if 3 or less
- 1 1 free repair
- 2 1 free repair
- 3 1 Removal
- 4 1 Removal
- 5 Defcon down if 6 or 7
- 6 Deactivate one Klingon
- 7-9 No Effect

### Results:

- C Cloud Effect
- A Activation (roll for level)
- S Kobayashi Maru loses 1 air
- 1 Randomize one chit onto level four
- ▶ Increase Defcon by one
- L Life Support Check
- K Klingon Random movement  
After rolling random level, roll again:  
0-2 UP  
3-5 RANDOMIZE  
6-8 DOWN  
9 No Movement

### Sequence of Play Flowchart

