

## Landing Party

By James E. Meldrum

*Other missions, besides search missions, can be simulated using FASA's Search For Spock game. One such mission is a landing party scenario where a Federation landing party from a starship beams down either to capture or destroy a robot outpost established on the Genesis planet by the Klingons. When the landing party arrives, it discovers that a Klingon landing party from yet another Klingon vessel has been sent to prevent the Federation landing party from accomplishing their mission.*

### Scenario Set Up:

This may be either a solitaire or two-player scenario which uses existing game equipment and mechanics. Where there is any conflict between this variant material and the original game rules, the game rules take priority in resolving the conflict.

In this variant, the Genesis planet is constructed in the normal manner. The Spock marker is concealed as per the game rules, but in this scenario the marker represents an automated research station which is armed and has facilities and shelter for four personnel. All personnel in each landing party carry phasers and tricorders. Any Klingon "pet" markers are considered to be decoys for game purposes and are removed from play when revealed.

The landing parties for both sides always consists of four personnel. Kirk and Kruege always command the Federation and Klingon landing parties respectively. Since these landing parties actually consist of "marines", all characters from both sides have a skill rating of 7. If the special skills rules are being used, all personnel are considered marksmen in addition to any other skills. Each of the landing parties is

controlled by only one player each, and all personnel conduct specific activities in each phase at the same time. In other words, all Federation personnel will move at the same time, all will conduct combat at the same time, etc. No weapons malfunctions occur in this scenario, and all weapons malfunction cards are ignored.

When players beam their forces down at the start of a scenario, all personnel must appear at a single beam-down point for each side.

As mentioned earlier, the robot outpost is represented by the Spock marker. The outpost also has an automated defense system that conducts one round of combat against all opposing personnel units in adjacent areas subject to the rules governing combat with weapons, with a skill level of five. The outpost does not "run away" after combat since it is a stationary object. Personnel attacking the outpost "run away" after combat in the normal manner.

The outpost is considered to have an endurance factor of four for combat purposes. The outpost may be destroyed by phaser fire. When four phaser hits are scored against the outpost, it is converted to a rubble hex by placing a rubble marker in the space formerly occupied by the outpost/Spock marker.

### Victory Conditions:

The Federation player wins by eliminating the Klingon outpost. The Klingon player wins by either preventing the Federation landing party from achieving its goals, or by killing all Federation personnel units.

### Extra Variants:

- 1) Role Reversal - Allow the Federation player to use the outpost.
- 2) Point Defense - Have the Klingon player begin the game with four personnel units and

the outpost on the planetary surface. All Klingon personnel have skill rating of seven for this scenario. The Federation player landing party consists of six personnel. This variant also may be played by reversing sides.

- 3) Non-Genesis Planet - Assume that instead of happening on the Genesis world, the scenarios take place on a normal planet. Ignore the planet spinning and shifting rules and event cards. All planet tiles are "frozen" and may not move. This applies to **Search For Spock** as well as the landing party variants.
- 4) Different Worlds: The Genesis world is an almost perverse combination of nearly all possible environments contained within a single planet. Suppose, however, that either the **Search For Spock** or the landing party scenarios take place on a world with a more uniform environment.
  - A) An arid world - Treat all ice and snow fields, and jungle areas as though they were grassland areas.
  - B) A jungle world - For this scenario, all grassland, and ice and snow field areas are jungles.
  - C) An arctic world - Consider all jungle, forest, and grassland areas to be ice and snow fields in this scenario.

### OPERATION: CONTACT

is a domestic U.S. mailing of computer sorted Opponents Wanted ads produced every 6-weeks to its paid subscribers. Each list provides at least five of the closest wargamers seeking opponents in your area, their areas of wargaming interests, addresses and phone numbers.

**Operation Contact** is endorsed by all of these fine wargaming magazines: **Battleplan, CounterAttack, Fire & Movement, The Grenadier, Strategy & Tactics** and **The Wargamer**.

To get all the information plus your "enlistment papers" for **OPERATION: CONTACT**, send a self addressed, stamped return envelope to: D.S. Computing, Attn. OPERATION: CONTACT, P.O. Box 2434, Sante Fe Springs, CA 90670.