

The Critical Hit

Beware the Klingons!¹

by Errol Farstad

"... And though I had slain A thousand foes less one,

The Thousandth knife found my liver;
The Thousandth said to me,

"Now you shall die, now none shall know."

And the fool, looking down, believed this,

Not seeing, above his shoulder, the naked stars,

Each one remembering."²

The above is the statement of an ancient Klingon belief — that the naked stars remember all acts of courage (and cowardice) performed under them. Now you, too, can play the favorite bad guys of the STAR TREK TV show and movies — the Klingons!

FASA Corporation has published "The Klingons," a supplement to FASA's STAR TREK®: The Role Playing Game. But before getting into my review of the supplement, I'd like to inform you that the second edition of STAR TREK: The Role Playing Game (STRPG) is now available in two different editions. The basic game (\$12.00) includes the Star Fleet Officer's Manual, Cadet Source Book, Game Operations Manual and 2 dice. The deluxe set (\$25.00) contains all of the above plus Starship Combat rules, a hex grid for starship combat, counters, deck plans for the U.S.S. Enterprise AND a Klingon D-7 Battlecruiser¹, plus three adventures to give you a feel for the STRPG. From what I've seen, the second edition is far superior to the first. It even has a quick reference chart for character generation.

By the way, if there's anything in particular you wish to have reviewed, send your request to me care of RPGA™ Network HQ and I'll certainly do my best to get to it as soon as possible!

General Information

"The Klingons" character supplement, produced by FASA Corporation (\$15.00), tells you everything you ever wanted to know (and some things you didn't want to know) about these ruthless, despicable, nasty people — and those are the compli-

ments! Having played this game as a player, I can testify that it takes a certain amount of nasty ruthlessness to properly play a Klingon. But players should be warned not to get too attached to their characters, for the latter may die rather suddenly during a political shake-up. (Mine did.) But fear not! As long as the naked stars watch, you'll get your revenge. (I will.)

Packaging

On the front of the box is a picture of an Imperial Klingon¹ commander from the first STAR TREK movie, sneering menacingly. The artwork is quite detailed, from the top of his battle-crested head to his manicured fingernails. It does spark enough interest in this supplement to induce purchase, though one may wonder what one is getting into.

Within the box is a sourcebook, whose cover depicts the same scene as the front of the box. The set gives complete information on the Klingons, plus 56 colorful, sturdy counters with good detail representing Klingons and their ships. Ship status sheets are included for keeping track of the latter, and the set also includes two ready-to-play adventures to give players and GM alike a taste of role-playing Klingons.

Rules & Explanations

The rules are as easily read and understood as those of STRPG, and characters are generated in much the same fashion with two 10-sided dice. The same basic statistics are there, but racial adjustments apply if you run an Imperial Klingon (from the opening sequence of STAR TREK: The Motion Picture and STAR TREK III), a Human Fusion¹ (most popularly seen on the TV series) or a Romulan Fusion¹ (a Romulan-Imperial genetic cross).

As with STRPG, the skills available to help round out your character's specialty field range from Administration to Zoology.

Miscellaneous

Amazingly, I have no real complaints about "The Klingons" character supplement. The artwork within the book is quite good and is used generously, leaving no room for doubt as to the shapes of the various artifacts found within the Klingon universe. That is

to say, the differences between Mark I, Mark II, and Mark III sonic disruptors¹ are perfectly clear.

What makes the supplement so interesting is that the Klingon universe is explained quite thoroughly; this includes cultural background, politics, and little bits of information on the history of the race that round out the Klingons in general. The book is well-organized, and has an excellent index. Major sections appear in bold type, with subsections in lighter type.

Overall

"The Klingons" is an excellent addition to STRPG. The only problem is that if one wishes to run the supplement, one must first purchase the initial set-up. (This is, of course, not unlike the AD&D® Game system.) Considering the price, I feel that it would be money well-spent.

Suggested Supplementary Reading: "The Final Reflection" by John M. Ford. This work gives a very good background as to why Klingons act the way they do.

Final Ratings

"The Klingons" Character Supplement

Packaging	★★★
Rules	★★★★
Miscellaneous	★★★
Overall	★★★
Degree of Difficulty	2 (It is best if players have some experience before trying to role-play a Klingon)

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