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# What Moon, Scotty?

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## Solar Systems For Star Trek III

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With a game like Star Trek III (tm), it is often very easy to develop scenarios for play at first, but after a while they all have a depressing sameness about them. In an attempt to remedy this situation, roll a six-sided die and consult the following "terrain" table.

- 1 - Empty Space
- 2 - Asteroid Field
- 3 - Planet and Moon
- 4 - Two Planets
- 5 - Two Planets, One Moon, Asteroids
- 6 - Gas Giant

Now, flesh out the gaming map with the results. Each result is explained below.

1. Empty Space. No "terrain" is present. Play with an empty mapsheet.

2. All asteroid counters are placed on the map. There must be at least one intervening hex of empty space between each asteroid.

3. One planet and its moon are placed anywhere on the map. There must be at least one hex of empty space between the planet and the moon. The moon can be no more than six hexes away from the planet.

4. Similar to situation #3. Roll one six-sided die to determine if a moon also is present. If the die roll is odd there is no moon; if the roll is even one moon is placed near one of the planets as in #3.

5. All astral bodies are placed on the map.

6. Only the gas giant planet (orange) is placed on the map. Determine whether or not a moon exists using the procedure given in result #4.

Have fun with your new solar system with starship combat!

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