

GRAV-BALL

THE SPORTING EVENT OF THE FUTURE

GRAV-BALL is the game which lets you experience the action and excitement of the contact sport of the future. To start, just remember a few simple rules: elbow checks are strictly illegal, you cannot shoot an opposing player with the 5 kilo-gram playing ball, and you will not be allowed to kill any other player . . . on purpose.

GRAV-BALL is played by two six-man teams in fully-en- closed, steel walled, zero gravity arena. Players maneuver through use of powerful electro-magnets built into their special armored uniforms. The object of the game is to put the steel playing ball through the opposing team's goal, but the most difficult part is simply staying alive! Fast and furious action, brutal physical contact, and a high player turnover rate are all part of the game. Even their armored uniforms can't protect the players from everything. In this game almost any- thing can, and will, happen.



However, be forewarned — even in GRAV-BALL there are limits placed on indiscriminate violence. Your game will be officiated by Heartless Huey, a six-armed robot referee with a an appropriate name. If the game gets too rough, or an open fight breaks out, Huey has an sure-fire method for calming things down . . he merely incapacitates the nearest team member.

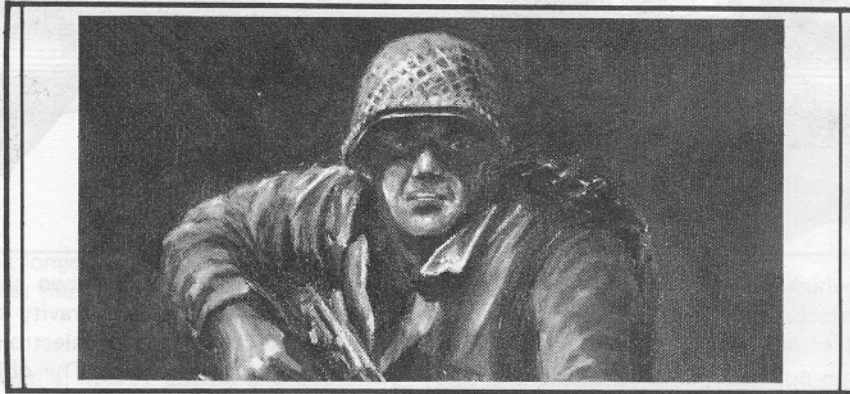
GRAV-BALL is a game designed for two players. The game contains a 16 page booklet outlining the complete rules of play, an 11 x 17 inch full color mounted mapboard, five reference cards, and 13 metal miniature player figures. Hos- pitalization insurance is not included.



1601 - Grav-Ball

\$15.00

BEHIND ENEMY LINES



BEHIND ENEMY LINES

You are deep in Nazi territory. Half your squad is dead or missing. Your ammo supply is running low, and the radio just took that last grenade. The situation seems hopeless, but you know your men are counting on you to get them out alive from BEHIND ENEMY LINES.

Experience the action and excitement of World War II with FASA's new role playing game, BEHIND ENEMY LINES. Become a member of a crack squad of battle hardened veterans as the Allies push from Normandy to the Rhine, and beyond! You are in control of your character's every thought and action as you lead him through one challenging mission after another. You and your squad must determine the best strategy, execute your plan, and hope for the best . . . the fate of the free world hangs in the balance.



BEHIND ENEMY LINES is a new departure in role playing games. It is a complete role playing system designed to accurately recreate World War II squad level action in a realistic and exciting manner. Players assume the identity of members of an American squad in Western Europe and undertake a variety of perilous missions, ranging from a routine patrol to a daring raid deep in enemy territory. A Gamemaster sets the scene of action and regulates the events to create an exciting and action-packed adventure.

BEHIND ENEMY LINES includes a 96 page booklet containing all the rules and guidelines for creating your character and playing the game, a 60 page booklet full of event tables for a variety of situations, and a 56 page Mission Booklet containing three introductory adventures, several short combat incidents, and a collection of pre-generated characters (including several historical figures). Also included are 16 pages of two-color maps, 13 cardstock sheets of game charts and tables, 112 illustrated counters, a sample character record sheet, and two six-sided dice. All you provide is a pencil, some paper, and lots of imagination.

1501 - BEHIND ENEMY LINES

\$20.00

Adventures and Supplements

THE GUNS OF NAVARONE: A complete adventure — based upon the exciting movie! Players join a crack commando team during the assault of a vital fortress on the Aegean Sea. This is one mission where cunning and stealth are just as important as firepower. Extensive maps are included.

BRITISH COMMANDOS: This rules supplement provides players with all the information necessary to create and play a British or Commando character. Detailed rules concerning special commando skills, weapons, and equipment are also included, along with a complete historical adventure: Operation Frankton.

1502 - The Guns of Navarone

\$7.00

1503 - British Commandos

\$7.00



Coming Attractions

LONG RANGE DESERT GROUP: This rules supplement will introduce players to the troops and equipment of the North African theater. Special rules regarding character generation and a complete historical adventure will be included.

OSS: This rules supplement will allow players to create and play members of the Office of Strategic Services, the American secret agents of World War II. It will also contain descriptions of special equipment, rules for their use, and a complete historical adventure.

PTO: THE PACIFIC THEATER OF OPERATIONS: A complete boxed set of additional rules which will expand **BEHIND ENEMY LINES** to include action in the Pacific theater. A full set of rules, charts, maps, and counters will be included.

**DO NOT ORDER THESE PRODUCTS
UNTIL THEY ARE ANNOUNCED**

Approved For Use With

FASA is continuing to support its popular line of adventures and ship deck plans for GDW's Traveller science fiction role playing game. The following selections are currently available:

Traveller Adventures

ORDEAL BY ESHAAR: A complete adventure — Zhodani and humans, Vargr and an enigmatic alien culture come face to face on Eshaar. The planet's valuable resources could win a war . . . but a hellish environment and offworld intrigue pose a constant threat of death and disaster.

URAQYAD'N OF THE SEVEN PILLARS: A complete adventure — Adventurers fight to save a desert world from the invading Talaki, and to save themselves from a lifetime of exile on a hostile planet.

RESCUE ON GALETA: A complete adventure — The disappearance of Prince Cohaine could spell disaster for a major corporation. A team of adventurers must uncover his fate, seek him out, and stage a rescue attempt.



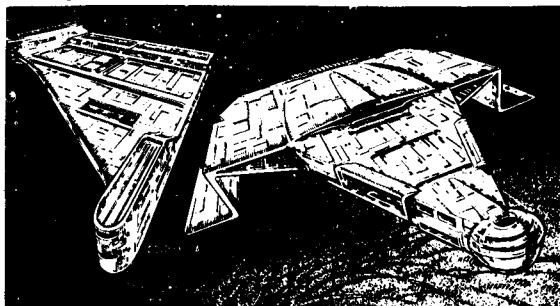
ACTION ABOARD: A complete adventure — Welcome aboard the luxury liner King Richard. Your voyage is guaranteed to be filled with murders, hijackings, bombings, crash landings, robberies, mutinies, and even the plague . . . have a pleasant cruise. The adventure includes one 11 x 17 inch map.

TRAIL OF THE SKY RAIDERS: A complete adventure — second volume of the Sky Raiders Trilogy. An ancient artifact and the disappearance of an archeologist are the first clues that lead the adventurers down the trail towards solving the secret of the Sky Raiders. This adventure also includes an 11 x 17 inch map.

FATE OF THE SKY RAIDERS: A complete adventure — third volume of the Sky Raiders Trilogy. At last the home of the Sky Raiders is found! Adventurers must explore their derelict planetoid starships, which have been drifting in space for over a thousand years. This adventure includes one 11 x 17 inch map.

TRAVELLER™

Science-Fiction Adventure in the Far Future



THE HARRENSA PROJECT/THE STAZHLEKH REPORT: A double adventure — Adventurers travel through the Old Expanses to stage two daring raids. The first, against a secret installation on an underwater planet. The second, to rescue a captured agent . . . and his valuable information . . . from deep behind enemy lines.

FCI CONSUMER GUIDE — VOLUME 1: A 48 page compendium of equipment and gear for the well-equipped Traveller adventurer. Equipment prices, availability, reliability, plus many other characteristics are thoroughly outlined.

1001 - Ordeal by Eshaar	\$6.00
1002 - Action Aboard	\$6.00
1003 - Uraqyad'n of the Seven Pillars	\$6.00
1004 - Legend of the Sky Raiders	\$6.00
1005 - FCI Consumer Guide: Volume 1	\$6.00
1006 - Rescue on Galetea	\$6.00
1007 - Trail of the Sky Raiders	\$6.00
1009 - Fate of the Sky Raiders	\$6.00
1010 - The Harrensa Project/The Stazhlek Report	\$6.00

Traveller 15mm Ship Deck Plans

ADVENTURE CLASS SHIPS — VOLUME 1: This package includes ten different small starships (less than 1,000 tons) for use by Traveller players and referees. Provided is an assortment of Imperial and Zhodani warships, private and commercial vessels, a commerce raider, and a small craft. Volume 1 consists of five 22 x 17 inch sheets of deck plans, 122 illustrated counters, and two 16 page booklets filled with ship descriptions and other items of interest to Traveller starship users.

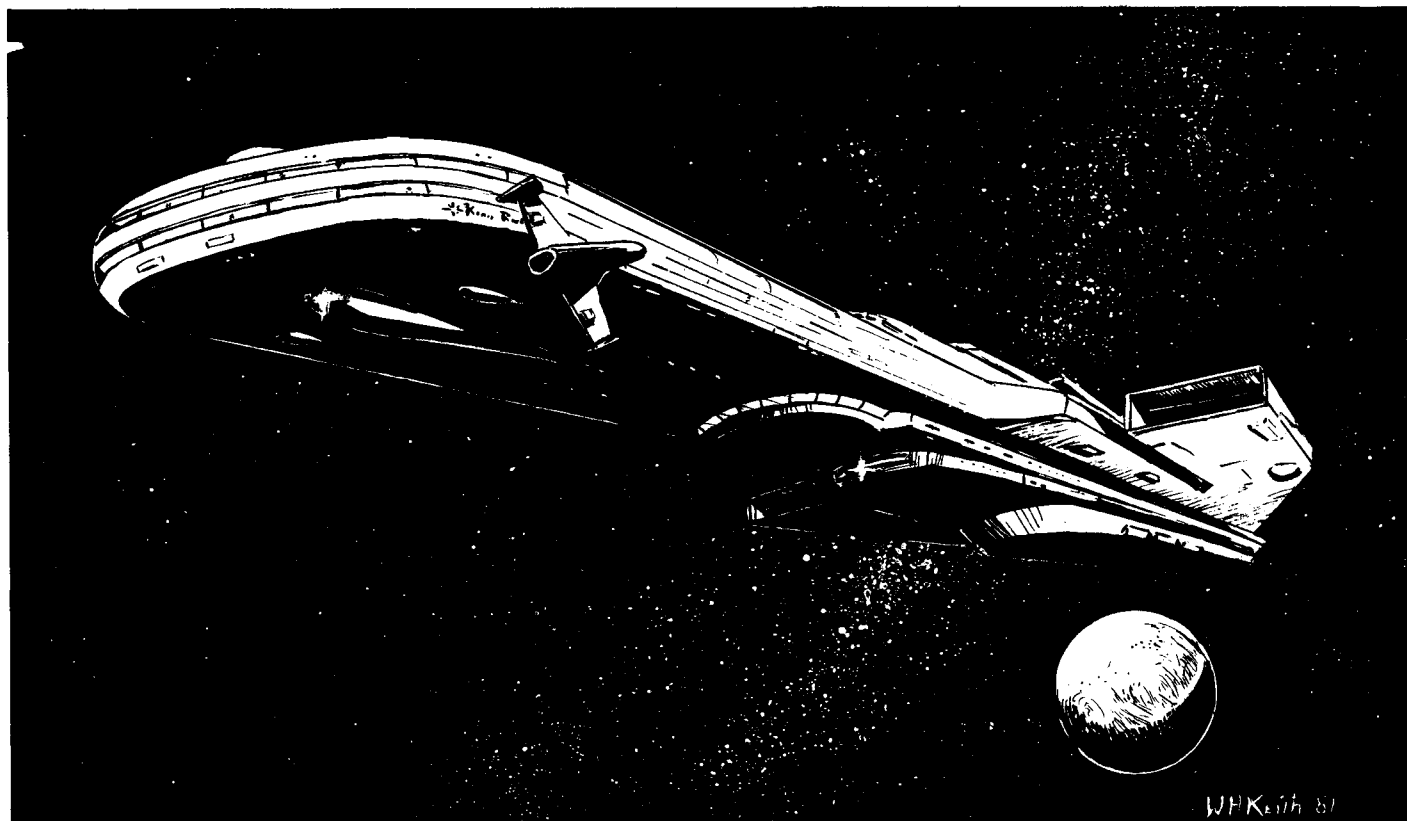
ADVENTURE CLASS SHIPS — VOLUME 2: This package includes ten new ships, all less than 1,000 tons. Provided in the assortment is the Aslan Combat Scout, the Solomoni Patrol Frigate, and a variety of private, commercial, military, and scientific ships. Volume 2 consists of five 22 x 17 inch sheets of deck plans, 112 illustrated counters, and two 16 page booklets of ship descriptions.

MERCHANT CLASS SHIPS: This package includes the plans for six 1,000 ton merchant vessels. Ships range from passenger liner to an exploratory trader. Included are three 22 x 34 inch, double-sided sheets of deck plans, 112 illustrated counters, and two 16 page booklets of ship descriptions.

ASLAN MERCENARY SHIPS: This package contains information about two different 3,000 ton warships used by Aslan mercenaries — the Hero Class Intruder Transport and the Warlord Class Battle Leader. Included are three 22 x 34 inch,

double-sided sheets of deck plans, 112 counters, and two 16 page booklets describing the ships themselves, two suggested adventures, the Aslan culture, their concept of war, and the organization of a mercenary unit (the Tealheikhoi "Regiment of the Falling Night").

1101 - Adventure Class Ships: Volume 1	\$12.50
1103 - Merchant Class Ships	\$12.50
1104 - Aslan Mercenary Ships	\$12.50
1105 - Adventure Class Ships: Volume 2	\$12.50



Traveller Supplements

HIGH PASSAGE BACK ISSUES: A limited number of back issues of this valuable Traveller magazine are still available. Each issue contains one short adventurette and a wide variety of useful Traveller information including rule suggestions, ship descriptions and layouts, weapons and character statistics, and detailed sector maps. Available only while supplies last.

FAR TRAVELLER: A brand new quarterly Traveller magazine. Each issue spotlights one world, including detailed information on the planet's culture, society, politics, flora and fauna, and much more. Each issue also contains planetary and regional maps and short adventurettes on the planet, as well as regular articles similar to those found in the old High Passage magazine. The FAR TRAVELLER is 64 pages in length, profusely illustrated, and crammed with information, action, and adventure for all Traveller fans.

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1205 - High Passage Number 5	\$4.50
1301 - Far Traveller Number 1	\$3.95
1302 - Far Traveller Number 2	\$3.95

Coming Attractions

THE FAR FRONTIERS SECTOR: A complete reference work detailing eight subsectors of the Far Frontiers sector. Subsector maps, system stats, and information regarding local governments, corporations, and other items of interest will be included.

THIEVES' WORLD

Thieves' World

A full line of exciting adventures designed for use with the Thieves' World role playing system.

Adventures

TRAITOR: A complete adventure — The bodyguards of an evil crime lord become enmeshed in an adventure filled with treason and betrayal as they search for missing secret documents. Danger and suspense is increased when one character secretly plays the traitor. An article written by Robert Asprin is included.

DARK ASSASSIN: A complete adventure — Players are forced to confront a magically constructed assassin during this exciting adventure featuring an article written by Robert Asprin.

THE SPIRIT STONES: A complete adventure — The S'danzo and the Spirit Stones provide adventure at every turn for all players willing to take the risk. This adventure contains an article written by Lynn Abbey.

1401 - Traitor	\$7.50
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THE BOOK OF MARS: An effective combat system supplement for any role playing game. This supplement features an integrated and easily controlled blend of factual data and event probability which will enhance the realism of any game. Every Gamemaster will want to apply some, if not all, of the procedures presented in this book during their next adventure.

1602 - The Book of Mars

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