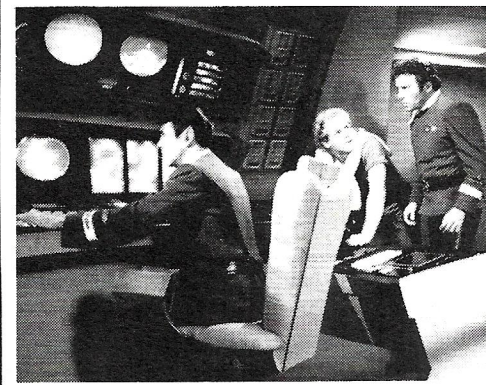
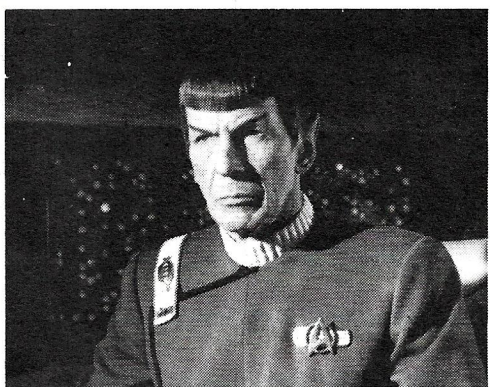


# STAR TREK™

THE ROLE PLAYING GAME



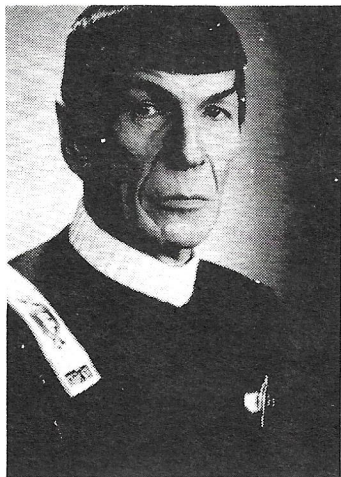
fasa

CATALOG 2 - 1983

FASA Corporation P.O. Box 6930 Chicago IL 60680 312 - 243 - 5660

# STAR TREK™

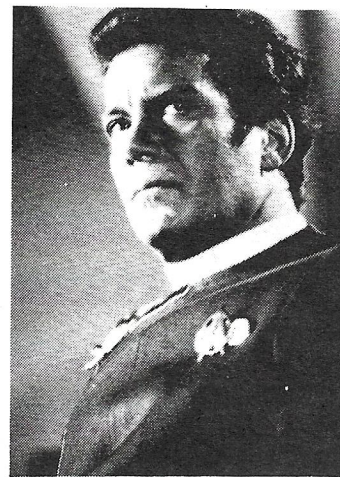
## THE ROLE PLAYING GAME



*Space ... the final frontier.*

*These are the voyages of the Starship Enterprise.*

*Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.*



It all began as a weekly television series. The Saturday morning cartoon series and two block buster movies soon followed. Now, finally, you can stop watching the action and start experiencing it . . . STAR TREK: THE ROLE PLAYING GAME puts you in the action.

Assume the identity of your favorite STAR TREK character and become part of the voyages of the Starship USS Enterprise. You will control your character's every thought and action as you lead him through one futuristic adventure after another. You will be facing the new challenges and unknown dangers of the final frontier. You will be the one who is forced into life and death situations which will require every ounce of your cunning and intellect. Best of all, you can experience all the excitement of STAR TREK . . . and more . . . without ever leaving the comfort of your own home.

STAR TREK: THE ROLE PLAYING GAME is a sophisticated game of strategy and interaction, whose only limits are those of your own imagination. The game includes a complete set of rules which create the world of STAR TREK, and provide a framework in which players can interact, explore, fight, eat, sleep, or do anything else imaginable. Every facet of the STAR TREK saga can be developed and explored. Old television episodes can be recreated and developed further. Entirely new stories and situations can be explored. New races, civilizations, and problems can be created, and exciting new puzzles can be solved. It is all up to you!

STAR TREK: THE ROLE PLAYING GAME is designed to be played by small groups of players. As with most role playing games, one player (the Gamemaster) will set the scene of action and control the environment and all non-player characters and creatures as the other players move through their adventure. He will serve as the director and bit-part actor while all the other players act out their roles, writing their own script as they go along while they solve puzzling situations, complete their mission, or simply attempt to survive!

The basic game includes:

**The Basic Rule Book:** This 128 page, two-color, 8½ x 11 inch book contains all the rules, charts, and tables needed to create and play a Star Fleet character. Rules for man-to-man combat, starship combat, planetary generation, and alien character and culture generation are also included, along with a short history and description of the United Federation of Planets and Star Fleet Command. This book is also heavily illustrated with photographs from the STAR TREK television series.

**The Adventure Book:** This 56 page, 8½ x 11 inch book contains three introductory STAR TREK adventures:

- GHOSTS OF CONSCIENCE** A top secret rendezvous in a time-space interphase.
- AGAIN, TROUBLESOME TRIBBLES:** A routine mission runs into a few old friends.
- IN THE PRESENCE OF MY ENEMIES:** A race against the Klingon Empire to sign a new planetary system to the Federation.

Also included in this book are 17 pages of background information and deck plan descriptions for the USS Enterprise and a Klingon D-7 Class Battlecruiser.

**The Deck Plan Book:** This 80 page, 8½ x 11 inch pull-apart book contains scaled deck plans for the USS Enterprise and a Klingon D-7 Class Battlecruiser. All plans are drawn at a scale of 1 inch = 6 meters. The pages may be removed and placed together to create a complete interior map of both ships.

**Starship Combat Hex Grid:** A 22 x 33 inch, two-color hex grid map for use during starship combat.

**Illustrated Counters:** 224 full-color, die-cut counters are provided for use during man-to-man and starship combat.

**Two Twenty Sided Dice**

2001 - STAR TREK: THE ROLE PLAYING GAME  
(BASIC SET)

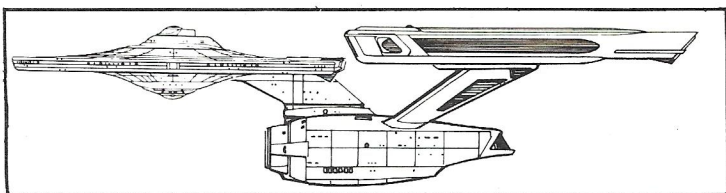
\$25.00

## ADVENTURES AND SUPPLEMENTS

FASA plans to provide STAR TREK players with an impressive assortment of adventure books, rules supplements, and other gaming aids to help them enjoy STAR TREK to its fullest potential.

### Starship Deck Plans

**USS ENTERPRISE:** These deck plans have been specially designed for use with 15mm miniature figures or cardboard counters. This detailed set consists of 9 double-sided, 22 x 33 inch sheets which display every interior aspect of the USS Enterprise, the top of the line Constitution Class Heavy Cruiser made famous by the STAR TREK series. Also included is a 12 page booklet containing ship plan descriptions and explanations.



**KLINGON D-7:** These deck plans, also designed for use with 15mm miniature figures or cardboard counters, detail a Klingon D-7 Class Battlecruiser. This ship, and its many variants, form the bulk of the military might of the Klingon Empire, one of the Federation's main adversaries. The plans consist of 6 double-sided, 22 x 33 inch sheets which display the entire interior of the ship. Also included is a 12 page booklet containing ship plan descriptions and explanations.

**USS RELIANT:** These deck plans show every interior detail of the USS Reliant, the ship featured in STAR TREK II: THE WRATH OF KHAN. All plans are drawn at a scale of 1 inch = 6 meters. Full space station plan descriptions and explanations are also included.

2101 - USS Enterprise Deck Plans	\$15.00
2102 - Klingon D-7 Class Battlecruiser Deck Plans	\$12.50
2103 - USS Reliant Deck Plans (Sept. 1983)	\$10.00
2104 - Space Laboratory Regula One Deck Plans (Sept. 1983)	\$12.50

### Major Rules Supplements

**TRADER CAPTAINS & MERCHANT PRINCES:** This 56 page, 8½ x 11 inch rule supplement provides players with the rules and charts needed for the generation of various traders, merchants, con-men, and rogues. It also includes detailed rules for trading commodities, playing the stock market, procuring a bank loan, and the economics of running a starship.

**KLINGON CHARACTER GENERATION SET:** This boxed set provides all the information necessary to create and play a Klingon character. A detailed overview of Klingon culture, society, and military and political objectives is also necessary.



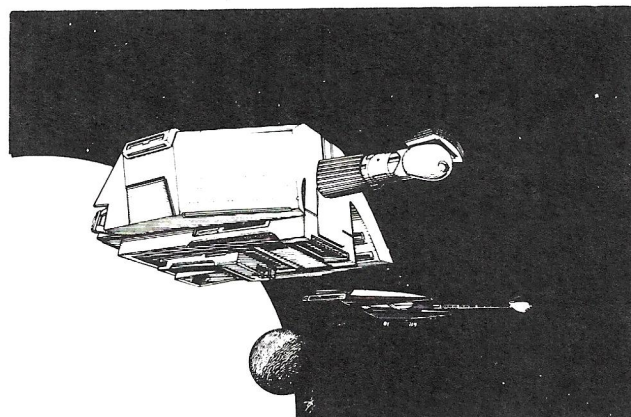
**SHIP CONSTRUCTION MANUAL:** This 56 page, 8½ x 11 inch rules supplement tells you everything you need to know to design, build, and arm your own starship, as well as information on how to rate them in combat. It contains full explanations of ship design limitations and all construction costs, procedures, and schedules.

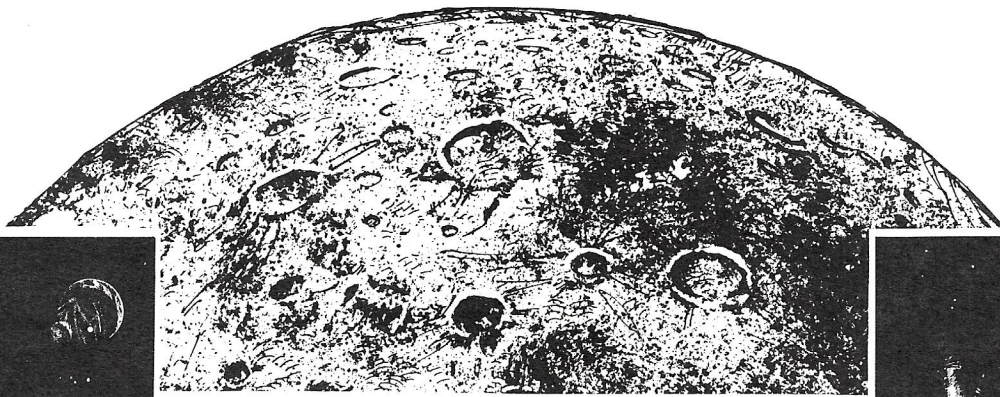
**SHIP RECOGNITION MANUAL - THE KLINGON EMPIRE:** This 32 page, full-color supplement contains a complete set of game stats, combat charts, and scale drawings for fourteen different Klingon vessels. Included are the D-7 Battlecruiser, the D-18 Destroyer, the L-9 Frigate, plus many others, large and small. Each ship is fully described and beautifully illustrated.

**SHIP RECOGNITION MANUAL - THE FEDERATION:** This 32 page, full-color supplement contains a complete set of stats, combat charts, and scale drawings for fourteen typical Star Fleet ship designs. A wide variety of ships, large and small, are included. Each ship is fully described and beautifully illustrated.

**SHIP RECOGNITION MANUAL - THE ROMULAN CONFEDERATION:** This 32 page, full-color supplement contains the game stats, combat charts, and scale drawings for fourteen different Romulan ships. It features a wide variety of ship designs, each fully described and beautifully illustrated.

2002 - Klingon Character Generation Set (July 1983)	\$15.00
2203 - Trader Captains & Merchant Princes	\$6.00
2204 - Ship Construction Manual	\$6.00
2301 - Ship Recognition Manual - The Klingon Empire	\$6.00
2302 - Ship Recognition Manual - The Federation	\$6.00
2304 - Ship Recognition Manual - The Romulan Confederation	\$6.00





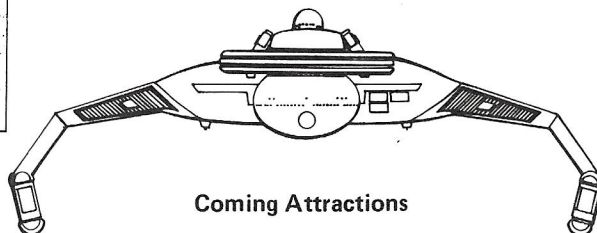
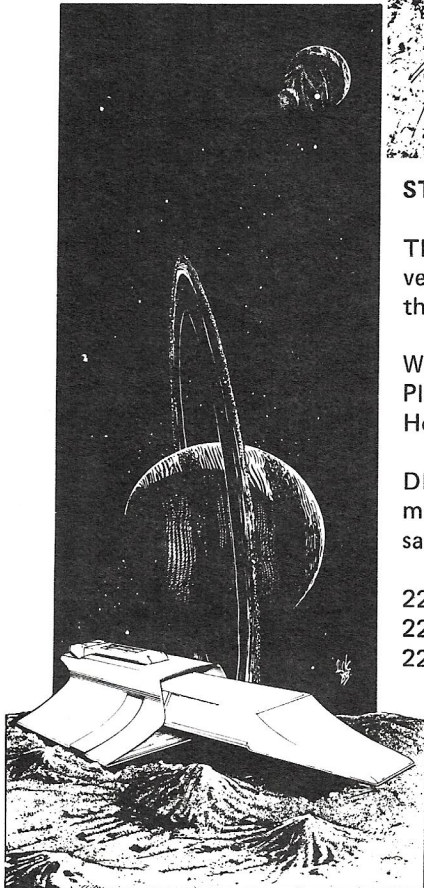
### STAR TREK Adventures

**THE VANISHED:** A complete adventure — Players must investigate a Federation Deep Space Research Station to discover the cause of the disappearance of its entire staff and crew.

**WITNESS FOR THE DEFENSE:** A complete adventure — Players return to the mining colony on the home planet of the Horta for a new dose of excitement and adventure.

**DENIAL OF DESTINY:** A complete adventure — Players must ignore the Prime Directive of non-interference in order to save the inhabitants of a doomed planet.

2201 - The Vanished	\$6.00
2202 - Witness for the Defense	\$6.00
2205 - Denial of Destiny (July 1983)	\$6.00



### Coming Attractions

**ROMULAN CHARACTER GENERATION SET:** This rules supplement will provide the players with all the information needed to create and play a Romulan character. A detailed overview of Romulan culture, society, and military and political objectives will also be included.

**OLD SOLDIERS NEVER DIE:** A complete adventure — The last remaining super-battleship from the Romulan Wars is now a museum ship . . . until Orion pirates hijack the obsolete vessel, with an eye towards refitting her with warp drive.

**A CHANCE FOR PEACE:** A complete adventure — At long last, the Gorn have agreed (reluctantly) to sit down at the conference table with Federation diplomats to discuss a lasting peace. The Klingon Empire, uneasy with the possibility of Gorn/Federation cooperation, will attempt to sabotage the negotiations at any cost.

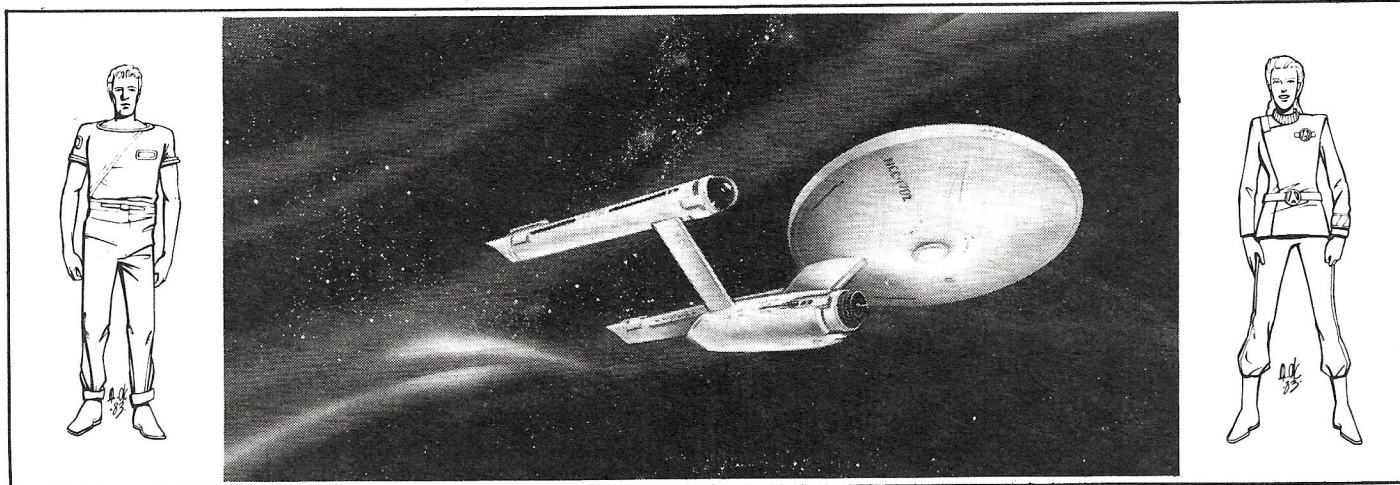
**FORWARD INTO THE PAST:** A complete adventure — A culture that is an analog model of Earth's own Medieval period is discovered, and a unique landing party is dispatched to

minge with the native culture and study it. How will they handle real dragons, and what appears to be real magic, as they travel through this epic Quest?

**SPORES OF HATRED:** A complete adventure — The society of Ekos is being reshaped into a humane, productive civilization by the new government (once the underground), but there is still a hard-core Nazi underground with a hidden nuclear device that only the Federation can find.

**THE CAPTAIN'S LOG:** Beginning in 1984 players will be able to subscribe to **THE CAPTAIN'S LOG**, a new monthly **STAR TREK** gaming magazine. This magazine will provide a forum for rule variations, additions, and corrections, new information, planned developments, adventure ideas, and much, much more.

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



## STAR TREK: Miniature Figures and Ships

FASA is also proud to announce the first official line of miniature figures and ships for STAR TREK and STAR TREK II: The Wrath of Khan. Each of these new miniatures have been carefully researched and painstakingly detailed to create the most accurate and beautiful STAR TREK miniatures ever available. All of these figures and ships are destined to become collector's items and are almost certain to enhance your play of STAR TREK: The Role Playing Game.

### 25mm STAR TREK Figures

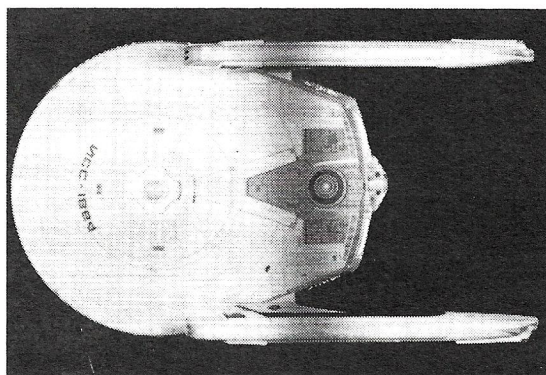
This is our most detailed figure series. Each figure is sold individually and comes packaged with an accurate painting diagram. Although small in size, all details have been carefully preserved to create a product that will make a welcome addition to any of your STAR TREK games.

### 15mm STAR TREK Figures

These figures, packaged in sets, have been specifically designed for use with our 15mm Starship Deck Plans. All of these figures can be easily used with any of our 15mm Starship Deck Plans to accurately represent man-to-man combat situations.

### 1/3900 Scale Starships

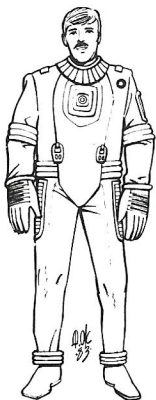
Every detail of these ships has been carefully preserved and faithfully represented. Although designed for use with the starship combat system, these ship miniatures are almost too beautiful to play with.



## The STAR TREK Collection

The STAR TREK COLLECTION is our top of the line series of miniatures, featuring all of your favorite characters and personalities from STAR TREK II: The Wrath of Khan. Each set contains eight, all new finely detailed, 25mm scale figures and one 1/3900 scale starship. No true STAR TREK fan will be able to pass up these high quality castings.

2601 - 25mm James T. Kirk †	\$1.00
2602 - 25mm First Officer Spock †	\$1.00
2603 - 25mm Dr. Leonard "Bones" McCoy †	\$1.00
2604 - 25mm Lt. Saavik †	\$1.00
2605 - 25mm Chief Engineer Montgomery Scott †	\$1.00
2606 - 25mm Communications Officer Uhura †	\$1.00
2607 - 25mm Mister Sulu †	\$1.00
2608 - 25mm Mister Chekov †	\$1.00
2609 - 25mm Khan Noonian Singh †	\$1.00
2610 - 25mm Dr. David Marcus †	\$1.00
2611 - 25mm Joachim (Khan's First Officer) †	\$1.00
2612 - 25mm Dr. Carol Marcus †	\$1.00
2613 - 25mm Captain Terrell (USS Reliant) ††	\$1.00
2614 - 25mm Khan Noonian Singh (Ceti Alpha V) ††	\$1.00
2615 - 25mm Klingon Officer ††	\$1.00
2616 - 25mm Klingon 1 ††	\$1.00
2617 - 25mm Klingon 2 ††	\$1.00
2618 - Romulan Officer ††	\$1.00
2619 - Romulan Number 1 ††	\$1.00
2620 - Romulan Number 2 ††	\$1.00
2621 - Romulan Citizen ††	\$1.00
2622 - Andorian Citizen ††	\$1.00
2623 - Edoan Citizen ††	\$1.00
2624 - Caitian Citizen ††	\$1.00
2625 - Gorn Number 1 *	\$1.00
2626 - Gorn Number 2 *	\$1.00
2627 - Federation Security Number 1 *	\$1.00
2628 - Federation Security Number 2 *	\$1.00
2629 - Federation Security Number 3 *	\$1.00
2630 - Federation Citizen *	\$1.00
2631 - Orion Number 1 ***	\$1.00
2632 - Orion Number 2 ***	\$1.00
2633 - Vulcan Native ***	\$1.00
2634 - Vulcan Statesman ***	\$1.00
2635 - Independent Trader ***	\$1.00
2636 - Spock in Meditation Robes ***	\$1.00



### 15mm FIGURES

2701 - Enterprise Bridge Crew**	\$2.00
2702 - Klingon Group**	\$2.00
2703 - Romulan Group**	\$2.00
2704 - Federation Citizens**	\$2.00
2705 - Federation Security**	\$2.00
2706 - Other Races**	\$2.00

### 1/3900 SCALE STARSHIPS

2501 - New USS Enterprise <sup>†</sup>	\$3.50
2502 - Klingon D-7 Class Battlecruiser <sup>†</sup>	\$3.50
2503 - USS Reliant <sup>†</sup>	\$3.50
2504 - Romulan Bird of Prey <sup>†</sup>	\$3.50
2505 - Old USS Enterprise <sup>††</sup>	\$3.50
2506 - Space Laboratory Regula One <sup>††</sup>	\$3.50
2507 - Larson Class Federation Destroyer <sup>††</sup>	\$3.50
2508 - Klingon D-10 Class Heavy Cruiser <sup>††</sup>	\$3.50
2509 - Klingon D-18 Class Destroyer <sup>††</sup>	\$3.50
2510 - Klingon K-23 Class Escort*	\$3.50
2511 - Gorn Cruiser**	\$3.50
2512 - Orion Blockade Runner**	\$3.50
2513 - Klingon L-9 Class Frigate***	\$3.50
2514 - Loknar Class Federation Mdm. Frigate***	\$3.50



### THE STAR TREK COLLECTION

3001 - The Star Trek Collection: Set No.1 <sup>†</sup>	\$10.00
The New USS Enterprise (NCC-1701)	
Admiral Kirk	
First Officer Spock	
Dr. Leonard McCoy	
Chief Engineer Scott	
Commander Chekov	
Mister Sulu	
Communications Officer Uhura	
Lt. Saavik	
3002 - The Star Trek Collection: Set No.2 <sup>†</sup>	\$10.00
The USS Reliant (NCC-1864)	
Khan Noonian Singh (Ceti Alpha V Gear)	
Joachim (Ceti Alpha V Gear)	
Khan Noonian Singh (Normal)	
Joachim (normal)	
2 female followers	
2 male followers	
3003 - The Star Trek Collection: No.3 <sup>††</sup>	\$10.00
The Regula One Space Laboratory	
Dr. Carol Marcus	
Dr. David Marcus	
Jedda (scientist)	
5 other Project Genesis scientists	
3004 - The Star Trek Collection: Set No.4*	\$10.00
The New Klingon D-7 Battlecruiser	
Klingon Ship Commander	
Klingon First Officer	
6 other Klingon crew members	



† Available in July  
 †† Available in August  
 \* Available in September

\*\* Available in October  
 \*\*\* Available in November

## DEATHWORLD

Enter the universe of DEATHWORLD, where every adventure might be your last.

You are on an impossible mission, facing the greatest dangers of the known universe. Your only chance for survival will require every ounce of your cunning and strength, and all the courage you can muster . . . but you are unafraid. This is what you do best. You have made a career of accepting impossible challenges. You thrive on facing situations and dangers that no one else dare face. You know that you will succeed where others have failed because you are a member of a Deathworld Team, part of a select group of fearless and highly trained individuals who have but one purpose in life: to face almost certain death . . . and survive.

DEATHWORLD is one of the most exciting and fast-actioned role playing games ever produced. It is a sophisticated game of strategy and interaction based upon the ever-dangerous and unbelievably hostile universe of Harry Harrison's popular DEATHWORLD trilogy. It is a complete role playing system specially created to continue the adventure and excitement of these novels, picking up the story line where Volume 3 of the trilogy left off.

In DEATHWORLD, players assume the identity of a fearless Pyrran or Pyrran-trained adventurer as they undertake a wide variety of unique challenges and an unusual selection of perilous missions. One player is the Gamemaster, setting the scene of the action and regulating the sequence of events while the other players travel through the adventure. The mission is rarely an easy one. Players may find themselves opening new hostile planets for colonization, staging a daring rescue operation in a deadly environment, attempting to uncover the secrets of ancient alien civilizations, and more.

The DEATHWORLD game system introduces several new approaches to the role playing experience, all designed to increase player enjoyment and eliminate unnecessary bookkeeping for the Gamemaster. The game contains a complete set of rules, including procedures for creating new characters, training them for various skills, creating new planetary environments and animal life, and a unique combat system designed to handle both physical and verbal confrontations. Three introductory adventures are also included.

1604 - Deathworld

\$15.00

# COMBOTS

## COMBOTS

The Ultimate weapon is no longer a dream . . . enter the arena and witness the awesome power of the COMBOT.

COMBOTS are highly versatile, heavily armed, and extremely mobile combat robots. Their intricate electronic circuits have been programmed to achieve a single goal — total destruction of the enemy. Combot warriors have become the backbone of every modern army, and Combot gladiators engage in single combat to the delight of millions of spectators in every star system.

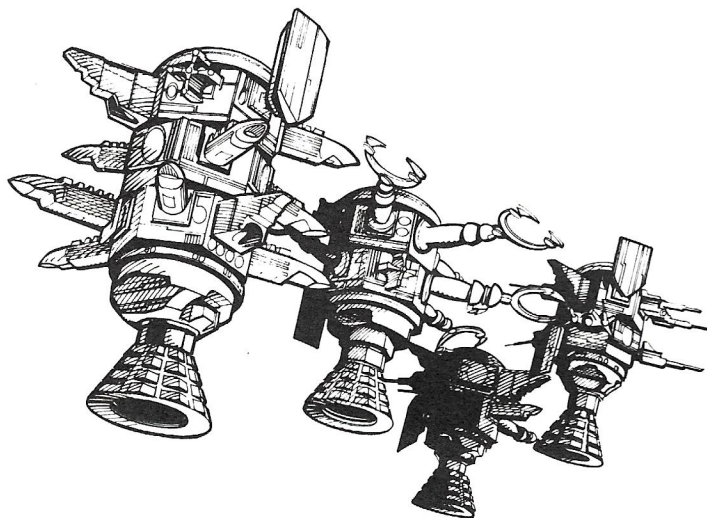
Now you can experience the thrill of controlling one of these massive machines. You design and equip your Combot with the best combination of equipment for speed, strength, and endurance. Then you lead your Combot armies into large-scale futuristic battles, or send your best design into the arena to confront your opponent's champion in a battle to the death.

COMBOTS is a unique combination of boardgame and miniatures battle. The rules are simple and easy to learn. The action is fast-paced. Best of all, each player controls a 1½ inch high metal Combot miniature which serves both as an attractive playing piece and a simple record of battle damage.

COMBOTS is a game designed for two or more players. The basic game contains a complete set of rules for gladiatorial contests and everything else needed for the basic two player game. Included are 2 high quality metal Combot miniatures, 48 fully interchangeable Combot weapon and equipment castings, an 11 x 17 inch full color mounted mapboard, a 16 page rules booklet, and two six-sided dice.

1603 - Combots (Basic Game Set)

\$15.00



### COMBOT Miniatures

Gladiatorial COMBOTS is a weekend sporting event . . . a gentlemen diversion. It should be remembered that the Combot is, first and foremost, a military weapon of awesome power. Take command of a huge army of roving Combots as you wage war and deliver destruction in every sector of the galaxy. Here is where the real fun begins!

The basic game includes six full pages of additional rules for creating these exciting multi-player and large-scale Combot battles. Players wanting to get in on the fun may purchase the following Combot miniatures seperately.

1603A - Combot Miniature

\$4.95

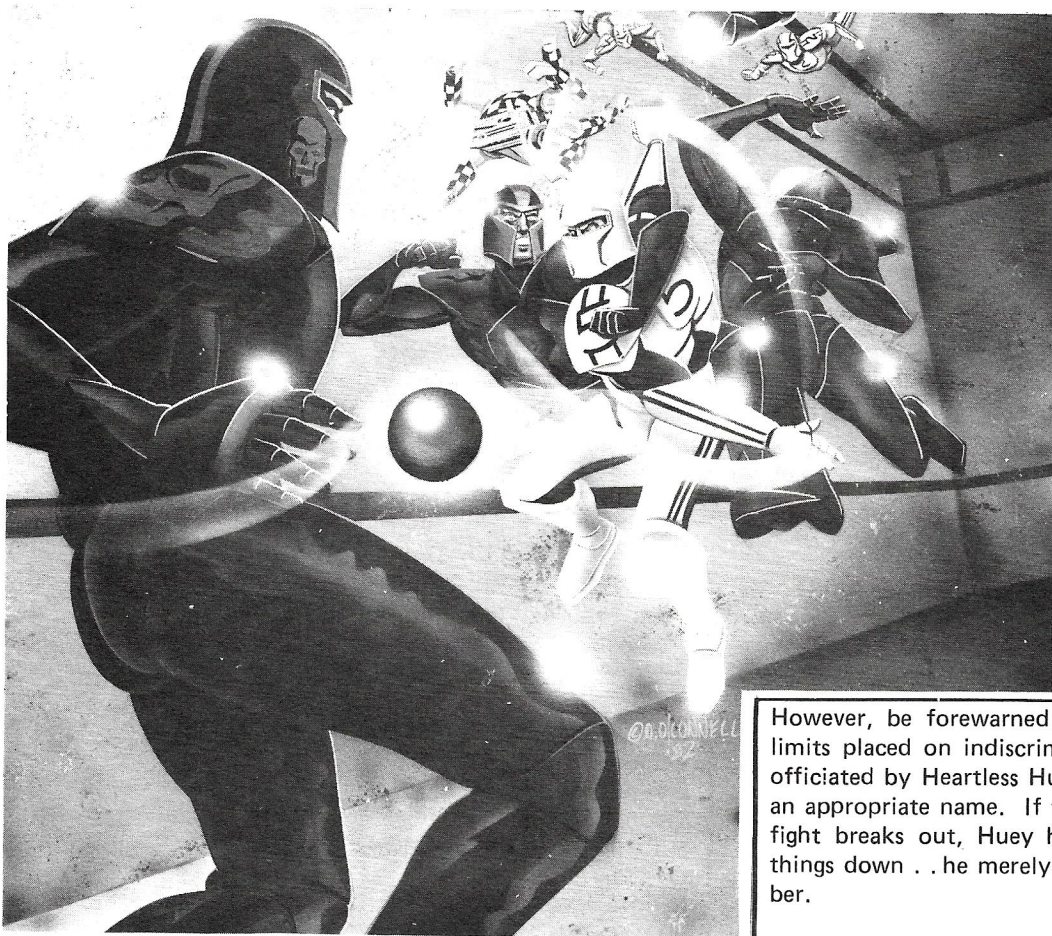


# GRAV-BALL

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.

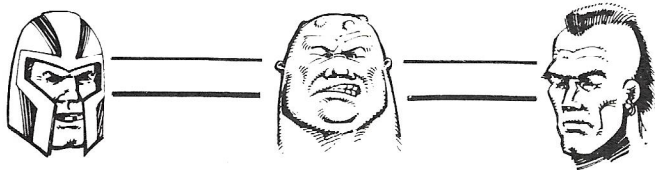


However, be forewarned — even in GRAV-BALL there are limits placed on indiscriminate violence. Your game will be officiated by Heartless Huey, a six-armed robot referee with a an appropriate name. If the game gets too rough, or an open fight breaks out, Huey has an sure-fire method for calming things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

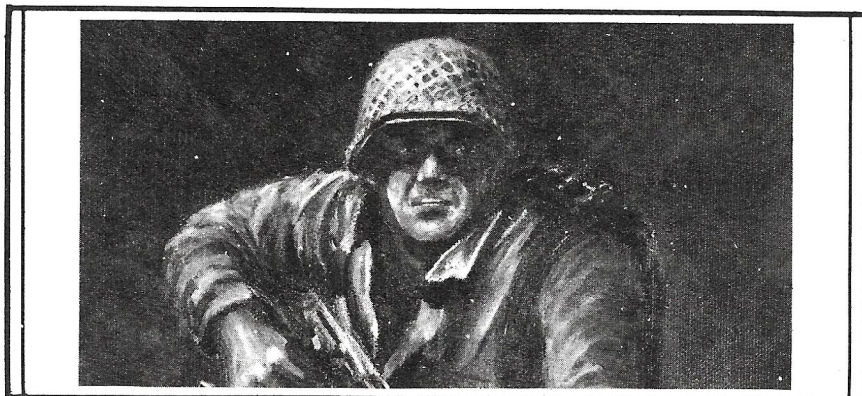
GRAV-BALL is a game designed for two players. The game contains a 16 page booklet outlining the complete rules of play, an 11 x 17 inch full color mounted mapboard, five reference cards, and 13 metal miniature player figures. Hospitalization insurance is not included.

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.

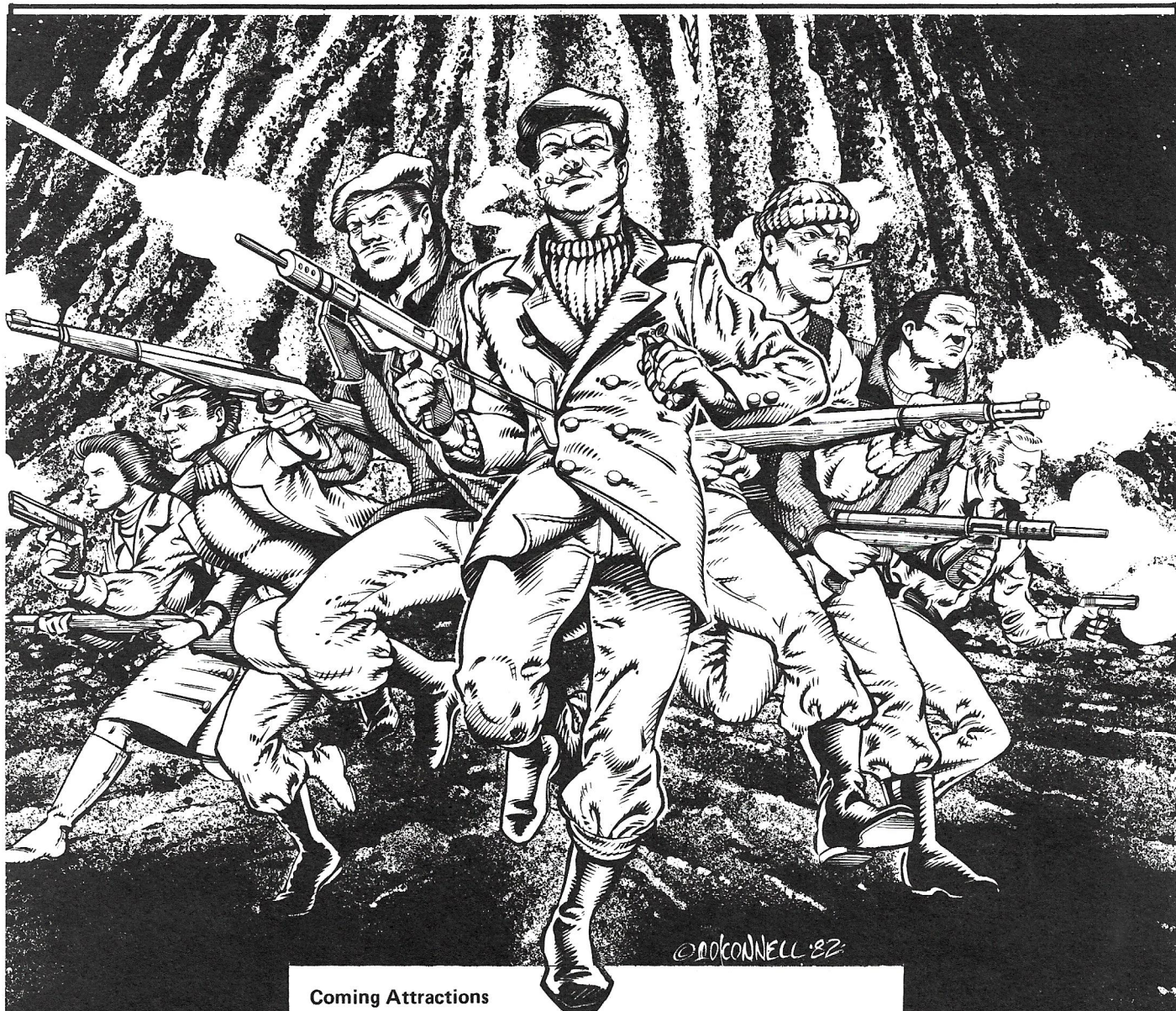
**BRITISH COMMANDOS:** This rules supplement provides players with all the information necessary to create and play a British or Commando character. Detailed rules concerning special commando skills, weapons, and equipment are also included, along with a complete historical adventure: Operation Frankton.

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.



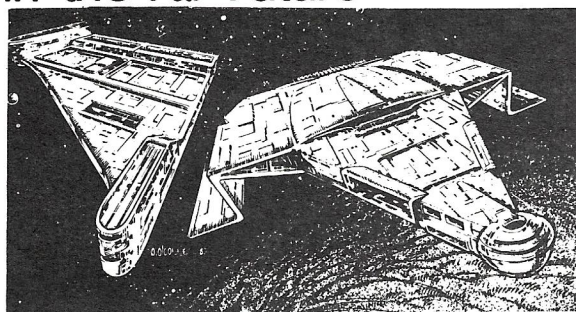
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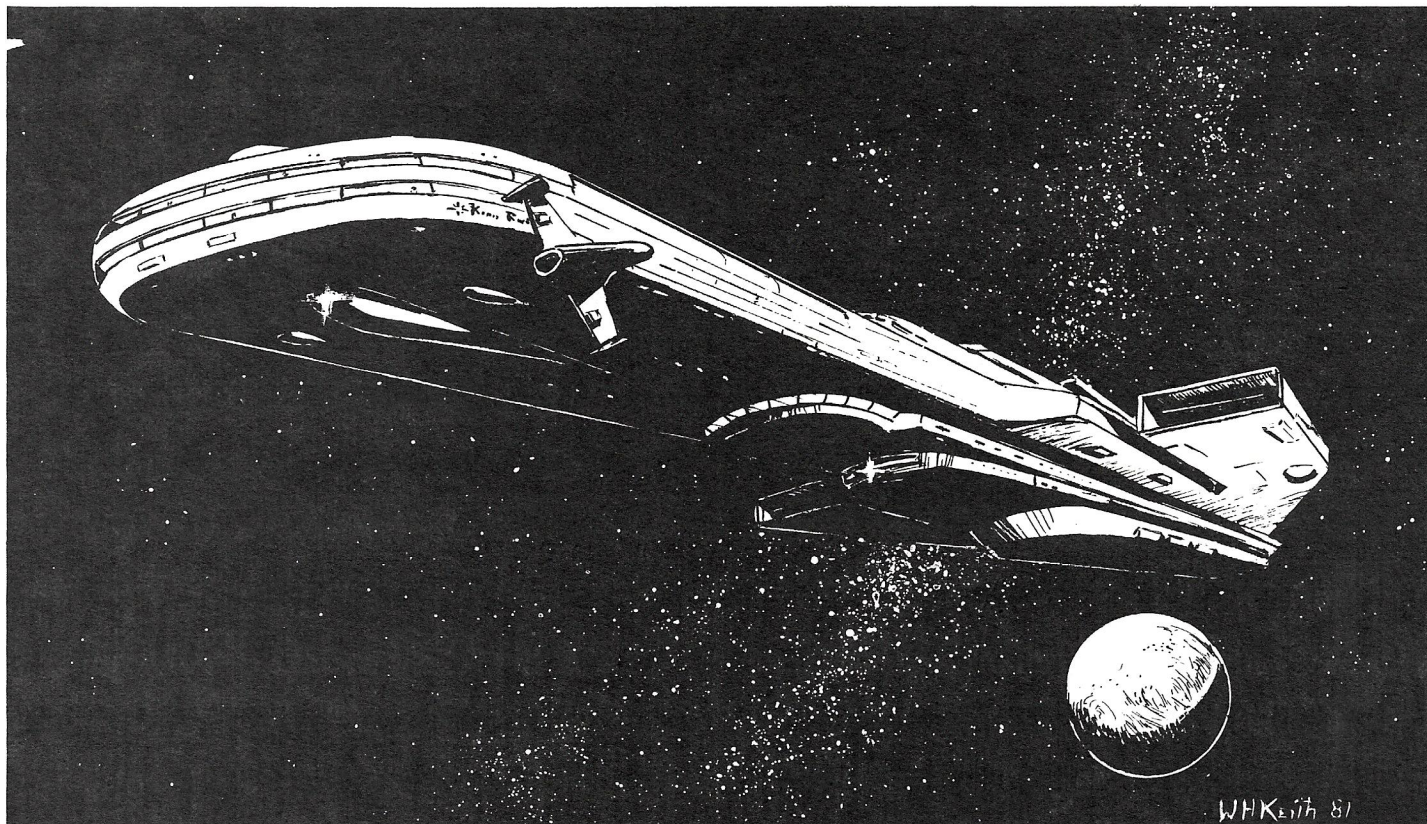
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