

STAR TREK

THE ROLE PLAYING GAME



Light-years ahead of the rest...



fasa

CATALOG
1983-1

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

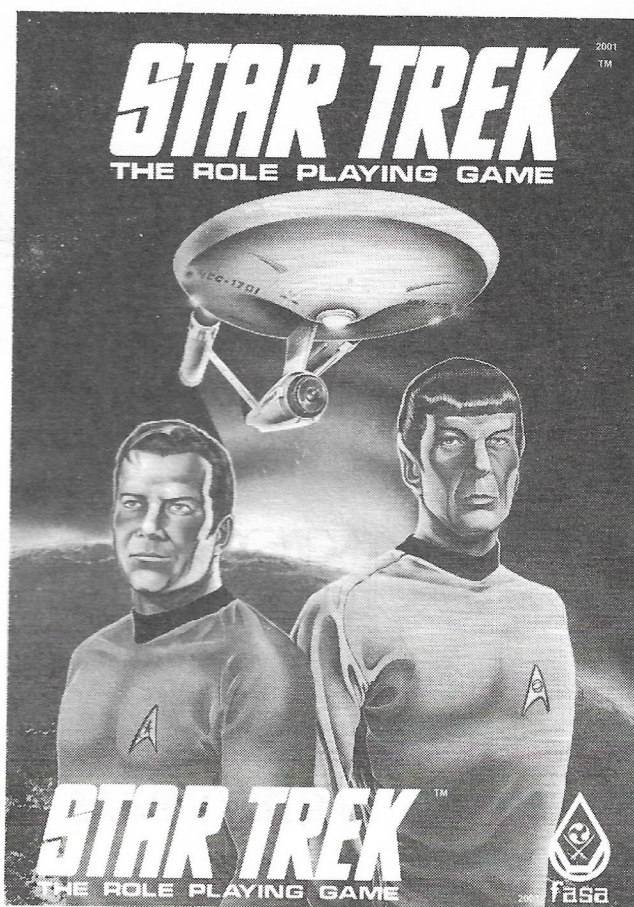
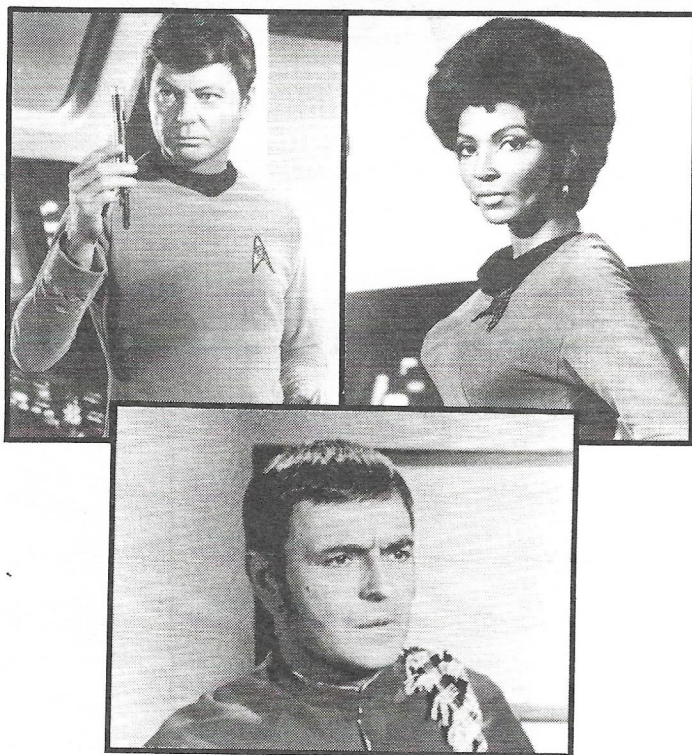
Space ... the final frontier.

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...

With these words each episode of Star Trek began. Now anyone can join the Enterprise on her voyages. Star Trek: The Role-Playing Game provides the framework in which player created and controlled characters interact, explore, fight, or do anything imaginable in Star Trek's science fiction setting. Like most role-playing games one person, the gamemaster, sets the scene and controls the environment and other non-player characters as the players move through their adventure. The gamemaster guides the game while the players attempt to solve the puzzle, complete the mission, or just survive.

With STAR TREK: The Role-Playing Game, any facet of Star Trek can be developed and explored, all according to the tastes of the players. Old episodes can be replayed or developed further, new situations with known characters can be played out or entirely new races and problems can be created and set before the players.



The Basic game includes:

The Basic Rule Book: This 128 page, two-color, 8½ x 11 inch book contains all of the rules needed to create and play a Star Fleet character. Rules for man-to-man combat, starship combat, planetary generation, and culture and alien generation are also included. This book is heavily illustrated with pictures from the TV series.

Adventure Book: This 56-page 8½ x 11 inch book contains three introductory adventures and descriptions of the Enterprise and the Klingon D-7 Class Battlecruiser deck plans.

Deck Plan Book: This 80-page 8½ x 11 inch pull-apart book contains scaled deck plans of the USS Enterprise and the Klingon D-7 Class Battlecruiser. The scale of these plans is 1 inch = 6 meters. Also included with this book are several reference sheets used with the starship combat system.

Starship Combat Hex Grid: This 22 x 33 inch two-color hex grid is used with the Starship Combat system.

112 Illustrated Counters: One side of these counters is used with the Starship Combat System. The other side depicts figures and can be used during man-to-man combat.

Two 20-sided dice.

\$25.00

STAR TREK
THE ROLE PLAYING GAME

FASA plans to provide an extensive assortment of rules supplements and other gaming aids to help players and gamemasters enjoy Star Trek to the fullest. Coming this summer will be a monthly Star Trek gaming magazine called Captain's Log. Captain's Log will be a forum for rule variations, additions, corrections, new information, planned developments, adventure ideas, and much more.

Available March 7, 1983

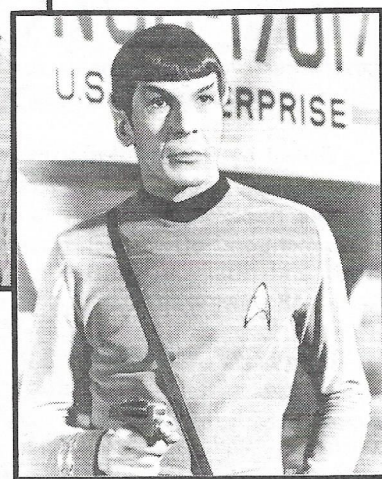
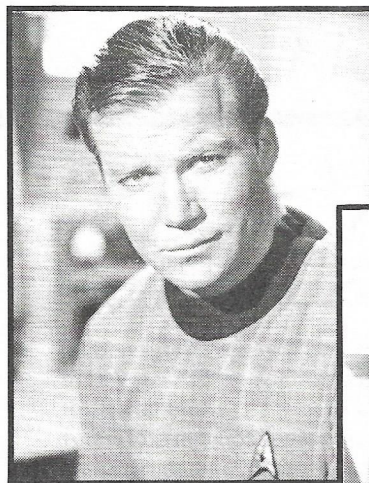
USS Enterprise 15mm Deck Plans: These scaled deck plans show every deck of the Enterprise, one of Star Fleet's top of the line Constitution Class Heavy Cruisers. 9 double sided 22 x 33 inch sheets are needed to complete the whole ship. Also included with the set is a book of descriptions. The plans are packaged in a 1 inch deep box similar to the game box. \$15.00

Klingon D-7 Class Battlecruiser 15mm Deck Plans: One of the Enterprise's main adversaries, the D-7 and its variants form the bulk of the Klingon Empire's military might. These 15mm plans are presented on 6 22 x 33 inch sheets with a description booklet and box \$12.50

Major Supplements to be released in 1983
(working titles only)

Merchants and other Characters: This rule supplement will include character generation rules for non-Star Fleet Federation citizens, ship construction and Trade and Commerce.

Klingon/Romulan Characters: This rules supplement will provide the information necessary to create and play Klingons and Romulans. Also included will be information on Klingon and Romulan culture and society and their military and political objectives.



New Adventures for STAR TREK : The Role-Playing Game,
to be released this year.

The Vanished: Players must investigate a Federation deep space research station where all of the inhabitants disappeared during routine communications.

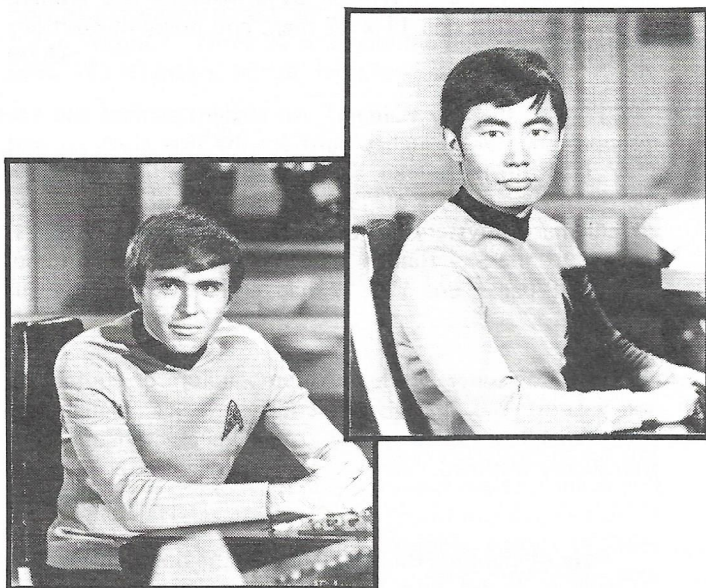
Old Soldiers Never Die: The last remaining super-battleship from the Romulan Wars is now a museum ship — until Orion pirates hijack the obsolete vessel, with an eye toward refitting her for warp drive.

A Chance for Peace: At long last, the Gorn have agreed - reluctantly - to sit down across a conference table from Federation diplomats and discuss a lasting peace. The Klingon Empire, made uneasy by the possibility of Gorn/Federation cooperation, must sabotage the peace conference at any cost.

Forward into the Past: A culture that is an analog of Earth's medieval period is discovered, and a unique landing party is dispatched to mingle with the native culture and study it for a report to the Federation. The survey party is composed of medievalist enthusiasts from the investigating starship's crew, who have made a hobby of studying and recreating Earth's medieval culture. But how will they handle real dragons, and what appears to be real magic, as they are caught up in an epic Quest.

Witness for the Defense: A return to the planet of the Horta.

Spores of Hatred: The society of Ekos is being reshaped into a humane, productive course by the new government (once the underground) with the help of the Zeons. But there is still a hard-core Nazi underground with a nuclear device and only the Federation crew can find it in time!

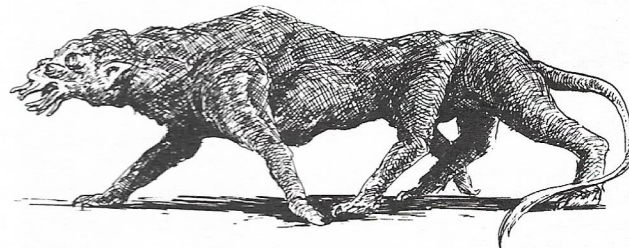


STAR TREK
THE ROLE PLAYING GAME

Adventures and Supplements for **GDW's** popular science-fiction role-playing game.

Ordeal by Eshaar: Zhodani and humans, Vargr and an enigmatic alien culture come face to face on Eshaar, where valuable resources could win a war . . . while a hellish environment and offworld intrigue pose a constant threat of death and disaster. Written by William and J. Andrew Keith; 48 pages with illustrations by Bill Keith. . . . \$6.00

Uraqyad'n of the Seven Pillars: Adventurers fight to save a desert world from the invading Talaki . . . and themselves from a lifetime of exile on a hostile planet . . . written by William and J. Andrew Keith; 48 pages, one 11 x 17 map, and profuse illustration by Bill Keith . . . \$6.00



Rescue on Galetea: The disappearance of Prince Cohaine spells disaster for a major corporation. A team of adventurers must discover his fate . . . seek him out . . . and conduct a Rescue on Galatea. Written by Mark Lawrence; illustrations by Mitch O'Connell . . . \$6.00

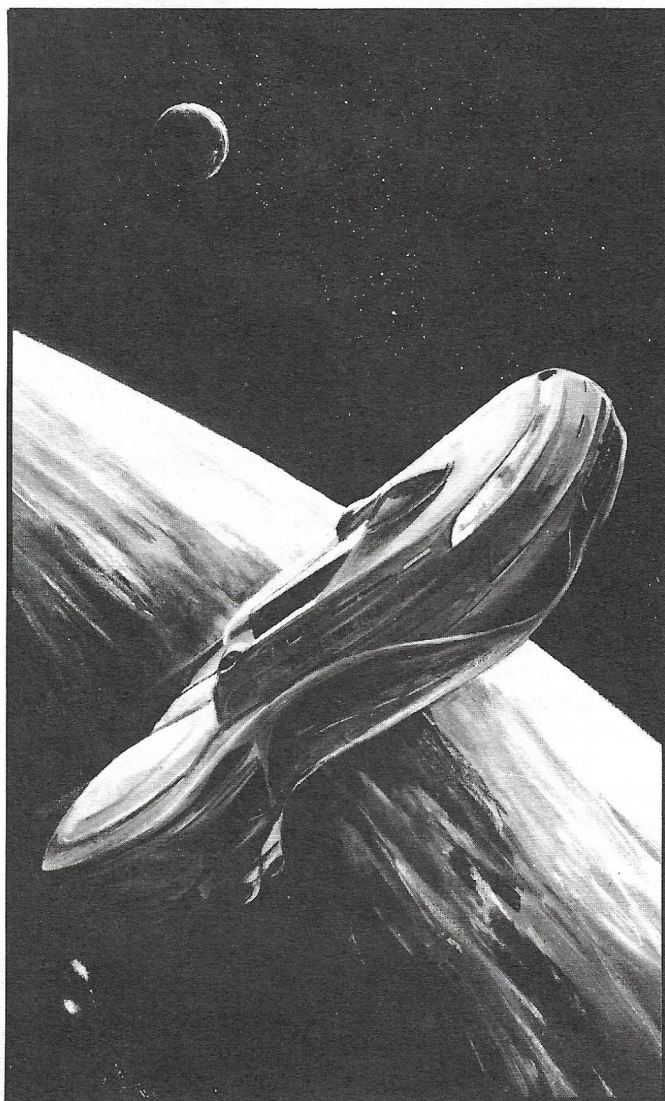
Action Aboard: Welcome aboard the luxury liner King Richard! Travellers are warned that murder, hijacking, bombing, plagues, crashlandings, robberies, mutinies, and general skullduggery all play a part in our cruise. Have pleasant voyage . . . Written by Bill Paley; 46 pages, one 11 x 17 map, and illustrations by Bill Keith and Kevin Siembieda . . . \$6.00

Legend of the Sky Raiders: Journey into the Outback of the jungle planet Mirayn in the company of a beautiful archeologist on the trail of an ancient race of plunderers. Danger threatens at every turn in this first volume of the Sky Raiders trilogy. Written by J. Andrew and William Keith; 48 pages, one 11 x 17 map, and many illustrations by Bill Keith . . . \$6.00

Trail of the Sky Raiders: An ancient artifact and the disappearance of an archeologist are the first clues . . . and they lead down a trail that takes adventurers from a merchant's greed to a planet's warlike ambitions . . . from an enigmatic mystery to the secret of the Sky Raiders. Second of the Sky Raiders trilogy. Written by J. Andrew Keith; 48 pages, one 11 x 17 map, and illustrations by Bill Keith . . . \$6.00

FCI Consumer Guide: A compendium of equipment and gear for the Traveller adventurer: Price, availability, and reliability, plus many other characteristics, are thoroughly outlined. Written by Steve Harmon; 48 pages . . . \$6.00

Fate of the Sky Raiders: At last the home of the Sky Raiders is found and the adventurers must explore a derelict planetoid starship which has been drifting in space for thousands of years. This adventure concludes the Sky Raiders Trilogy. Written by J. Andrew Keith and illustrated by William Keith. 60 pages with one 11 x 17 inch map . . . \$6.00



Approved For Use With

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future

Adventure Class Ships Volume 1: Ten small (less than 1,000 tons) starships for use by Traveller players and referees. The set includes Imperial and Zhodani warships, private and commercial vessels, a commerce raider, and small craft. Two 16-page booklets deal with the ships and with items of interest to Traveller starship users. Five 22 x 17 sheets of deck plans, 112 illustrated counters, boxed, with illustrations by Bill Keith \$12.50

Merchant Class Ships: Six 1,000-ton merchant vessels described and mapped for Travellers players. Ships range from a passenger liner to an exploratory trader. Two 16-page booklets; three 22 x 34 doublesided sheets of deck plans; 112 counters, boxed, with illustrations by Mitch O'Connell. \$12.50

Aslan Mercenary Ships: Complete information on two 3,000-ton warships used by Aslan mercenaries; the Hero Class Intruder Transport and the Warlord class Battle Leader. Two 16-page booklets describe the ships, with two scenarios for adventures involving them; chapters also discuss the Aslan, their concept of war, and the organization of a mercenary unit, the Tealheikhoi "Regiment of the Falling Night." Three 22 x 34 double-sided sheets of deck plan, 112 counters, boxed, with illustrations by Bill Keith. \$12.50

Adventure Class Ships Volume 2: Ten new ships of less than 1,000 tons, including the Aslan Combat Scout, the Solomoni Patrol Frigate, and private, commercial, military and scientific ships of all kinds. Two 16-page booklets, five 22 x 17 mapsheets, 112 counters, boxed, with illustrations by Bill Keith \$12.50

Far Traveller: A new quarterly Traveller magazine. Each issue spotlights one world. Detailed information on the planet's culture, society, politics, flora and fauna and much more is included. Planetary and regional maps and short adventures on the planet round out this section of the magazine. Also included are articles similar to those found in the old High Passage: The Port Authority Handbook, Traveller's Gear, Library Computer, War Book, and Adventure Class Ships. Far Traveller is 64 pages in length, profusely illustrated and crammed with information, action and adventure.

Single issue price \$3.95
Four issue subscription \$15.00



Coming later this year for Traveller. . .

Piracy/Stardust: A double adventure set in the Far Frontiers sector \$6.00

Target: Assassin: An assassin stalks his prey and a group of adventurers must stop him in this adventure by William Barton \$6.00

The Harrensa Project: A double adventure set in the Old Expanses. \$6.00

Urshag's Fighting Vehicles of the Imperium: Over 50 vehicles designed for use with Striker and Traveller \$6.00

FCI Consumer Guide Volume Two: The second volume of the Guide details weapons and fighting equipment. \$6.00

The Protectorate: This book details a political alliance spanning the Inverness and Taemerlyk subsectors of the Far Frontiers Sector \$6.00

Winterhawk Mercenaries: A group of mercenaries first introduced in Target: Assassin is detailed here . . \$6.00

The Far Frontiers Sector: This book details 8 subsectors of the Far Frontiers Sector. In addition to subsector maps and system stats extensive library data about the governments, corporations, and other figures and facts of interest are included \$6.00

Merchants & Merchandise: This is an expanded version of the Paranoia Press publication \$6.00

Scouts and Assassins: Also an expanded edition of the Paranoia Press edition \$6.00



BEHIND ENEMY LINES

Half the squad gone, ammo running out, and the radio dead . . . Sarge got them in and he'd have to get them out from **Behind Enemy Lines**.

Re-live World War II with FASA's exciting new role-playing game, **Behind Enemy Lines**. Now you can join the boys at the front as the Allies push from Normandy to the Rhine . . . and beyond! It's a dangerous job, where any mission could be the last. But each patrol brings the Jerries that much closer to final defeat . . .

BEHIND ENEMY LINES is a complete role-playing system designed to re-create World War II action in a realistic and exciting game. Players become members of an American squad in Western Europe; as they undertake perilous missions, a Game Master regulates events around them to create exciting, action-packed adventures.

BEHIND ENEMY LINES includes a 96-page booklet containing rules and guidelines for play of the game, a 60-page booklet full of event tables for a variety of situations, and a 56-page Mission Booklet containing 3 adventures, plus short combat incidents and a collection of pre-generated characters (including several historical figures). A 16-page two-color map booklet, 13 cardstock sheets of charts and tables, 112 illustrated counters, a sample character sheet, and two 6-sided dice are also included. Packaged in a 4-color, bookcase-sized box \$20.00

The Guns of Navarone: The first adventure for **Behind Enemy Lines**, *The Guns of Navarone* recreates the exciting movie of a crack commando team assaulting a vital fortress in the Aegean Sea. From encounters at sea in a fragile fishing boat to the final attempt against the gigantic guns, the adventure follows the team from incident to incident in a mission where wit and stealth are as vital as firepower. Written by William H. Keith; 48 pages (including extensive maps) with illustrations by Mitch O'Connell . . . \$7.00

British Commandos: This **Behind Enemy Lines** supplement details British and Commando character generation, special commando skills, weapons, and equipment and an historical mission adventure: *Operation Frankton*. Written by Sam Lewis. 48 pages (including extensive maps and event tables) with illustrations by William Keith and Mitch O'Connell . . . \$7.00

Coming this year.

Long Range Desert Group: The second expansion book detailing troop, and equipment in North Africa, plus adventure and incidents . . . \$7.00

OSS: Character generation for members of the Office of Strategic Services, the American secret agents of WWII. Including special equipment, and adventures \$7.00

PTO: The Pacific Theater of Operations: A complete boxed set containing character generation for all forces in the pacific theater. Special rules, map, and counters . . . \$15.00

Adventures and supplements for use with *Thieves' World*

Traitor: A crime lord's body guard's become enmeshed in treason and betrayal as they search for missing secret documents. One character is secretly a traitor, which lends danger and suspense to the situation. This adventure features an article by Robert Asprin. Written by Bill Fawcett; illustrated by Jim Clouse; cover art by Mitch O'Connell . . . \$7.50

Dark Assassin: A magically constructed assassin is on the loose in this exciting adventure written and illustrated by Dave Tennes. Also included is an article written by Robert Asprin. . . . \$7.50

The Spirit Stones: The S'danzo and the Spirit Stones figure into this adventure by Bill Fawcett. Includes an article by Lynn Abbey . . . \$7.50

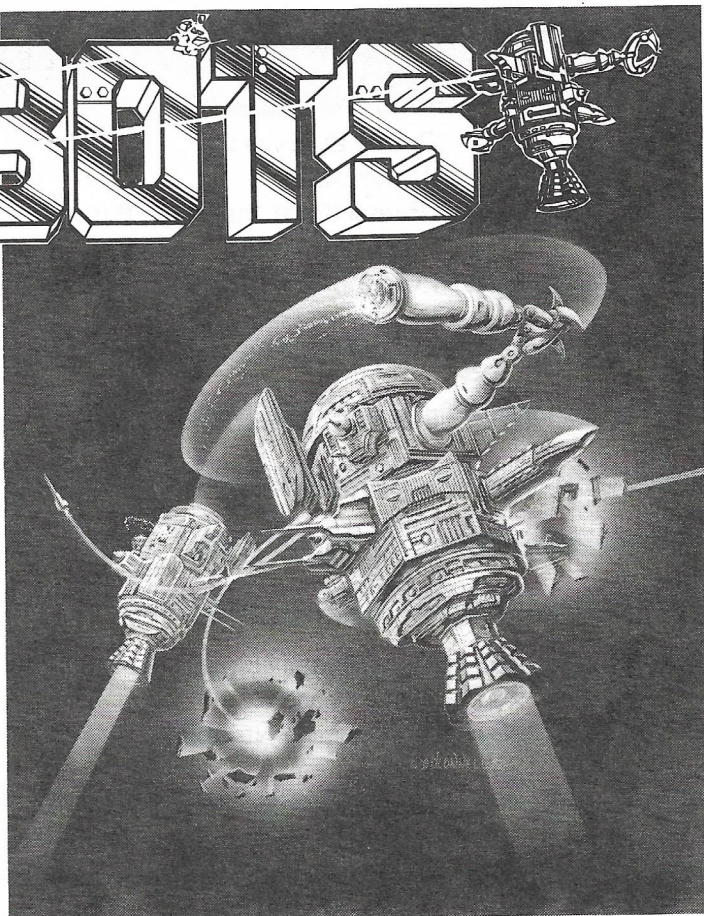


The Book of Mars: An effective combat system supplement to all roleplaying games currently available. The information contained within this book is an integrated, easily controlled blend of factual data and event probability of which some, any or all may be applied to enhance the realism of any game . . . \$8.50

COMBOTS

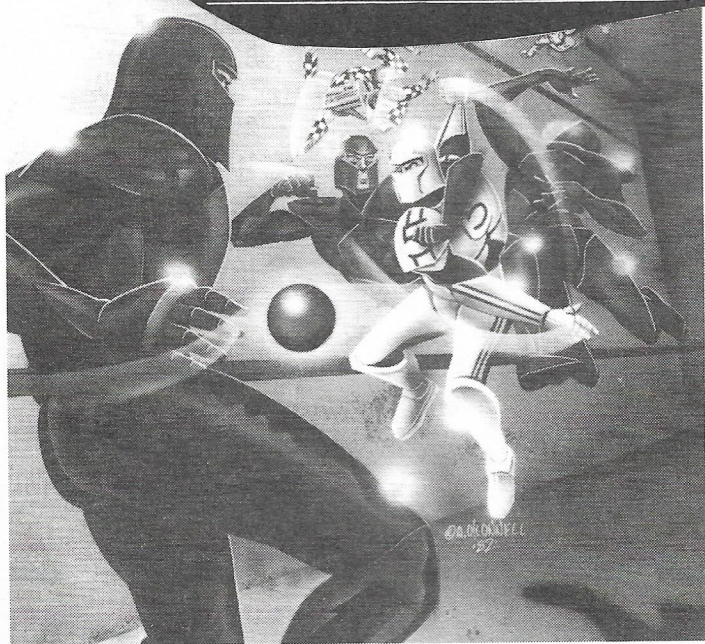
Coming later this year

Combots: Gladiatorial robots battle to the end in this game of the future. Each player builds his own robot out of an assortment of offensive and defensive components. Each combination has its advantages and disadvantages, it's up to the player to choose the best. Play lasts only 15 to 30 minutes in this quick and easy game. Included with the game is a mounted 11 x 17 inch game board, rule book and two 1½ inch high metal combots. These detailed figures serve as both playing pieces and a record keeping system. Each 4 piece combot contains slots for 12 pieces of equipment. The players simply pick from the weapons assortment and place their choice on the combot. When the weapon becomes damaged in combat it is simply removed. \$15.00



GRAV-BALL

THE SPORTING EVENT OF THE FUTURE



Grav-Ball: is a sporting event of the future requiring skill and courage. Played in a zero-G court, the two six-man teams try to score with a five kilogram steel playing ball. Anything can happen in the meantime! Legal actions include body, hand, and foot checks, passes, and actual goal shots. Illegal actions, or actions requiring a penalty check, include striking with the ball or elbow, shooting the player with the ball, and all out assaults. The usual result of such body contact is a high player turnover rate. The player's body armor does NOT guarantee physical safety from opposing players or from the ball itself. If the game gets too rough or a fight occurs, Heartless Huey is released. This invulnerable robot will incapacitate the nearest player. He then moves on the the next, nearest player until all are terminated or the fighting stops. All of these factors make Grav-Ball an exciting and action packed game of the future. Contents of the game include: an 11 x 17 mounted color game board, a 16 page rulebook, 5 reference cards and 13 metal miniature playing pieces. \$15.00

ORDER FORM

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 I	6.00	___
1006	Rescue on Galatea	6.00	___
1007	Trail of the Sky Raiders	6.00	___
1008			
1009	Fate of the Sky Raiders	6.00	___
1101	Adventure Class Ships Volume I	12.50	___
1103	Merchant Class Ships	12.50	___
1104	Aslan Mercenary Ships	12.50	___
1105	Adventure Class Ships Volume II	12.50	___
1202	High Passage Number 2	4.50	___
1203	High Passage Number 3	4.50	___
1204	High Passage Number 4	4.50	___
1205	High Passage Number 5	4.50	___
1301	Far Traveller Number 1	3.95	___
130?	Far Traveller(specify issue number)	3.95	___
1401	Traitor	7.50	___
1402	Spirit Stones	7.50	___
1403	Dark Assassin	7.50	___
1501	Behind Enemy Lines	20.00	___
1502	Guns of Navarone	7.00	___
1503	British Commandos	7.00	___
1601	GRAV-BALL	15.00	___
1602	Book of Mars	8.50	___
2001	STAR TREK: The Role-Playing Game	25.00	___
2001A	STAR TREK: The Role-Playing Game - Basic Rule Book Only	10.00	___
2101	USS Enterprise 15mm Deck Plans	15.00	___
2102	Klingon D-7 Class Battlecruiser 15mm Deck Plans	12.50	___

Total	_____
TAX (ILL. Residents Only)	_____
Shipping and handling	\$1.50
TOTAL	_____

FASA products are available at better hobby and game shops around the world. If you cannot purchase our products locally feel free to order direct from us, but please remember to include the \$1.50 for shipping.

FASA Corporation
P.O. Box 6930
Chicago IL 60680