

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

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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

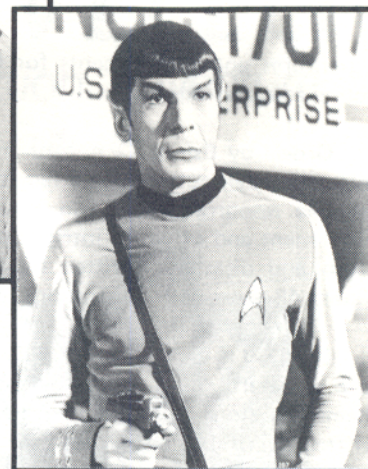
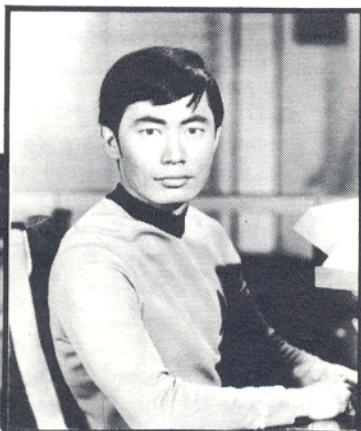
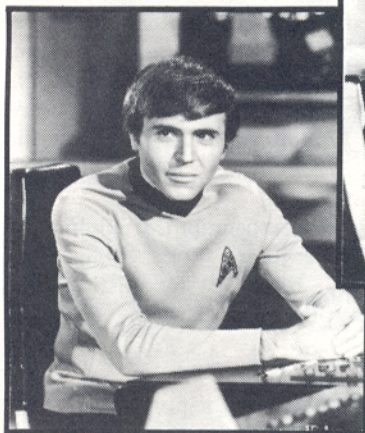
USS Enterprise 15mm Deck Plans: These scaled deck plans show every deck of the Enterprise, one of Star Fleet's top of the line Constitution Class Heavy Cruisers. 9 double sided 22 x 33 inch sheets are needed to complete the whole ship. Also included with the set is a book of descriptions. The plans are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

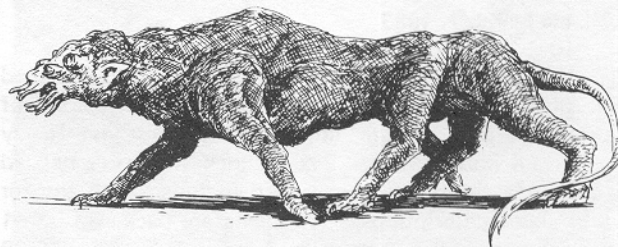
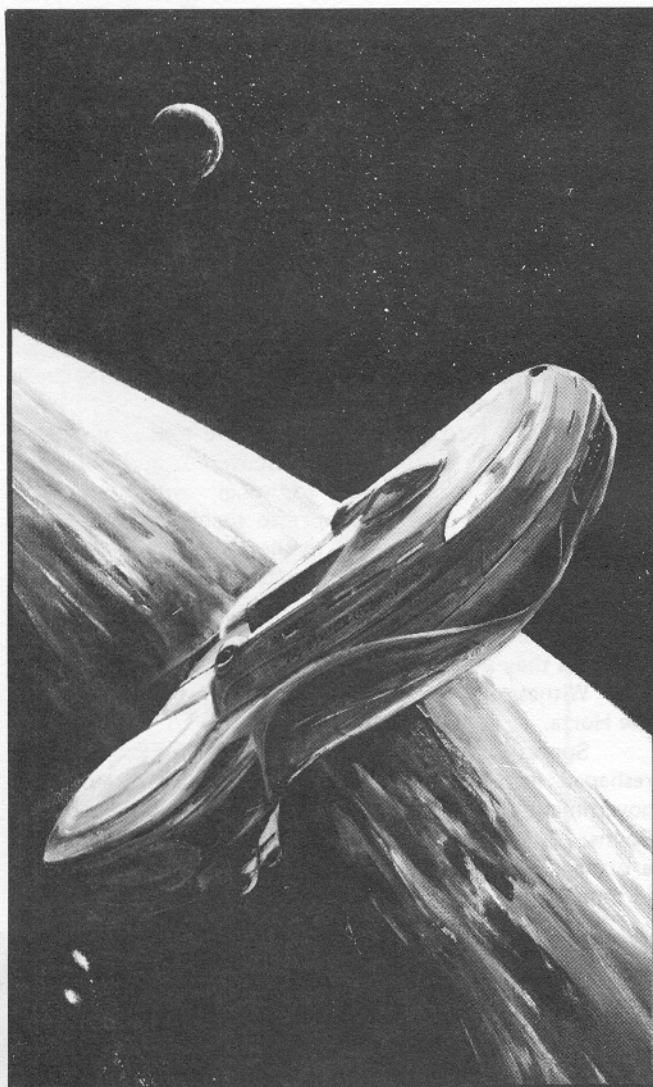
Spores of Hatred: The society of Ekos is being reshaped into a humane, productive course by the new government (once the underground) with the help of the Zeons. But there is still a hard-core Nazi underground with a nuclear device and only the Federation crew can find it in time!

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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 Galetea. 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 adventureries 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