



# 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

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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

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