

**FASA**  
**STAR TREK: THE ROLE PLAYING GAME**  
**&**  
**STAR TREK: STARSHIP COMBAT SIMULATOR GAME**

**Game Articles List**

**Version 3.0**

**Introduction**

The purpose of this list is to provide an index of articles relating to *Star Trek: The Role Playing Game* by FASA. The list is categorized by magazine, then by issue, and finally by the material within the magazine relevant to *ST:RPG*. Also, due to its rather short run on the market, articles for Heritage Model's *Star Trek: Adventure Gaming in the Final Frontier* RPG are included. In addition, West End Games' *Star Trek III* and *Star Trek: The Adventure Game* are also included in this compilation.

Although there are notable exceptions, some of the magazines articles listed herein have not been seen by the compiler of this list. The information contained for these magazines has been culled from the internet, including [www.ebay.com](http://www.ebay.com). Auction listings for specific magazines have been very handy in finding articles relevant to *ST:RPG*- when the seller includes the information. Any information included by the seller about the article has been included with the description. Other major sources of information are listed under each magazine's heading.

This list has been helped along recently by the wonderful website [www.answers.org/free/fasa/TheFasaListing/index.html](http://www.answers.org/free/fasa/TheFasaListing/index.html). This site even lists issues that have FASA Star Trek advertisements. In addition, virtually all of the information on *Ares*, *Space Gamer*, and *VIP of Gaming* magazine articles has been culled from *The Maverick's Space and Fantasy Gamer's Guide* by Joe Scoleri. This massive guide indexes all information from *Ares*, *Fantasy Gamer*, *Interplay*, *Nexus*, *Space Gamer* and *VIP of Gaming* magazines. For more information, or to purchase this great resource, please send your queries to [themaverick@volcano.net](mailto:themaverick@volcano.net).

**Accuracy**

Every effort has been made to ensure the accuracy of this list. If any problems are found, or if you are aware of articles and magazines which are not included in this list, please contact Lee Wood at [FASAFan@hotmail.com](mailto:FASAFan@hotmail.com). This list will be updated as new articles are acquired and new information is discovered.

**General Notes**

Editor's Notes are in [blue](#).

Hyperlinks are in underlined [blue](#).

**Green** indicates an issue that is owned by the compiler of this list.

\* indicates article is in possession of compiler in electronic form only.

## Ares Magazine Articles List

Magazine issues 1 through 12 published by SPI from 1980 to 1982. Issues 13 through 17 and two special editions published by TSR from 1983 to 1984 (information directly from *The Maverick's Space and Fantasy Gamer's Guide*, page 3).

### Ares 16-

- Review- Star Trek: *The Role-Playing Game* by Steve List
- Review- Star Trek *15 mm Deck Plans* by Steve List

### Ares 17-

- Review- *The Klingons* by Dale L. Kemper

### Ares Special Edition 2-

- Review- Star Trek: The Role-Playing Game miniatures by Kim Eastland

## Challenge Magazine Articles List

The information collected below for *Challenge* magazine has been culled from Ebay auction listings and [www.travellerbibliography.org](http://www.travellerbibliography.org), as well as from hardcopies. The vast amount of articles for the various *Traveller* games in every *Challenge* magazine can easily be adapted and are great resources for a *Star Trek* campaign. *Challenge* magazine was published by GDW. *Challenge* magazine started with issue 25 and ended with issue 77. Issues 1-25 were totally devoted to *Traveller* and were known as the *Journal of the Traveller's Aid Society* (JTAS).

### Challenge 35- 1988

- Article- *Spaceports in the Star Trek Universe* by Pete Rogan

### Challenge 36- 1988

- Adventure- *Doppelganger* by Marcus L. Rowland

### Challenge 37- 1989

- Article- *Warp Factor Equivalency* by John A. Thiesen -an article discussing the actual velocity inherent in the *Star Trek* Universe warp factor

### Challenge 38- 1989

- Article- *Beta Antarae Sector* by Dale L. Kemper - campaign supplement detailing an area on the outer reaches of the UFP border half in the Organian Treaty Zone

### Challenge 40- 1989

- Article- *Marc-Class Passenger Liner* by John A. Thiesen
- Article- *Charles-Class Commercial Transport* by John A. Thiesen
- Article- *Shasta-Class Robot Freighter* by John A. Thiesen
- Article- *Lynn-Class Passenger* by John A. Thiesen

### Challenge 41- 1989

- Adventure- *Dragon's Flight* by C.W. Hess- encounter an alien menace whose actions threaten to bring war between the UFP and the Romulan Empire – large adventure

### Challenge 42- Feb./Mar. 1990

- Adventure- *Operation Comorant* by John A. Thiesen- Starfleet Intelligence mission summary
- Adventure- *Operation Pile Driver* by John A. Thiesen - Starfleet Intelligence mission summary
- Article- *Federation Merchant's Log* by John A. Thiesen
- Article- *The Next Generation* by Sam Bowne- parody

**Challenge 43- Apr./May 1990**

Article- *Stardate Chronology of the Enterprise* by John D. Wrbanek- [a consistent time line linking \*Star Trek: The Roleplaying Game\* and \*Star Trek: The Next Generation\*](#)

**Challenge 45- Aug./Sep. 1990**

Article- *Star Fleet Tactics* by Michael J. O'Brien II- [good article with descriptions of starship tactical options](#)

**Challenge 48- Jan./Feb. 1991**

Adventure- *CommsLink Gambit* by Jeffrey Groteboer- [a missing ship with potential Klingon dangers](#)

**Challenge 49- Mar./Apr. 1991**

Adventure- *Abaddon* by Jeffrey Groteboer- "explore a region claimed by no known species where no Federation ship has ever logged a voyage"

**Challenge 50- May/June 1991**

Adventure- *Tribble Maker* by Marcus Rowland - [a satirical miniscenario involving computer and replicator mistakes](#)

**Challenge 51- July 1991**

Article- *Gaming with the Prime Directive* by Charles G. Weekes

**Challenge 52- Sep. 1991**

Article- *'Ferengi' for Star Trek* by James P. Gee- [includes character attribute generation](#)

**Challenge 53- Oct. 1991**

Adventure- *Murder on Space Station K-2: "Unmask the murderer in this solitaire real-time Logic puzzle"* by John A. Theisen - [five pages long; based in the FASA \*Star Trek\* universe and HIGHLY recommended!](#)

**Challenge 55- Dec. 1991**

Adventure- *Eltanin the Avenger* by James L. Cambias- [introduces an independent system near the Federation/Klingon border and has stats for an Eltanin frigate with artwork \(no schematics\)](#)

**Challenge 56- Jan. 1992**

Article- *Roleplaying in the Next Generation* by James P. Gee

**Challenge 59- April 1992**

Article- *Last Generation* by Michael C. LaBossiere- "rules variant with tables for 'accurately simulating the TV show in a gaming situation'" - [believed to be part of an "April Fool's" section of articles](#)

**Challenge 60- May 1992**

Article- *Enlisted Character Generation* by Charles G. Weekes - [rules supplement](#)

**Challenge 62- 1992**

Adventure- *PEL-AH' INCIDENT* by Jeffrey Groteboer – "A Klingon and Federation tournament scenario" -[article is for \*Star Fleet Battles\*](#)

**Challenge 63- Aug. 1992**

Adventure- *Dooley's Doughnuts* by Charles G. Weekes

**Challenge 64- Sep. 1992**

Adventure- *Mudd in Your Eye* by James L. Cambias

**Challenge 66- Nov. 1992**

Adventure- *Cogito Ergo Pakled* by James Swallow - [gives gaming stats for the Pakleds](#)

**Challenge 72-1994**

Adventure- *Quarantine Field* by Brian Holmes

**Challenge 78** was to have a *Star Trek* article entitled *Thorns of a Silicon Rose* by Michael Todd, but this issue was never published. Michael Todd has made a plot synopsis available.

***Different Worlds Magazine Articles***

Initially published by Chaosium, Inc. and later by Sleuth Publications, this magazine has articles related to many different role-playing games and also has extensive reviews of all sorts of role-playing games and their supplements. The following information is entirely lifted from [www.diffworlds.com](http://www.diffworlds.com), which appears to be a wonderful site cataloging the entire run of this magazine.

**Different Worlds 4- August/September 1979**

Article- *Kirk on Karit 2: A Star Trek Scenario Report* by Emmet F. Milestone- [for Heritage Models' Star Trek RPG game; part review, part scenario "after-action report"](#)

**Different Worlds 18- January 1982**

Article- *Beyond the Final Frontier* by Paul Crabaugh- [for Heritage Models' Star Trek RPG game](#)

**Different Worlds 30- September 1983**

Review- *Star Trek: The Role Playing Game*

**Different Worlds 34- May/June 1984**

Article- *Philosophy & Attitudes* by Paul Crabaugh

**Different Worlds 36- September/October 1984**

Review- *Witness for the Defense*

**Different Worlds 37- November /December 1984**

Article- *Deltans for Star Trek* by Paul Crabaugh- [one page article](#)

Review- *Ship Recognition Manual: The Federation*

Review- *Ship Recognition Manual: The Klingon Empire*

**Different Worlds 38- January/February 1985**

Review- *Denial of Destiny*

**Different Worlds 39- May/June 1985**

Review- *Star Trek III Sourcebook Update*

**Different Worlds 40- July /Aug. 1985**

Review- *The Vanished*

**Different Worlds 41- January/February 1986**

Review- *The Romulans*

**Different Worlds 42- May/June 1986**

Review- *The Klingons*

**Different Worlds 43- July/August 1986**

Review- *Trader Captains and Merchant Princes*

### **Different Worlds 46- May/June 1987**

Article- *Star Trek Games: Or how to get yourself into the Final Frontier* by Thomas A. Grant- [really just a glorified review](#)

## ***Dragon Magazine Star Trek Articles***

*Star Trek* gaming articles- except for possible reviews- for *Dragon Magazine* are most likely limited to the ones mentioned in this list. The lack of articles may be due to the fact that *Dragon Magazine*, always skirting the thin line between independent game magazine and an "in-house" magazine for TSR, didn't print many due to the competition the *Star Trek: Combat Tactical Simulator Game* in particular gave *Dungeons and Dragons* (FASA's *Star Trek* was the second-highest selling game of the '80s). Of course, *Stardate* magazine had a corner on the *Star Trek* market at the time, too.

### **Dragon Magazine 50- June 1981**

Article- *Kzinti* by Robert Plamondon- [based on D&D 1<sup>st</sup> ed. rules](#)

### **Dragon Magazine 85- May 1984**

Article- *Star Trek Guide to Luna* by Dale L. Kemper

### **Dragon Magazine 96- April 1985**

Article- *These Are the Voyages of the "Ginny's Delight"* by Dale L. Kemper- [includes schematics, plans and stats for a one-of-a-kind trader vessel](#)

### **Dragon Magazine 104- December 1985**

Article- *The Kzinti Have Landed!* by Jon Slobins - [race and ship descriptions](#)

### **Dragon Magazine 150- October 1989**

Article- *Campaign creation for FASA Star Trek* by John J. Terra

## ***Far and Away Magazine Articles List***

*Far and Away* magazine was published by Pacific Rim Publishing Company. It only spanned two issues, but its editor was none other than Dale L. Kemper- author of several FASA *Star Trek* articles and also writer of the FASA *Star Trek* adventure *Termination: 1456*.

### **Far and Away 1- April 1990**

Article- *Putting More Punch into Starship Combat* by Stewart Robinson

Article- *Federation Somnulus class hospital ship* by Dale L. Kemper- [stats and text with image](#)

Article- *Gorn S'Sech class battlecruiser* by Dale L. Kemper- [stats and text with image](#)

### **Far and Away 2- November 1990**

Article- *Klingon K-3 Gunboat* by Dale L. Kemper- [deck plans, stats and room descriptions](#)

## ***G.M. The Independent Fantasy Roleplaying Magazine Articles List***

*Published in the United Kingdom by Croftward Ltd.*

### **G.M. Vol. 1 No. 9- May 1989**

Review- *Keep on Trekkin'!*- [a seven page review of most, if not all, FASA published Star Trek material up to the time of printing. Reviewer rates each item one to five stars.](#)

## Game News Magazine Articles List

*Directly from an Ebay auction description:* *Game News* was a colorful magazine that did game reviews and commentary on all aspects of the Adventure Gaming Hobby. In the early 1980's, they tried using this "Adventure Gaming" label to combine the different gaming hobbies into one category. *Game News* tried to cover them all, War gaming, Role playing, Miniatures, and Sci-Fi gaming. There are reviews of games from Avalon Hill, West end Game, TSR, GHQ, FASA and most all of the gaming companies of the time. *Game News* did not last long.

### Game News 2- April 1985

Adventure- *The Korellian Caper* by Patrick Larkin

### Game News 4- June 1985

Review- *Struggle for the Throne*

## Game Trade Magazine Articles List

"The serious games magazine for serious gamers, Game Trade Magazine remains the most comprehensive and accessible monthly resource for the latest, up-to-the-minute product information in the world of games, anime, and hobby supplies going on 8 years and running! Packed with reviews, previews, product excerpts, exclusive scenarios, giveaways and collectible inserts from your favorite games and manufacturers, there's no better source to feed your gaming needs!"  
~ Alliance Games Distribution (<http://www.gametrademagazine.com/public/>)

### Game Trade-Vol. 1, Issue 5 (2000)

Adventure- *Pieces of You* (Star Trek: DS9) by Dave Biggins- [for Last Unicorn Games' Star Trek RPG](#).

## Gateways Magazine Articles List

Magazine published by Gateways Publications Limited. At least thirteen issues were published. Most of the information below has been culled from [www.anzwers.org/free/fasa/TheFasaListing/index.html](http://www.anzwers.org/free/fasa/TheFasaListing/index.html).

### Gateways 3- March 1987

Review- *To Boldly Go... A Review of the Star Trek Role-playing Game* by Wayne Koh- [reviews the 2<sup>nd</sup> edition of the game](#)

Article- *Gaming the Trek Films: Do Klingons Make Good Orcs?* by James Petrassi- [an odd article comparing and contrasting the gaming "merits" of the first four Star Trek movies vis a vis fantasy role-playing!](#)

News- Dateline: *Star Trek* by Jerry Schneiderman- [a section announcing an updated Star Trek: Compendium and the upcoming ST:TNG series; includes FASA Star Trek artwork.](#)

Review- *Star Trek at West End* by unknown- [brief review of Star Trek: The Adventure Game by West End.](#)

Review- *A Flashy Sourcebook for Trek IV* by unknown- [a glowing review of FASA's Star Trek IV: Sourcebook Update.](#)

### Gateways 8- March 1988

Article- *Star Fleet Crew- Not the Only Answer: Options in the Star Trek Roleplaying game* by Jonathon Frater- [a cross between a beginner's guide to the ST: RPG and product reviews of The Klingons, The Orions, Trader Captains and Merchant Princes, etc.](#)

### Gateways 10- August 1988

Article- *The Next Generation of Starfleet* by Jonathon Frater - [mainly a review of FASA's ST:TNG Officer's Manual, but in essence is a compilation of many key facts from that book](#)

Article- *NCC-1701-D -the RPG!* by James Petrassi

Article- *Playing in the Holodeck* by Allan Asherman

## **Griffin Magazine Article List**

Only one issue was published.

### **Griffin 1- 1984**

Review- *Star Trek III: Starship Combat Game*

## **Polyhedron Magazine Article List**

*Polyhedron* was a magazine which started out as the official publication of the RPGA (Role Playing Gamers Association). Publication began in the year 1981, and the target audience was players of the *Dungeons & Dragons* roleplaying game. Articles were written by gamers for other gamers in the style of the *Dragon* magazine, and information was included on RPGA membership and events. The magazine was quarterly at first and became bimonthly in 1983. For several years it was available only to RPGA members; for some, joining the RPGA essentially amounted to a subscription to *Polyhedron*. *Polyhedron* was produced by RPGA members (some of whom were professionals in the game industry) for RPGA members (retrieved from Wikipedia.org).

### **Polyhedron 32- October 1986**

Article- "The Kellar: A New Alien Race", by Jon Leeke - [a new player character race for the STAR TREK role-playing game by FASA.](#)

## **Shadis Magazine Articles List**

Published by Alderac Entertainment Group. Probably did not contain many (if any) articles directly for FASA's version of *Star Trek: RPG*, but may have included articles, reviews, etc. for Last Unicorn Games, and Decipher's *Star Trek: RPG*.

### **Shadis 20- 1995**

Article- *Technobabble*, by Curtis Craddock- [ideas on how to use technobabble in a game; generic article, but fits Star Trek extremely well](#)

## **Space Gamer Magazine Articles List**

Magazine issues 1 through 26 published by Metagaming Concepts from 1975 to 1980. Issues 27 through 76 published by Steve Jackson Games from 1980 to 1985 (information directly from *The Maverick's Space and Fantasy Gamer's Guide*, page 13).

### **Space Gamer 30-**

Review- *Star Trek Adventure Gaming in the Final Frontier* by Jerry Conner- [for Heritage Models' Star Trek RPG](#)

### **Space Gamer 57-**

News- *FASA Lands Rights to Star Trek RPG*

### **Space Gamer 63-**

Humor- *Murphy's Rules*- [cartoon section with ST:RPG based cartoon panel](#)

### **Space Gamer 64-**



Article- *Past Phasers and Pointed Ears: The Story of Star Trek: The RPG* by Guy McLimore- [a must have for the FASA Star Trek fan!](#)  
Review- *Where No Review Has Gone Before: Star Trek: The Role-Playing Game* by William A. Barton- [very good, three page review; many- if not all- of the suggestions the reviewer makes appears in the 2<sup>nd</sup> edition of the game!](#)  
Humor- *Murphy's Rules*- [cartoon section with ST:RPG based cartoon panel](#)

#### **Space Gamer 66-**

Review- *Star Trek: The Wrath of Khan miniatures* by Ed Andrew- [capsule review](#)

#### **Space Gamer 68-**

Review- *Gamemaster's Screen* by Frederick Paul Kiesche III- [capsule review](#)  
Review- *Ship Recognition Manual: The Federation* by Frederick Paul Kiesche III- [capsule review](#)  
Review- *Ship Recognition Manual: The Klingon Empire* by Frederick Paul Kiesche III- [capsule review](#)  
Review- *USS Enterprise Deck Plans* by William A. Barton- [capsule review](#)  
News- *Stardate Magazine Due Out in March*

#### **Space Gamer 69-**

Review- *Trader Captains and Merchant Princes* by William A. Barton- [capsule review](#)

#### **Space Gamer 70-**

Humor- *Murphy's Rules*- [cartoon section with ST:RPG based cartoon panel](#)  
Review- *Klingon D-7 Battlecruiser Deck Plans* by William A. Barton- [capsule review](#)  
Review- *The Klingons: Sourcebook and Character Generation Supplement*, by William A. Barton- [capsule review](#)  
Review- *Star Trek III: Sourcebook Update* by William A. Barton- [capsule review](#)  
Review- *Star Trek Ship Construction Manual* by William A. Barton- [capsule review](#)  
Review- *The Vanished* by William A. Barton- [capsule review](#)  
Review- *Witness for the Defense* by William A. Barton- [capsule review](#)

#### **Space Gamer 71-**

Review- *Second Edition- FASA* by William A. Barton- [capsule review](#)  
Review- *Star Trek II: Starship Combat Simulator* by Steve Crow- [capsule review](#)  
Review- *The Search for Spock* by Steve Crow- [capsule review of FASA's mini-boxed game of the same name](#)  
Review- *Struggle for the Throne* by Craig Sheeley- [capsule review of FASA's mini-boxed game of the same name](#)

#### **Space Gamer 72-**

Review- *Orion Ruse* by Craig Sheeley- [capsule review](#)

#### **Space Gamer 74-**

Review- *Tricorder/Starship Sensors Interactive Display* by Allen Varney- [capsule review](#)

#### **Space Gamer 75-**

Review- *Demand of Honor* by Bob Mosley III- [capsule review](#)  
Review- *Margin of Profit* by Bob Mosley III- [capsule review](#)  
Review- *The Romulans* by Bob Mosley III- [capsule review](#)

#### **Space Gamer 76-**

Review- *Star Trek III: Starship Combat Game* by Craig Sheeley- [capsule review](#)  
Review- *Star Trek: The Adventure Game* by Tony Watson- [capsule review of West End Games' Star Trek: The Adventure Game](#)



## Space Gamer-Fantasy Gamer Magazine Articles List

The rebirth of *Space Gamer* magazine. Issues 77 through 82 were published by Diverse Talents Incorporated from 1987 to 1988. Issues 83 through 87 were published by World Wide Games (3W) from 1988 to 1989. Issue 88 was published by Future Combat Simulations in 1990. However, this magazine resurfaces in the early 1990s as *Space Gamer-Fantasy Gamer: The Magazine of Free-Style Role-Play*, published by Better Games. Although the title reads *Space Gamer-Fantasy Gamer*, it is listed as just *Space Gamer* in the publishing information inside the magazine.

### Space Gamer-Fantasy Gamer 77- Jan/Feb 1987

Article- Ships of the Galaxy: *Wanderer* Class Vulcan Survey Ship by Michael DeWolfe

### Space Gamer-Fantasy Gamer 79-

Review- Alone Against the Final Frontier by J. Michael Caparula- [full review of West End Games' Star Trek III game](#)

### Space Gamer-Fantasy Gamer 84- December 1988

Article- *Landing Party* by James E. Meldrum- [gives other missions and ideas for use with FASA's Search for Spock mini-boxed game](#)

Article- *Solitaire Starship Combat* by James E. Meldrum- [scenario for West End Games' Star Trek III game](#)

### Space Gamer-Fantasy Gamer 4- March/April 1993

Humor- *Classic Trek Episode Flow Chart* by unknown- [one page parody](#)

## Stardate/Stardrive Magazine Articles List

*Stardate* magazine by far has the most information for *ST:RPG* and the Star Trek: *Starship Combat Tactical Simulator Game* by FASA. *Stardate* started off as a magazine totally devoted to FASA *Star Trek*. *Star Trek* articles waned in number due to changes in magazine format and the later stunning success of FASA's *Battletech*, for which entire issues were devoted. FASA's *Dr. Who RPG* is also well represented within the pages of *Stardate*. Issues 1-7 were published by FASA, issues 8-11 by Associates International and Vol.3 Number 1 to Vol.3 Number 6, along with *Stardrive* Vol. 1 Number 1, by Reluctant Publishing.

### Stardate 1- November 1984

Article- *Update on the Klingon/Romulan Technological Exchange Treaty* by Dale L. Kemper

Adventure- *The Serpent Factor* by Pat Larkin

Article- *A Treatise on Star Fleet Regulations Restricting the Use of Alcoholic Beverages (and How to Circumvent Them)* by Joe Clifford Faust

Article- *Making Your First Million: Clarifications and Additions for Trader Captains and Merchant Princes* by Greg Poehlein

Q&A- *Ask Starfleet Command* by Guy W. McLimore, Jr.

Article- *Spacedock* by Michael Scott and Michael P. Bledsoe

*Jaynz Ships of the Galaxy*- *Grayson* class repair tender; *Monarch* class deep space freighter; *L-42* class heavy frigate by Forest Brown

### Stardate 2- December 1984

Article- *Vulcan: the Planet, the People, and the Galaxy* by Fantasimulations, Inc.

Adventure- *Deneva Deception* by Dale L. Kemper

Short Story- *Force of Law* by Dale L. Kemper

Article- *Star Trek Menagerie: A Collection of Animals, Aliens, and Creatures for Star Trek: The Role Playing Game* by Greg K. Poehlein- [feature creature: Jadashha \(ST III Klingon "dog"\)](#)

Q&A- *Ask Starfleet Command* edited by Forest Brown

Article- *Making Your First Million: Clarifications and Additions for Trader Captains and Merchant Princes* by Greg Poehlein

Short Story- *The Killax Vendetta* by Christopher Allen

Jaynz Ships of the Galaxy- *Immaculata* class luxury yacht by Dale L. Kemper;  
K'Marak class research vessel by Forest Brown

#### **Stardate 3/4- January/February 1985**

Adventure- *Safari in Violet* by Guy W. McLimore Jr. and Greg K. Poehlein  
Adventure- *Deneva Deception* Character Errata- [adventure from Stardate 2](#)  
Article- *Getting Some Readings on Sensors* by William Blakely- [a discussion of sensors in Star Trek and in the ST:RPG](#)  
Short Story- *Planetfall* by Michael A. DeLuca III- [includes World Log and Alien Creature Records for the planet and aliens mention in the story](#)  
Article- *Personnel File- UFP* by Guy W. McLimore Jr, Fantasimulations Associates- [NPC stats for Lt. Arex, Lt. M'ress, Skorr, Reptilians, Cilates, and Vedala from Star Trek: The Animated Series](#)  
Article- *Understanding Warp Drive* by Pete Rogan  
Q&A- *Ask Starfleet Command* by Forest Brown  
Article- *The Contact Team* by J. Andrew Keith- [FASA trumps ST: TNG with the "Away Team" concept](#)  
Article- *Making Your First Million: Clarifications and Additions for Trader Captains and Merchant Princes* by Greg Poehlein  
Jaynz Ships of the Galaxy- *Swift Solaria* Orion slaver/blockade runner by Dale L. Kemper; *Silverstrike* class mining scout by Dale Kemper

#### **Stardate 5/6- March/April 1985**

Adventure- *Continuing the Line* by Dale L. Kemper- [adventure melds FASA Star Trek with another FASA game Combots, which is not necessary for playing the adventure](#)  
Article- *Hylan and Hamalki NPCs* by William A. Barton- [character generation for two races from the novels Mutiny on the Enterprise and The Wounded Sky](#)  
Short Story- *Carrier* by Kevin J. Anderson- [non-setting specific, but works for ST](#)  
Article- *Making Your First Million: Clarifications and Additions for Trader Captains and Merchant Princes* by Greg Poehlein  
Article- *Gaming the Captain* by William A. Barton  
Article- *The Reason We Are Here: Thoughts on a Star Trek III Starship Combat Simulator Campaign* by Dale L. Kemper- [a 1 ¾ page article that gives hints and ideas on a combat campaign, but no particular game mechanics](#)  
Article- *Quartermaster Corps* by Pete Rogan- [Emergency Laser Signal Light; Liquid Insulation- new equipment for ST:RPG](#)  
Article- *Robots in Star Trek* by Pete Rogan  
Article- *Mixed Blood* by Jeffrey K. Mills- [ST: RPG character generation for Vulcan/Human and Vulcan/Romulan hybrids](#)  
Reader Letters- *Hailing Frequency* edited by Dale L. Kemper  
Article- *A Question of Honor: Determining the "Station" of Klingon Characters* by Kevin Keohane  
Jaynz Ships of the Galaxy- *Larson* class destroyer by Dale L. Kemper and Forest Brown

#### **Stardate 7- August 1985**

Article- *Critical Hits in Star Trek III Starship Combat* by Blaine Pardoe  
Article- *Star Trek Menagerie: A Collection of Animals, Aliens, and Creatures for Star Trek: The Role Playing Game* by Pete Rogan- [feature creature: Tree Barracudas](#)  
Short Story- *Coronation Presumptuous* by Jefferson P. Swycaffer- [mentions "the Star Fleet", otherwise set in a non-specific setting](#)  
Article- *Bridge Hits in Star Trek: The Role Playing Game 2* by Kevin Keohane

Article- *More Bad Blood: The Orion/Human Hybrid* for ST:RPG2 by Jeffrey K. Mills  
 Article- *Quartermaster Corps* by David Tepool- [feature: Star Trek land vehicles & other equipment](#)  
 Article- *Other Equipment* by B.E. Barnett and Dale L. Kemper- [probably meant to be part of Quartermaster Corps, but included here separately](#)  
 Article- *Role Playing in the Final Frontier* by Fantasimulations Associates  
*Jaynz Ships of the Galaxy- Tangent class destroyer* by Terry Atkins; *L-20 fast battleship* by John J. Stevens and Forest Brown

#### **Stardate 8- October 1985**

Adventure- *Operation Shadowfall* by Blaine Pardoe and Dale L. Kemper  
*Jaynz Ships of the Galaxy- Wizard class starship* by Blaine Pardoe and Dale Kemper  
 Article- *Starbases: The Federation's Handmaiden* by Pete Rogan  
 Article- *Some Star Bases: A Profile* by Pete Rogan

#### **Stardate 9- December 1985**

*Jaynz Ships of the Galaxy- Aral Orion blockade runner* by David Miles and Dale L. Kemper; *Ticonderoga class light cruiser* by Matt Burke and Dale L. Kemper  
 Adventure- *The Barrier of Essai* by Michael A. DeLuca II- [includes World Log](#)  
 Article- *Quartermaster Corps* by Pete Rogan- [features Thermocrete & Personal First-Aid Kit, Mk II](#)

#### **Stardate 10- February 1986**

Adventure- *Orion Rising* by J. Andrew Keith  
 Article- *The Care and Feeding of Shuttlecraft* by Denny Gentry- [features 11 Federation shuttlecraft types](#)  
*Jaynz Ships of the Galaxy- Mackenzie class frigate (AOFW)* by Dale L. Kemper; *Ohmera class patrol ship* by Dale L. Kemper  
 Article- *Ceti Eel* by Pete Rogan- [gaming information for the Ceti Eel](#)

#### **Stardate 11- April 1986**

Article- *Worlds of the Treaty Exploration Zone: A Planetary Index of the Star Trek Series* by Dale L. Kemper  
 Article- *The Dayan: A Profile of a Minor Race* by Peter R. Rogan- [includes World Log; these are the "vertically challenged", copper-skinned men from TOS Journey to Babel](#)  
 Article- *The Klingon Mind Scanner* by Mark Vaughan  
 Article- *Quartermaster Corps Entry- Slip and Stick* by Pete Rogan

#### **Stardate Vol. 3 Number 1- February 1987**

Adventure- *The Hottest Blood of All* by unknown- [neat adventure set after ST: IV dealing with the whales "George and Gracie" and featuring an Arcadian NPC](#)  
 Article- *Buzzword Generator* by Clarke Johnson- [for any sci-fi game, but definitely has ST flavor](#)  
 Article- *Psionics for Vulcans and Non-Vulcans* by John A. Theisen- [not a bad article, but lacks many game-specific changes](#)  
 Short Story- *Half the Battle* by Harry Turtledove- [non-specific setting, but fits ST](#)  
*Jaynz Ships of the Galaxy- Indomitable class battleship* by Josh W. Spencer; *Charger class destroyer* by Josh W. Spencer

#### **Stardate Vol. 3 Number 2- March 1987**

*Jaynz Ships of the Galaxy- Vovossa class monitor (Gorn)* by unknown; *Eicha class commercial freighter (Orion)* by unknown

Review- *Trader Captains and Merchant Princes*, 2<sup>nd</sup> edition by unknown

### **Stardate Vol. 3 Number 3- May 1987**

Q&A- *Closing the Gap* by Bob Gray

*Jaynz Ships of the Galaxy*- Romulan V-24 class cruiser by Josh W. Spencer; Romulan

P-8 class corvette by Josh W. Spencer

Review- *Star Trek Intelligence Agent's Manual and Sourcebook* by Alan Roberts

### **Stardate Vol. 3 Number 4- 1987**

Adventure- *Operation Kingmaker* by unknown- a roughly two-paragraph article giving a mission to Starfleet Intelligence player characters

Article- *Inventive Ordnance- Body Armor* by unknown- details 3 armor types and gives rules updates for the armor for *Star Trek*, *Traveller: 2300* and *MechWarrior*

Article- *Merchant Sightings* by unknown- a sort of a one page *Making Your First Million* column from the early *Stardate* magazines

*Jaynz Ships of the Galaxy*- *Kolm-An* class assault ship (Federation) by J. M Kuzee and Pete Rogan; *Scylla* class scout (Federation) by J. M Kuzee and Pete Rogan

Article- *3 Months 'til Altair* by Fiona Harlen- a generic sci-fi list of events that could occur to a crew on an extended voyage; pretty good

Article- *Harry and Cyrano and Sarek* by Josh W. Spencer- gives *ST: RPG* gaming stats for these three characters

Article- *ProtoMatter: Overview and the Banning Question* by unknown

Review- *The Klingons* (2<sup>nd</sup> edition) by Pete Rogan

Article- *On a Quest for the Perfect Name* by Donna Dolezal Zelzer- general article about coming up with names for a game (PCs, NPCs); very applicable to *Star Trek*

### **Stardate Vol. 3 Number 5- 1987**

Letters- Letter written by Todd J. McDaniel- asked about an unidentified ship, Pete Rogan answers (ship was the *Flammarion* class)

Article- *Parrot Droppings: Individuating the Star Trek RPG Science Officer* by Clark Johnson

Article- *Inventive Ordnance* by unknown- Seven environmental suits for *ST: RPG*

Adventure- *Operation Starling* by unknown- a roughly three-paragraph article giving a mission to Starfleet Intelligence player characters

Article- *UFP Personnel File: Star Trek IV Update* by Josh W. Spencer

*Jaynz Ships of the Galaxy*- *Flammarion* class large research vessel (Federation) by J. M. Kuzee and Pete Rogan

Article- *SFIC Designer's Notes* by John Thiesen- (*Star Fleet Intelligence Command*)

Article- *Much Ado About Nothing* by Fredrick Paul Kiesche III- [an article for gaming groups; has some ideas for ST, but is really a general article about games and gaming groups](#)

Article- *Toughening Up the Combat Game: Starship Combat Simulator Advanced (Advanced) Rules* by Kevin Keohane- [good article](#)

Included in the editor's preface of *Stardate* Vol. 3 Number 5 is the following:  
"FLASH- As we go to press, FASA Corporation has announced that they have acquired the game rights to *Star Trek: The Next Generation*. Details will follow as soon as they are available."  
I guess we all know the outcome of that!

### **Stardate Vol. 3 Number 6- 1987**

Jaynz Ships of the Galaxy- *Berena* class free trader by unknown; *D-12* class cruiser by unknown

Interview- *Stardate Interview: David R. Deitrick*- [artist for FASA and GDW; cover artist for \*Where Has All the Glory Gone\* and \*Old Soldiers Never Die\*](#)

Q&A- *Closing the Gap* by Bob Gray

### **Stardrive Vol. 1 Number 1- 1988**

Adventure- *Another Piece of the Action* by Pete Rogan- [includes updated World Log for \*Iotia\*](#)

Jaynz Ships of the Galaxy- *Alberto Sabella* deep space tug by J. M. Kuzee and Pete Rogan; *Finder* class corvette by J. M. Kuzee and Pete Rogan

Article- *Tactics of the Imperial Klingon Navy* by Bill Van Horn

Article- *Inventive Ordnance- Mine Warfare* by J. M. Svaib Jr.- [general article with rules for \*ST: RPG\*, \*BattleTech\*, \*MechWarrior\*, \*Top Secret\*, and \*Traveller\*](#)

Article- *Bar Trek: Random Tables (and How to Break Them) for Shore Leave in Star Trek: The Role-Playing Game* by Richard Tucholka

Article- *The Land That Time Befuddled: An Introduction to Alpha Cygni* by John D. Powers- [details the Deneb system and includes three World Logs](#)

Review- *Star Trek: Mr. Scott's Guide to the Enterprise* by Josh W. Spencer- [included due to author Shane Johnson's attempt to incorporate FASA material](#)

In the summer of 2005, author Dale L. Kemper made available on Ebay copies of an unpublished adventure entitled *The Wanderers* written by him. Information included in an obtained copy indicates that this adventure was to be published in **Stardate 12** (never published). This article includes information on the Beta Antarae sector, which was later detailed in an article by Mr. Kemper in **Challenge 38**.

## ***Variant Magazine: A Game Aid Quarterly Articles List***

From an Ebay auction description: "Reilly Associates, a small company in Rochester New York who made a number of Traveller and AD&D game aids in the early 80's, produced *Variant Magazine*. Most of their items were very simple, but good quality and excellent content. Distribution was almost exclusively by subscription so these tend to be quite rare." At least sixteen issues were published.

### **Variant 12- December 1984**

Article- *What Moon, Scotty?*- [from Ebay auction description: "Solar systems for \*Star Trek III\* by FASA."](#)

#### Variant 14- June 1985

Article- *Star Trek Plus*- from Ebay auction description: "Ships and scenarios for *Star Trek III*. The article presents information on using additional miniatures from Task Force Games' Starline 2200 series to add ships for the *Star Trek III* game. Also includes ten scenarios to recreate space battles drawn from the series, movies and novels." Includes stats for the Klingon (C-6), Romulan (*Condor*) and Federation dreadnoughts.

### VIP of Gaming Articles List

Published by Diverse Talents Incorporated from 1985 to 1986 (information directly from *The Maverick's Space and Fantasy Gamer's Guide*, page 21).

#### VIP of Gaming 3-

Review- Romulan Ship Recognition Manual by William A. Barton- [capsule review](#)

### Voyages SF Articles List

Successor to *Jumpspace*, an illustrated fanzine devoted to *Traveller* and published by StarLance Publications Periodicals between 1987 and 1988. *Voyages SF* begins with issue seven in 1990, with issues seven thru nine entitled *Voyages*, and issue ten and beyond entitled *Voyages to the Worlds of SF Gaming*. StarLance Publications Periodicals continued as publisher.

#### Voyages SF 11-

Article- *Ships of Star Fleet or Ships of the Fleets (?)*- (described in a back-issue order list as "(art)").

#### Voyages SF 12- 1990

Article- *S-16 Patrol Shuttlecraft Mk. I* by Gary A. Kalin

#### Voyages SF 17- 1992\*

Article- *A-401 Class I Assault Boat and Coral Sea Class VIII Assault Carrier* by Gary A. Kalin

### White Dwarf Magazine Articles List

Published by Games Workshop, Limited, White Dwarf magazine was printed in England, but distributed overseas, including to the United States. More information can be found at [www.answers.org/free/fasa/TheFasaListing/index.html](http://www.answers.org/free/fasa/TheFasaListing/index.html).

#### White Dwarf 18- April/May 1980

Article- *Star Trek: Rules for Adventures in the Final Frontier- for Heritage Models' ST:RPG*

Adventure- *Scenario 1- for Heritage Models' ST:RPG*

Article- *Star Trek: The Motion Picture Alien Descriptions and Painting Guide- for Heritage Models' ST:RPG*

#### White Dwarf 54- June 1984

Review- *Star Trek: The RPG by FASA: A Beginner's Guide to Sci-Fi RPGs-*



capsule review of FASA Star Trek: RPG 1<sup>st</sup> edition

**White Dwarf 58- October 1984**

Review- Star Trek: The RPG by FASA

**White Dwarf 63- March 1985**

Review- Star Trek III Combat Simulator by FASA

**White Dwarf 64- April 1985**

Adventure- *Starfall*

**White Dwarf 65- May 1985**

Review- The Romulans

Review- The Orion Ruse

Review- Margin of Profit

**White Dwarf GGG1- Winter 1985-86**

Review- Star Trek: A Look at this Sci-Fi RPG

Review- Star Trek III Starship Combat Game

**White Dwarf 74- February 1986**

Review- The Outcasts

Review- Termination: 1456

**White Dwarf 77- May 1986**

Article- *The Final Frontier: Role-playing in the Star Trek Universe*

**White Dwarf 81- September 1986**

Review- Decision at Midnight

Review- A Doomsday Like Any Other

**White Dwarf 85- January 1987**

Article- *To Boldly Go: Maintaining the Trek Genre for Star Trek RPG*- [one page, but recommended; includes extended rules for Mind Melds \(repercussions\)](#)

Review- An Imbalance of Power

## ***Wunderwelten* Magazine Articles List**

Magazine published by Fantasy Productions GmbH / Fan Pro Publishing House. In 1997 FanPro published a German version of FASA's *Star Trek: RPG* 2nd Edition in a single book form. *WunderWelten* (or *Wonder Worlds* in English), the house magazine of FanPro, published seven articles for the game in German (information directly from [www.anzwers.org/free/fasa/TheFasaListing/index.html](http://www.anzwers.org/free/fasa/TheFasaListing/index.html)).

**Wunderwelten 36- March/April 1997**

Article- *Starships of Starfleet*, by Alex Berdich- [four starships are available here: the Daedalus, Hermes, Miranda and Oberth.](#)

**Wunderwelten 37- May/June 1997**

Article- *The Andorians*, by Alex Berdich

**Wunderwelten 38- July/August 1997**

Article- *Power of the Mind, Psi Races, Part 1: Betazoids and Vulcans*, by Alex Berdich- [Andorians and other psi-talented races in the Star Trek universe](#)

**Wunderwelten 39- September/October 1997**

Article- *Power of the Mind, Psi Races, Part 2: Deltans and Bolians*, by Alex Berdich- [psi](#)



racess, mentally advanced & talented races in the *Star Trek* universe

**Wunderwelten 40- November/December 1997**

Adventure- *Cold War*, by Alex Berdich- [set in Stardate 47945.8](#)

**Wunderwelten 44- July/August 1998**

Article- *The Triangle, Part 1: About the Orions*, by Alex Berdich- [shortened version of The Triangle Campaign and updated for ST:TNG era](#)

**Wunderwelten 45- September/October 1998**

Article- *The Triangle, Part 2: The Peculiar Races of the Triangle*, by Alex Berdich- [shortened version of The Triangle Campaign and updated for ST:TNG era](#)

**Changes in Version 3.1:**

Added information on *Polyhedron* 32.

**Changes in Version 3.0:**

Added information on *Game Trade* magazine.

Added information on Variant Magazine; updated *Gateway* 3 and *Voyages SF 11* to denote they are in the possession of the compiler ([green entry](#)) and added information therein.

**Changes in Version 2.9:**

Updated *Different Worlds* 18 and *Space Gamer* 77 to denote they are in the possession of compiler ([green entry](#)). Added information that Michael Todd has shared plot synopsis for *Thorns of a Silicon Rose*.

**Changes in Version 2.8:**

Updated *Challenge* 51 and 59 and *Voyages SF* 12 to denote they are in the possession of compiler ([green entry](#)). Added information on *G.M.* magazine. Added information on *The Wanderers* article for *Stardate* 12 by Dale L. Kemper. Made various edits and clean ups to note information.

**Changes in Version 2.7:**

Updated *Challenge* 36 and 55 and *Wunderwelten* 36, 37, 38, 39, 40, 44 and 45 to denote they are in the possession of compiler ([green entry](#)). Entered information on *Game News* magazine.

**Changes in Version 2.6:**

Updated *Challenge* magazines 35, 45, 48 and 72; *Different Worlds* 4, 34 and 46; *Far and Away* 2; *Shadis* 20; *White Dwarf* 18, 85 to denote they are in possession of compiler ([green entry](#)).

Added information on *Challenge* 66, *Stardate* 7 and *Stardate* Vol. 3 Number 4. Added author information to articles lacking that information.

Added information on West End Games' *Star Trek* series of games.

Added information on *Game News*, *Shadis*, *Space Gamer-Fantasy Gamer* and *Voyages SF*.

**Changes in Version 2.5:**

Updated *Challenge* magazines 37, 49, 50, 56, 57, 66; *White Dwarf* 54 to denote they are in possession of compiler ([green entry](#)).

Added information on *Different Worlds* 46, *Dragon* 50 and *White Dwarf* 18.

Corrected several publication dates of *Challenge* Magazines.

Added information on *Ares*, *Space Gamer* and *VIP of Gaming* magazines from *The Maverick's Space and Fantasy Gamer's Guide* by Joe Scoleri.

Added information on *Wunderwelten* magazine from [www.answers.org/free/fasa/TheFasaListing/index.html](http://www.answers.org/free/fasa/TheFasaListing/index.html).

#### **Changes in Version 2.4:**

Corrected misspelled '*Doppelganger*' article reference for *Challenge* 36.

Updated *Challenge* 32 to denote it has been verified to contain no *Star Trek* articles.

Added note to *Different Worlds* #18.

#### **Changes in Version 2.3:**

Added information on *Gateways* magazine.

Updated *Challenge*, *Dragon* and *White Dwarf* information.

Added information and acknowledgement of [www.answers.org/free/fasa/TheFasaListing/index.html](http://www.answers.org/free/fasa/TheFasaListing/index.html).

Changed format of list.

#### **Changes in Version 2.2:**

Added information on *White Dwarf* magazine.

Added information on *Far and Away* magazine.

#### **Changes in Version 2.1:**

Updated *Challenge* magazines 42, 52, 53 and 60 to denote they are in possession of compiler ([green entry](#)).

Updated *Challenge* magazine introductory paragraph to include information about *Traveller* articles.