

FASA
CORPORATION



1986 SPRING CATALOG

\$1.00

BASIC GAME

2004

STAR TREK®

THE ROLE PLAYING GAME



STAR TREK: The Role Playing Game (Basic Set)

Now you can join the *USS Enterprise* in **STAR TREK: The Role Playing Game**, each player assumes the identity of a character in the **STAR TREK** universe. While controlling the actions of his character, the player leads him through one adventure after another, facing new challenges and unknown dangers. Each game is an ever-changing story as players solve near-impossible puzzles, complete dangerous missions, or simply battle to survive.

The game may be played by 3 or more people, ages 12 to adult. Included are the following:
Star Fleet Officer's Manual

This 40-page book contains information on how to play the game. With it, you can create and train your own Star Fleet Officer as well as direct his actions in ground-based adventures. Included are an introduction and a glossary for players new to role-playing games.
Cadet's Orientation Sourcebook

This 80-page book contains information about the **STAR TREK** universe. It includes illustrated sections on the races and governments in the known universe, as well as photo-illustrated sections on the organization and equipment of Star Fleet. For players new to **STAR TREK**, there is a time line of events and a glossary of **STAR TREK** terms.
Game Operations Manual

This 48-page book contains all the information necessary for designing and running games. It has sections on designing adventures and presenting them to players. There are sections on judging character generation and actions planetside and in space.

Stock# 2004

ISBN# 0-931787-04-1

STAR TREK III Starship Combat Role Playing Game

Take command of a starship and outmaneuver the enemies of your race to gain the victory. Hide in asteroid fields, lay a trap with deadly gravitic mines, or battle for planets in this fast-paced, exciting game. This easy-to-learn combat role playing game includes 78 colorful playing pieces, a large 22" x 33" starfield map, rulebook, record-keeping panels and counters, and a 20-sided die. Four games in one, for two or more players ages 12 and up.

The 64-page rulebook includes the rules, scenarios, and ship data for Basic, Advanced, and Expert Starship Tactics and for the Command & Control versions of the game.

Stock# 2006

ISBN# 0-931787-06-8

DELUXE GAME

2001

STAR TREK®

THE ROLE PLAYING GAME



STAR TREK: The Role Playing Game (Deluxe Edition)

This is the game that started the **STAR TREK** gaming line, and contains all you need to play in the **STAR TREK** universe. For role-playing planetside adventures, there is the Basic game set which includes: *The Cadets Orientation Sourcebook*, the *Game Operations Manual*, and *Star Fleet Officer's Manual*. For starship combat, ranging from ship-to-ship encounters to fleet actions, there is the complete *Starship Combat Role Playing Game*, including the 64-page rulebook, 78 full-color counters, 22" x 33" starfield map, record keeping sheets and counters, and the appropriate dice. So, if you're ready to jump into the future at warp speed, the Deluxe Set is for you.

Stock# 2001

ISBN# 0-931787-01-7

STAR TREK®

STARSHIP COMBAT ROLE PLAYING GAME

Second Edition



SHIP RECOGNITION MANUALS

The Ship Recognition Manuals contain all the game statistics for starships of the various races of **STAR TREK**. Each book displays 40 different ships and their variants, making over 85 ships per book. Each ship is accompanied by a three-view drawing and a short description outlining its history and performance characteristics.

The Klingons

This edition contains information on the famous D-7 Battlecruiser and 5 of its variants, plus 39 other ships.

Stock# 2301

ISBN# 0-931787-41-6

The Federation

This is the most complete source for information on Federation starships. Included are the *Enterprise*, *Reliant*, *Constitution*, and *Excelsior* Class Ships.

Stock# 2302

ISBN# 0-931787-42-4

The Romulans

This is a detailed study of Romulan ships over the past 40 years. After secret declassification, ships never before seen by Federation personnel are all revealed.

Stock# 2303

ISBN# 0-931787-43-2



The Klingons (2nd Edition)

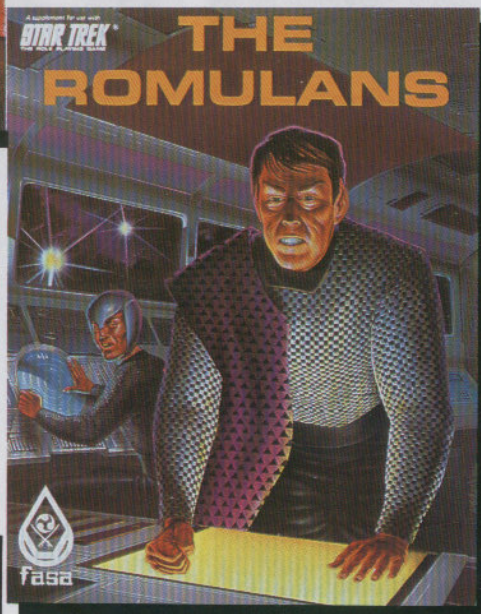
More than a supplement, this set provides not only a complete creation system for Klingon player characters, but complete technological, cultural, and physiological background of Klingons and their society. Klingons are among the most fascinating of *STAR TREK*'s villains. Now, they make fascinating player characters as well!

Even if you don't play Klingon characters, you'll want this material for your Star Fleet-based campaigning. *STAR TREK* enthusiasts will welcome access to these never-before-revealed secrets of the Klingon Empire!

The two-book set provides both a player book and a gamemaster book, with the information appropriately divided. While the Federation knows more about the Klingons than any other race, they still do not know everything.

Stock# 2002

ISBN# 0-931787-02-5

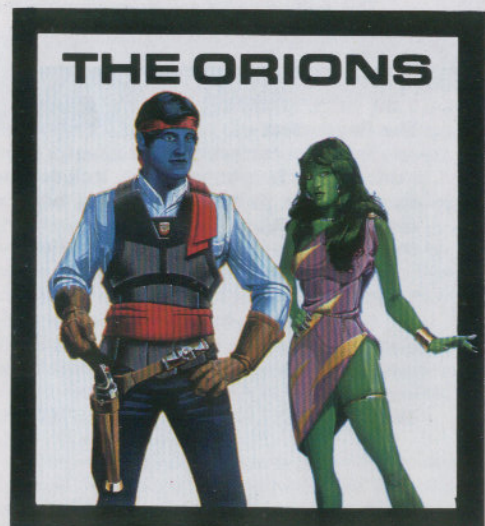


The Romulans

This rules expansion for *STAR TREK: The Role Playing Game* provides fascinating facts about the Romulans, their personality, history, and religion. These books include descriptions of the Romulan Star Empire, the Imperial Navy, starships, weapons and equipment, organization, and combat tactics. The two-book set includes a 32-page *Player's Intelligence Manual* detailing Star Fleet beliefs about the Romulans, and a 48-page *Gamemaster's Manual* that tells the truth about the Romulans.

Stock# 2005

ISBN# 0-931787-05-X



The Orions

The Orions hold a unique place in the *STAR TREK* Universe. Their planets sit between the Federation and Klingon Empire, they tend to ignore political boundaries, they tend to do anything if it will lead to profit. There is no central Orion authority, and so families and clans do pretty much what they want. Slavery is still common in Orion society.

This two-book set includes *The Book of Common Knowledge* for players and *The Book of Deep Knowledge* for gamemasters. *The Book of Common Knowledge* details the facts as any but true Orions would know them. *The Book of Deep Knowledge* provides the true facts concerning all aspects of Orion life, society, politics, and economics.

Stock# 2008

ISBN# 0-931787-08-4

STAR TREK III Sourcebook Update

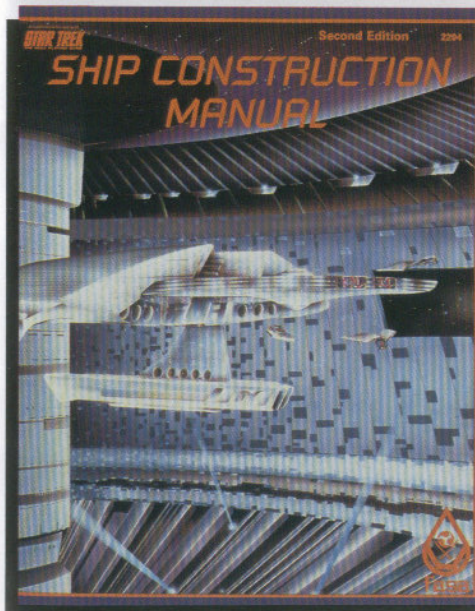
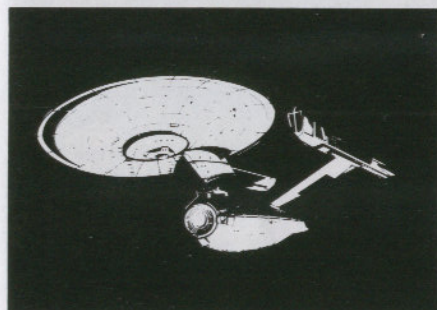
Bring your *STAR TREK* role playing universe up to date with the official *Star Trek III Sourcebook Update*.

This supplement contains a complete time line from the beginning of Earth's space history to the time of *STAR TREK III*. Also included are detailed sections on the changes made since the time of the TV series in the governments of the Klingons, Romulans, Gorn, and Orions. Sections on the UFP and Star Fleet Command, complete with photographs and illustrations, give the latest information on uniforms, insignia, equipment, sidearms, and shipboard systems. A starship recognition file gives pictures and data for the *Enterprise*, the *Bird Of Prey*, and the other starships. The personnel file provides updated statistics on your favorite characters from the movies.

In addition to all this, a complete adventure, *Lost And Presumed Dead*, is included so you can use all the new information.

Stock# 2214

ISBN# 0-931787-24-6



STAR TREK III SOURCEBOOK UPDATE



Trader Captains And Merchant Princes

This two-book rules supplement for *STAR TREK: The Role Playing Game* includes all the rules and charts needed for creating various traders, privateers, merchants, con-men, and rogues. A complete system for trading commodities, playing the stock market, procuring a bank loan, and maintaining a starship are all presented in an easy-to-understand format.

Book 1 contains comments and essays on the ups and downs of the merchant's life, written by those who live and work in the UFP. Book 2 includes all the information necessary for the gamemaster to play and run characters who need to know how to buy and sell merchandise, rent, lease, buy or steal a starship, find a cargo for hire, buy and sell on the black market, and many other possibilities.

Stock# 2203

ISBN# 0-931787-13-0

Ship Construction Manual (2nd Edition)

All data and tables necessary to construct a ship of Romulan, Klingon, Orion, Gorn, or Federation origin are provided in an easy-to-use format. This detailed and informative supplement allows players to build ships for use with the *Starship Combat Role Playing Game* or for the Basic Game. Included in the 80-page rulebook are tables for the various engines, weapons, shields, and computers that make up starships, essays on the design philosophy of the major races, and information on the cost availability and reliability of starship equipment.

Stock# 2204

ISBN# 0-931787-14-9



THE TRIANGLE

The Triangle, long known for its disregard for any law but its own, is the setting for this *STAR TREK* campaign. The Triangle is full of renegade Romulans and Klingons, pirate kings, black-market weapon dealers, and many other unsavory characters. Included in this set are a beautiful full-color map (17" x 22") that shows all the inhabited planets of the Triangle and all political boundaries of the major races and minor states, and a 96-page book containing information about the political, military, and economic goals of the three major powers bordering this neutral region of space. The largest part of the book is made up of 120 world logs of the inhabited planets of the Triangle and character sheets for some of the more important and interesting personalities who live and do business there. Also included are several maps and indices for easy reference and cross-indexing.

Stock# 2007

ISBN# 0-931787-07-6

The Triangle Campaign

For Gamemasters Only:

This 60-page book gives all the information to run a campaign in the Triangle. Four major plots are described, from an Orion pirate determined to take over all his family's worlds to tracking down the elusive Krador and his potent mind-control drug before the Klingons, Romulans, or Orions can grab him. Have your players interact with Luxury Apparel, an arms dealership run by a beautiful Romulan spy, or with BioResearch, a mega-corporation that loots whole worlds. Time lines, plot descriptions, detailed character sheets, library computer data, Newsfax bulletins, rumors, briefings from Star Fleet Intelligence... and more will make the Triangle come alive.

Stock# 2215

ISBN# 0-931787-25-4

PLAYING AIDS

Playing aids are used to add to the enjoyment of your games. None of the items are required to play, but each will certainly increase the enjoyment of your games.

Starship Combat Hex Grid

Contains five 22" x 33" starfield maps for use with *STAR TREK III Starship Combat Role Playing Game*.

Stock# 2801

ISBN# 0-931787-81-5

Tricorder/Sensors Interactive Display

This play aid allows players to use a tricorder for scans and scientific readings. The unit is a hand-held simulated tricorder with display windows.

Stock# 2803

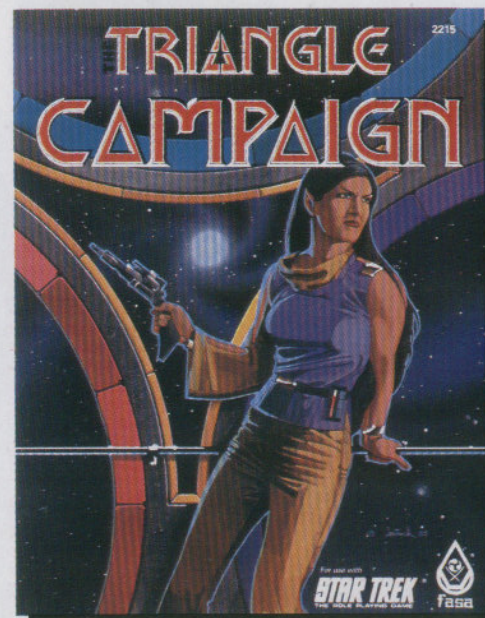
ISBN# 0-931787-83-1

Deck Plans

The deck plans of the infamous Klingon D-7 Battlecruiser are presented in 15mm scale. All rooms and decks are shown with descriptions.

Stock# 2102

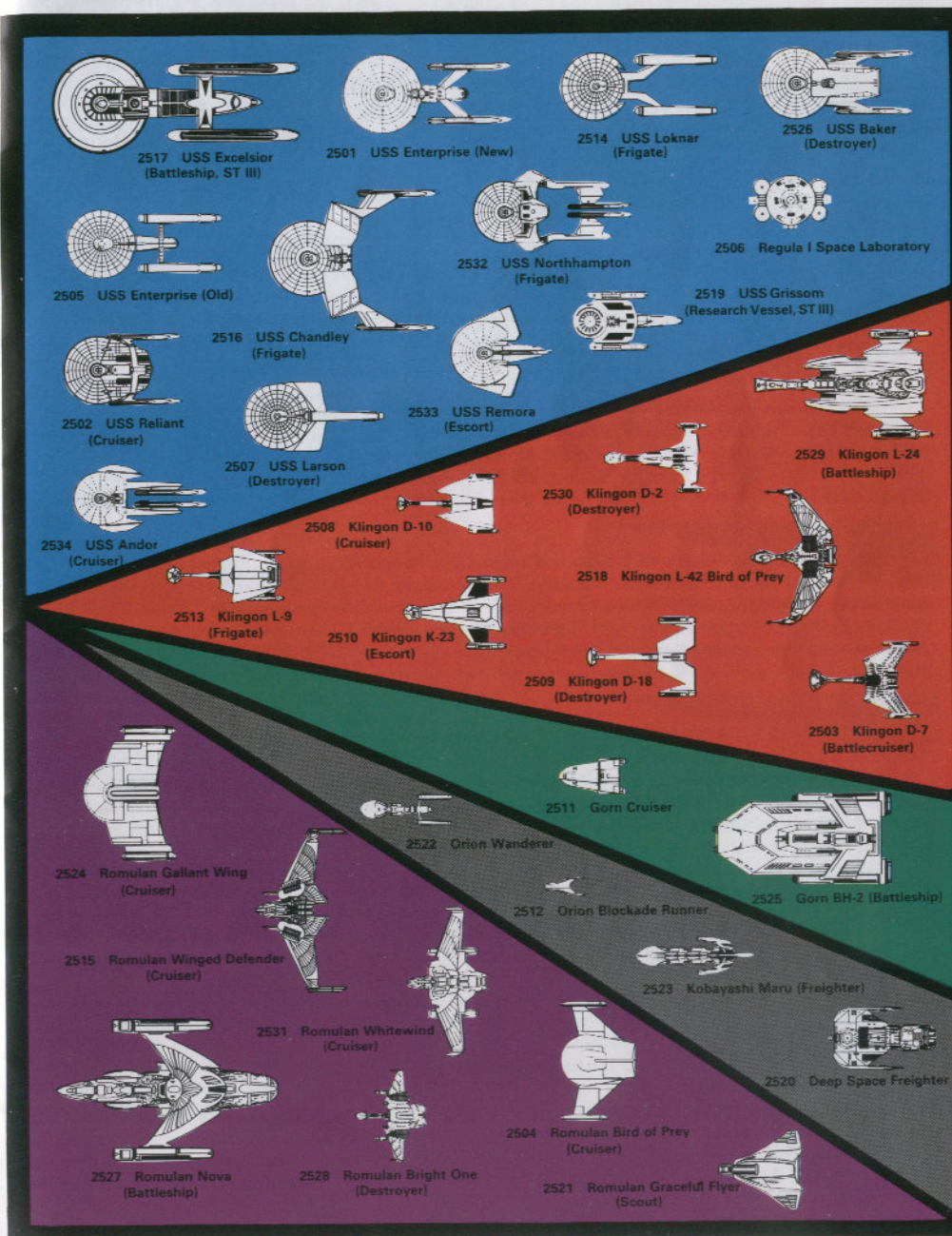
ISBN# 0-931787-40-8



STAR TREK MINIATURES

These beautifully-crafted starship miniatures are designed for use with the popular *STAR TREK III: Starship Combat Role Playing Game*. All models come in a constant 1/3900 scale (the *Enterprise* is approximately 3" long) and require assembly. Each model is cast in white-metal and comes with a clear plastic stand made to fit the starfield mapsheet included in the *Starship Combat Role Playing Game* and the *Starship Combat Hex Grids*.

Make your *Star Trek* games more enjoyable with starship miniatures from FASA. Paint and glue not included.



All drawings shown at 1/3 actual size.

To add to the excitement of your games, *Star Trek adventures modules* are available. These missions will send your characters to the far reaches of the frontier trying to solve the mysteries and puzzles facing *Star Fleet*. Each adventure contains all the maps, deck plans, and non-player characters needed to begin play.

Witness For The Defense

The crew of the *Enterprise* returns to Janus VI, scene of their adventure with the Horta, and finds tragedy. A young miner stands accused of murder and genocide. Will he be convicted by the swift justice of the final frontier or can Captain Kirk, Mr. Spock, and Dr. McCoy find evidence to clear him? And if they do, where is the real killer, and will he strike again, bringing disaster to the mining colony of Janus VI?

Stock# 2202

ISBN# 0-931787-12-2

Denial Of Destiny

The planet Aleriad, barred to *Star Fleet* and independent vessels, is a doomed world. Your mission: take a rescue fleet and save as many of the natives as you can. Simple? Not quite. The Alerians are religious fanatics and believe it is their destiny to remain on their world. To complicate matters, the Orions have been reported operating in the area. Aleriad's imminent collision with a cloud of debris doesn't allow you much time to perform your task.

Stock# 2205

ISBN# 0-931787-15-7

Termination: 1456

TERMINATION ORDER 1456:

Issued by Internal Security,

Imperial High Command

SUBJECT: Thought Admiral Krador zantai Rrilac

MISSION: End his command!

It is suspected that Admiral Krador, has been gathering forces to overthrow the Emperor. Under the direction of the Fourth Frontier Security Area Command, you and your crew will go to Muldor IV, penetrate Krador's stronghold, and take appropriate action against Krador and his senior officers. The mission is a vital one, and must be accomplished, even at the expense of your lives.

Stock# 2206

ISBN# 0-931787-16-5

Demand Of Honor

Although the Federation and the Gorn Alliance have concluded a treaty, a band of renegade Gorn ships have been raiding Federation shipping. This threatens to jeopardize the peace. Your destroyer has been dispatched to carry a Gorn Ambassador to meet with the renegades.

It seems like a normal mission, but the Ambassador brings aboard with him a squad of 'bodyguards'. Your Security Chief senses that something isn't quite right...

Stock# 2207

ISBN# 0-931787-17-3

The Orion Ruse

The Captain of the *Eridani Star* was not a happy man. He'd just received permission to open trade talks with the Orion-settled world of Daros IV.

'Unfortunately', thought the Captain, 'there is a fly in the ointment - several flies, in fact, and they wear *Star Fleet* uniforms.' A Federation merchant ship had disappeared near the Daros system, and someone in Intelligence was convinced that the *Eridani Star* would make an excellent spy ship.

Stock# 2208

ISBN# 0-931787-18-1

Margin Of Profit

"Our sweetheart stock deal with TriMark won't be worth lizard lips if we can't stop whoever has been hijacking the dilithium shipments. If the shipment next week is hit, our profits will drop to nothing and we'll lose the *Two Brothers*. We'll have to take matters into our own hands if we want to keep our ship!

"Hmmm...I wonder if that Orion 'trader' named Akalzed knows something about this..."

Stock# 2209

ISBN# 0-931787-19-X

The Outcasts

Greetings, old comrade!

I trust that this message finds you well. It has been a long time since we were in contact, and so it is difficult to ask a favor. What I ask I cannot explain, but much depends on this.

You will be contacted by a Vulcan named Salak, who is on a mission of utmost secrecy dealing with a renegade Romulan. I urge you to aid him with his mission, though you will have no official sanction.

Do not attempt to contact me. I cannot respond, and would be forced to deny all.

Stock# 2210

Sonam
ISBN# 0-931787-20-3

A Matter of Priorities

As newly-promoted Commander of the refitted *IKV Malevolent* patrolling near the infamous Triangle Zone, opportunities for quick advancement and promotion would arrive as a matter of course. Although the crew has different opinions about the current power struggle in the politics and policies of the Klingon Empire, they all work well together.

Then came the order from Fleet Command to perform a security inspection on the secret intelligence base on Valtor III located in the Klingon/Romulan Disputed Area. Captain's Discretion allowed.

Captain's Discretion: the chance to live or die by one's own actions. No one said that success in the Klingon Empire was easy.

Stock# 2211

ISBN# 0-931787-21-1

A Doomsday Like Any Other

Answering distress calls from planets whose inhabitants believe they are doomed to destruction had become almost routine for the patrolling ships of *Star Fleet*. That's what the crew of the *USS Exeter* thought when they received a call for help from the planet Extair. It told of a huge artifact travelling toward their system that had already destroyed one whole planet. Nothing so preposterous had ever happened before, unless you count the story of the Doomsday Device found by the old *Enterprise* on its five-year exploration mission. How could there be more than one?

Stock# 2212

ISBN# 0-931787-22-X

The Mines of Selka

We were on the verge of cracking an Orion smuggling and pirate ring when *Star Fleet* called in our ship, and assigned us to another case. Just when things were falling into place, the blunderheads in command come in and screw things up. Now we have to go and investigate ship disappearances in the Selka system. Who knows where this will lead?

Stock# 2213

ISBN# 0-931787-23-8

Graduation Exercise

This is it — the last test before Academy graduation and commissioning as an officer assigned to a fighting starship. If only the Master of Cadets did not have a grin on his face that was even more wicked than usual. But this time you are ready, and even have a few things hidden with your kit to make sure that one way or another you will pass this test and become an officer in the Imperial Klingon Navy.

Stock# 2216

ISBN# 0-931787-03-3

Where Has All The Glory Gone?

It started as a routine patrol for the crew of the Chandley class *USS Niwen*. For weeks, the vessel had been picking up only normal subspace radio traffic along the patrol route near the Romulan Neutral Zone. Then came the distress signal from within the zone. Help was needed because the senders said that they had less than 24 hours remaining in their life-support system. If the *Niwen* pushed its limits of warp speed, they might make it in time — maybe.

Stock# 2217

ISBN# 0-931787-76-9

Return to Axanar

The crew of the Baker Class *USS Cooper* was ready for some R & R at Starbase 23. Even the ship needed some work after the long patrol. The Captain knew that there would be trouble when his old rival, now a base commander, ordered his ship to travel to the Klingon Neutral Zone and transport some scientists to Axanar. The trip would take months in travel time alone. And who knows what else could happen on the way?

This adventure module also includes a separate book that details The Four Years War between the Federation and the Klingon Empire. Essays by Federation experts on Axanar, the major battles, and the political, social, and economic factors are included.

Stock# 2218

ISBN# 0-931787-78-5

Decision at Midnight

Captain Barbara Vellacora was one of the youngest women ever to be promoted to the command of a *Star Fleet* military starship. No one realized that her obsession with the exploits of Garth of Izar and the current political tensions along the Klingon border could combine into an incident that might lead to mutiny or even war.

Stock# 2219

ISBN# 0-931787-29-7