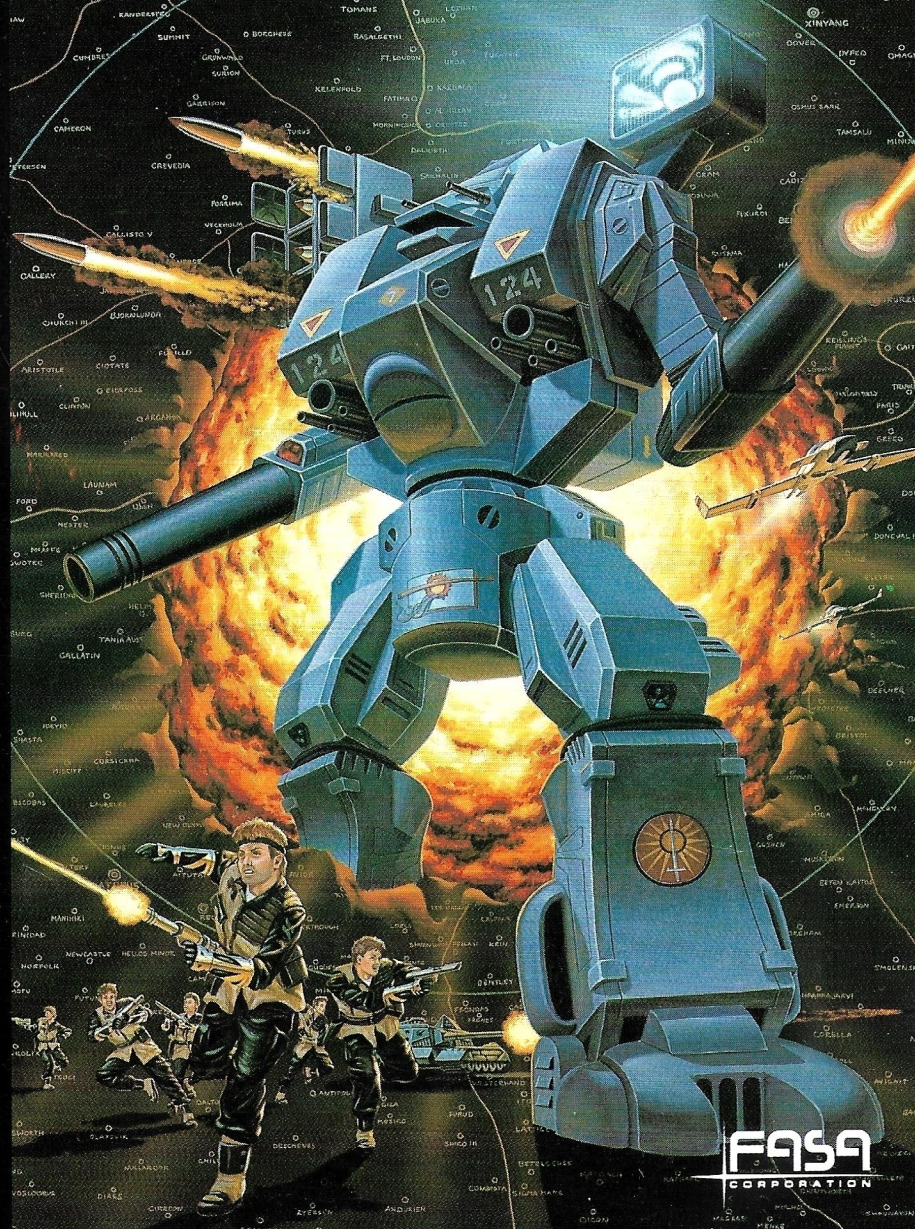


# FASA CORPORATION

## 1988-89 CATALOG



**FASA**  
CORPORATION



## RENEGADE LEGION: INTERCEPTOR™

Stock# 5101

The Terran Overlord Government controls all but a thin sliver of the galaxy, and the Renegade Legion is all that remains in the path of final TOG victory. **Interceptor** is a starfighter combat game with a fresh approach to movement, combat, weapon damage, and critical hits. In the battle between good and evil... this one counts!

A fast-moving game for two or more players, **Interceptor** contains 26 full-color, three-dimensional playing pieces illustrating the top, front, sides, and rear of the fighters; 100 full-color stickers for showing unit affiliation and recording kills; 60 asteroid playing pieces; rulebook with 10 pages of history and 16 color pages with cut-away views of all 14 ships presented in the game, and uniform sketches of the Pilots and Legionnaires.

## RENEGADE LEGION: CENTURION™

Stock# 5102

The Terran Overlord Government wants everything, but what good is a planet if you have to bomb it into a nuclear winter to conquer it? **Centurion** is the game of conventional planetside warfare in the year 6830. Grav tanks, mechanized infantry, orbital bombardment, Thor anti-tank satellites, and close air support are all part of this highly mobile, air-land battle of the future. If you want to take a world in a form worth having, you need flesh and blood men of iron conviction!

**Centurion** includes 30 full-color, three-dimensional playing pieces representing the 10 Grav Tanks included in the game, a rulebook with more than 10 pages on the history and military organization of TOG, the Commonwealth, and the Renegade Legion: full organizational charts for the various combatants and a detailed description of the pivotal Shannedom County Theater of Operations. Also illustrated are the major Grav Tanks used by both sides and their game statistics; a section on orbital satellite bombardment; unit quality, and leadership advancement; plus rules for integrating **Centurion** with **Interceptor**. Two 24" x 36" double-sided, full-color maps depict various planetary terrain. 250 full-color counters represent Dismounted Bounce Infantry; Buildings, Vehicle Crews, Minefield Crews, Minefields, Smoke, Craters, and other information counters; one ten-sided die.

## CIRCUS IMPERIUM™

Stock# 5103

Anti-grav chariots pulled by snarling, ravenously carnivorous beasts careen around the Circus Imperium track, while chariot drivers and gladiator sidekicks struggle for control of the chariots, victory, and their lives.

The **Circus Imperium** game contains the rulebook, a sheet of 33 full-color banners, 3 cut-and-paste coliseum buildings, 120 cards, 57 cardboard counters, 2 tracks (a 60-inch and a 36-inch version), and a 10-sided die.

## LEVIATHAN™

Stock# 5104

TOG Leviathans move through deep space seeking enemies of the Empire. Kilometers long, these colossal warships carry enough weapons to boil a planet. Their captains carefully maneuver the ships like Dreadnoughts of old to maximize firepower. Their opponents do the same, circling in a slow, sinister dance that covers thousands of kilometers. When the order to attack finally comes, the fate of whole star systems will be decided!

**Leviathan** contains the following: a 64-page rulebook; a 16-page book of forms; 22 three-dimensional cardboard playing pieces; 1 ten-sided die; two 22" x 34" mapsheets; four sheets of flat counters representing squadrons of fighters, missiles, corvettes, gunboats, and more.

## RENEGADE'S HONOR™

Stock# 5601

Kendric Fraser lived, fought, and commanded as a loyal officer of the Terran Overlord Government. Assigned to lead a fleet raised from the Gael Cluster, his own backwater home, Kendric was sent to coerce freshly conquered worlds into a more positive attitude toward their new masters.

...Somehow, annihilating an entire planetary population did not strike him as showing the flag in a positive light. Kendric's defiance was his death sentence.

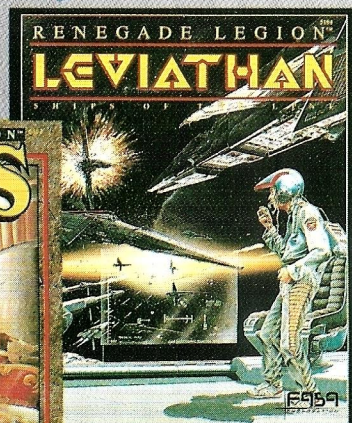
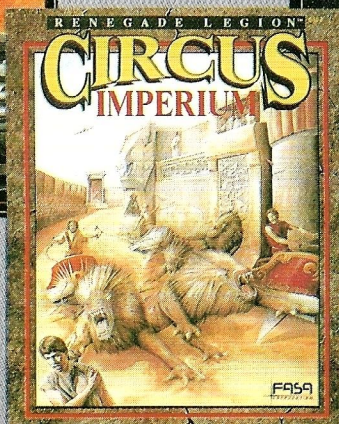
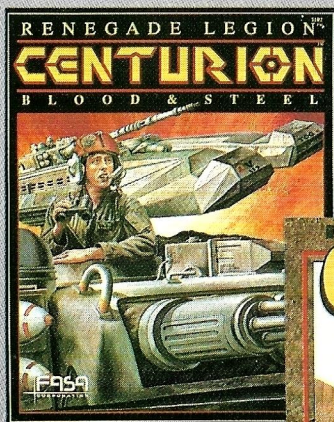
Now his only salvation is to ally himself with TOG's sworn enemies, the Renegade Legions over 50,000 light years away!

Read all about Kendric's struggle in this Renegade Legion novel.





# RENEGADE LEGION™





## THE GOLDEN MEDUSAS

Stock# 5201

This **Renegade Legion: Interceptor** adventure pack deals with the adventures of the Golden Medusas, a fighter squadron in the service of the Commonwealth in a campaign against The Death Express, an elite TOG fighter unit. Complete histories, unit strengths, personalities, and 15 combat scenarios.

## THE FIRE EAGLES

Stock# 5202

The Fire Eagles are a squadron of the 3021st Interceptor Wing, the Blood Eagles. They are commanded by Tiberius Mannius, son of Overlord Mannius of the Terran Overlord Government. Overlord Mannius sees to it that his son's squadron has all the supplies and spare parts they need. Some people say The Fire Eagles have an unfair advantage, but the Fire Eagles just smile and paint the fresh kills on their fighters.

The Fire Eagles is a scenario pack for **Renegade Legion: Interceptor**. It describes the members of the Fire Eagles, with background on their personalities and skills. Included are unit history, combat readiness, and 15 scenarios pitting the Fire Eagles against the Commonwealth and their Renegade Allies.

## THE HARBINGERS OF DEATH

Stock# 5401

The Harbingers of Death are the most fanatically loyal TOG unit in existence. Elite, battle hardened troops tremble at the thought of serving with them. World populations panic at news of their approach. They have never known defeat. The First Cohort of The Harbingers of Death are the elite of this celebrated unit. Included in this scenario pack are unit personality profiles, unit history, combat readiness, and 15 scenarios.

## TOG FIGHTER BRIEFING

Stock# 5301

This volume is the top-secret threat analysis that the Commonwealth issues its top fighter pilots en route to the Shannadam County. Included are 19 new fighters and one *Corvette* Class ship as well as six new weapon systems being utilized in the Shannadam theater of operations. Suggested reading if you're heading for combat.

## COMMONWEALTH FIGHTER BRIEFING

STOCK# 5302

In spite of TOG's contempt for their Commonwealth opponents, they have compiled this briefing on the enemy Interceptors and weapons their pilots may face in combat. The manual includes 19 new fighters, 1 *Corvette* Class ship, and six new weapon systems the Commonwealth pilots are reported to be using.

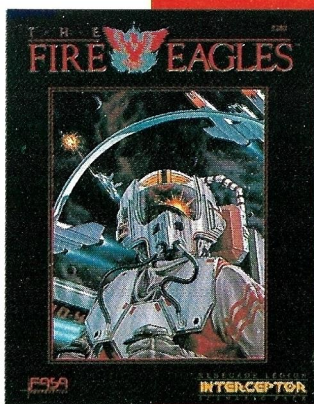
## CENTURION VEHICLE BRIEFING

Stock# 5303

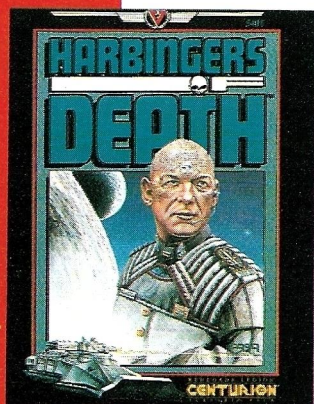
The **Centurion Vehicle Briefing** is a comprehensive listing of the most frequently encountered combat vehicles of the year 6831. In this complex and dangerous time, death can come from any direction. To survive, you need vehicles that can provide the proper protection, while allowing you to achieve the objective.

The **Centurion Vehicle Briefing** contains illustrations, specifications, and development history for 55 Grav and other vehicles. Included are Light, Medium, and Heavy Tanks, the muscle needed to defeat the enemy; APCs, vehicles to move the Infantry to the field of battle; Scouts, high-speed, lightly armored stealth vehicles; Anti-Aerospace vehicles, surface-to-air missile platforms with high-powered laser targeting systems to protect the ground units from attack; Engineer Vehicles, for constructing fortifications; and Artillery units, to support the units in battle.





THE GOLDEN  
*Medusas*



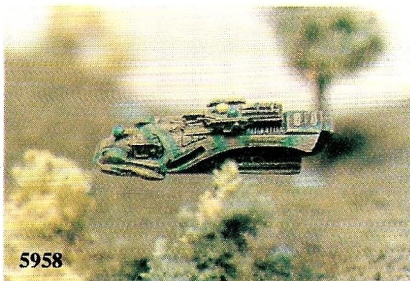
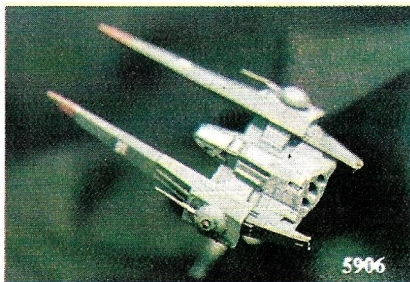
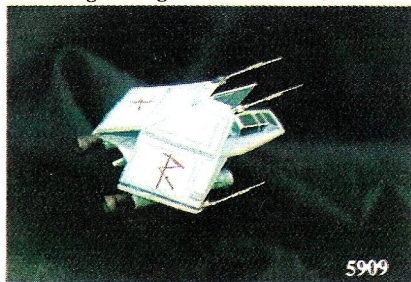
VEHICLE BRIEFING



Add to the excitement of **Renegade Legion: Interceptor** and **Renegade Legion: Centurion** with these beautifully sculpted white metal miniatures. Miniatures come unpainted and require some assembly with a fast-acting super glue.

<b>SPICULUM</b> (2 ea with stands)	<b>Stock# 5901</b>
<b>VERUTUM</b> (2 ea with stands)	<b>Stock# 5902</b>
<b>CHEETAH</b> (2 ea with stands)	<b>Stock# 5903</b>
<b>GUARDIAN</b> (2 ea with stands)	<b>Stock# 5904</b>
<b>FLUTTERING PETAL</b> (1 ea with stand)	<b>Stock# 5905</b>
<b>GLADIUS</b> (1 ea with stand)	<b>Stock# 5906</b>
<b>AVENGER</b> (1 ea with stand)	<b>Stock# 5907</b>
<b>LANCEA</b> (2 ea with stands)	<b>Stock# 5908</b>
<b>PENETRATOR</b> (1 ea with stand)	<b>Stock# 5909</b>
<b>MARTIOBARBULUS</b> (1 ea with stand)	<b>Stock# 5910</b>

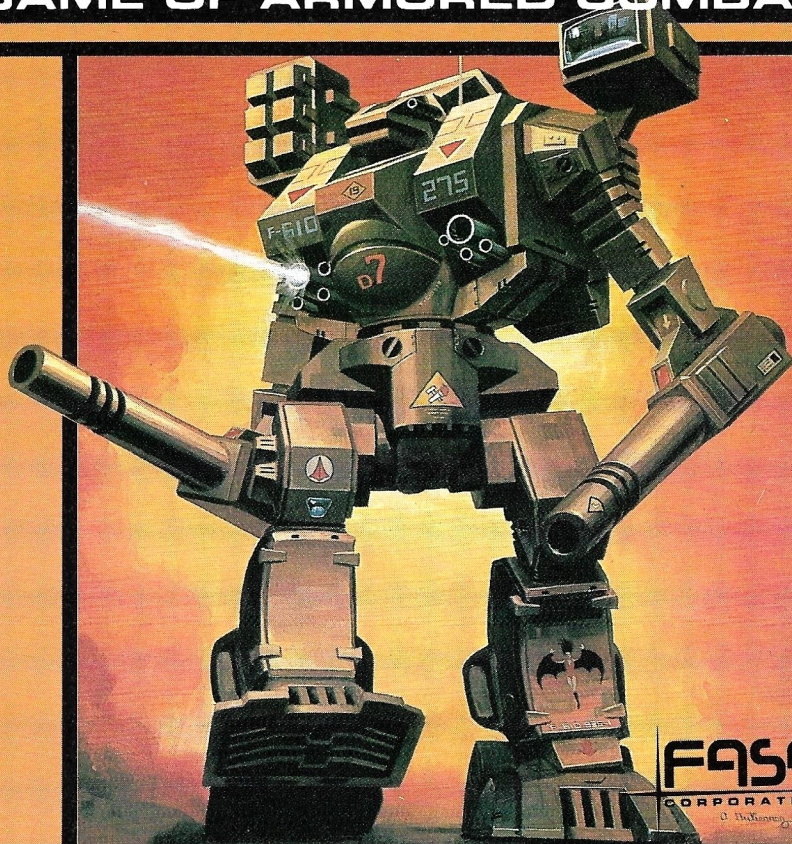
<b>TOG Light Tank AENEAS</b> (3 each with stands)	<b>Stock# 5951</b>
<b>Renegade Light Tank WOLVERINE</b> (3 each with stands)	<b>Stock# 5952</b>
<b>TOG Medium APC ROMULUS</b> (3 each with stands)	<b>Stock# 5953</b>
<b>Renegade Medium APC SPARTIUS</b> (3 each with stands)	<b>Stock# 5954</b>
<b>TOG Medium Tank HORATIUS</b> (3 each with stands)	<b>Stock# 5955</b>
<b>Renegade Medium Tank LIBERATOR</b> (3 each with stands)	<b>Stock# 5956</b>
<b>TOG Light APC LUPIS</b> (3 each with stands)	<b>Stock# 5957</b>
<b>Renegade Light APC VIPER</b> (3 each with stands)	<b>Stock# 5958</b>





# BATTLETECH

## A GAME OF ARMORED COMBAT



### BATTLETECH®

Stock# 1604

Where once the Star League reigned, five Successor States now struggle for control. Battles are waged for control of now-scarce storehouses of repair parts and even rarer manufacturing facilities. The field of combat is dominated by huge man-like fighting machines known as BattleMechs. The ultimate engines of destruction, these titans mount more firepower than a battalion of 20th-Century tanks.

Game contains 48 full-color counters showing the front and back of 14 different types of 'Mechs; (2) 22" x 17" full-color terrain maps; 24 plastic stands; a 48 page rulebook containing Basic, Advanced, Expert, and Optional rules; and 2 six-sided dice.

### CITYTECH®

Stock# 1608

Cities are the most dangerous of environments. War makes them deadly. **CityTech** presents the rules of engagement for **BattleTech** in an urban setting. Infantry, the effects of buildings, and armored vehicles are covered.

This boxed game includes the 48-page rulebook; detailed rules for constructing tracked, wheeled, and hover vehicles; 'Mech, vehicle, and infantry playing pieces with plastic stands; (2) 22" x 17" city mapsheets; several sheets of two-dimensional die-cut buildings; and 2 dice.

### AEROTECH®

Stock# 1609

No battlefield is complete without air support. In **BattleTech**, the combat that occurs prior to and during the 'Mechs arrival at their objective is the most savage. As the DropShips and their fighter escort near the hostile planet, planetary defenses do their best to destroy the approaching invaders.

Includes full-color 22" x 34" mapsheet; playing pieces for DropShips, fighters, and 'Mechs; the rulebook, which includes guidelines for constructing new fighters and 2 dice.



## MECHWARRIOR®

Stock# 1607

This supplement to the **BattleTech** line provides complete rules for role-playing in the **BattleTech** universe. Included are character generation, personal combat, equipment lists, and additional **BattleTech** history, as well as color illustrations of the uniforms and equipment used by the more prominent personalities and Houses.

## BATTLEFORCE®

Stock# 1611

**BattleForce** is the game of large-scale ground combat. Units ranging in size from lance to regiment fight the battles of the Successor States. This game allows you to field an entire regiment and be the general in charge.

Game contains 150 full-color playing pieces; 300 organizational and recordkeeping pieces; 64 plastic stands; (2) 22" x 34" full-color maps; a 48-page rulebook; and 2 dice.

## THE SUCCESSION WARS™

Stock# 1612

Play the leader of one of the powerful Successor States in this game of strategy, diplomacy, and economy. Wage interstellar war as you struggle for domination of the Inner Sphere.

Game contains 48 event cards; 620 full-color playing pieces; (1) 22" x 34" full-color map; currency; a 24-page rulebook; and 2 ten-sided dice.

## BATTLETECH® ADVENTURES, SUPPLEMENTS & SOURCEBOOKS

### THE BATTLETECH MANUAL™

Stock# 1626

The book you've been waiting for! Complete rules for **BattleTech**, **CityTech**, and **AeroTech** are unified, indexed, and expanded to include and cover all battlefield situations. It includes rules for DropShips on the battlefield, artillery, helicopters, and submarines, as well as for generating all types of equipment. The ultimate **BattleTech** combat reference.

### THE MERCENARY'S HANDBOOK™

Stock# 1616

**The Mercenary's Handbook** presents rules and information for MechWarriors who choose to live the not-so-simple life of a mercenary. Includes payrolls, overhead, contract negotiation, and campaign fighting, as well as color illustrations of the emblems of the major mercenary units.

### BATTLETECH® TECHNICAL READOUT 3025™

Stock# 8603

Illustrations, stats, and history of 55 BattleMechs, 15 AeroSpace Fighters, 12 vehicles, as well as other important equipment. This book provides background information for those who need to know.

### BATTLETECH® TECHNICAL READOUT 3026

(VEHICLES AND PERSONAL EQUIPMENT)™

Stock# 8606

The Successor States are tough places to make a living. Proper training and equipment will give you the edge you need to survive and win. **BattleTech Technical Readout 3026** provides detailed descriptions and illustrations of the vehicles, tanks, and personal equipment you need to do your job. From small arms, personal anti-mech missiles, and survival knives to helicopters, submarines, and heavy tanks, this is a comprehensive guide to the military hardware available to the 31st Century warrior.

### DROPSHIPS AND JUMPSHIPS™

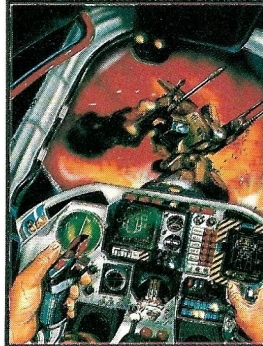
Stock# 1619

DropShips transport people, cargo, and BattleMechs between planets and JumpShips. JumpShips carry the DropShips on their leap between the stars. **DropShips and JumpShips** is the definitive work describing mankind's method of transportation between the stars. It discusses the five major types of JumpShips and 20 major types of DropShips used in the Inner Sphere.





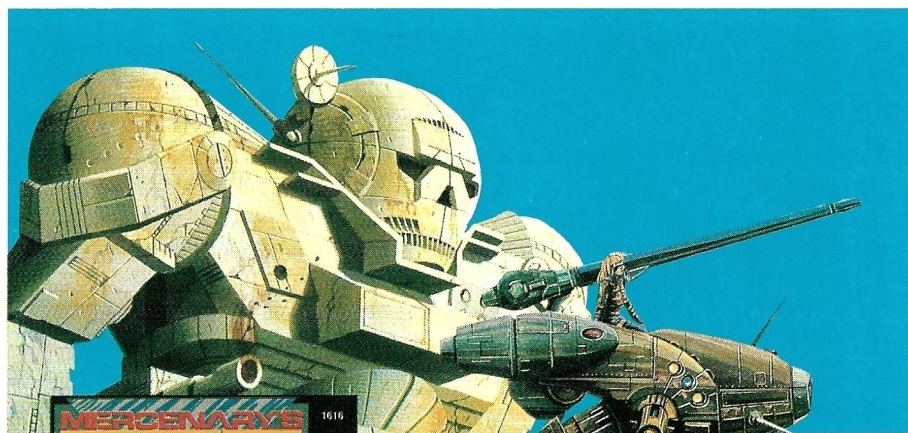
**MECHWARRIOR**  
THE BATTLETECH ROLE PLAYING GAME



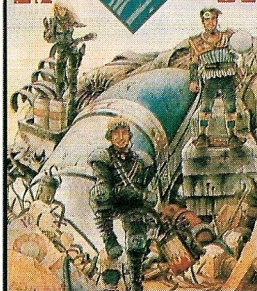
**SUCCESSION  
WARS**



**BATTLEFORCE**  
SMALL UNIT ACTIONS IN THE 31st CENTURY



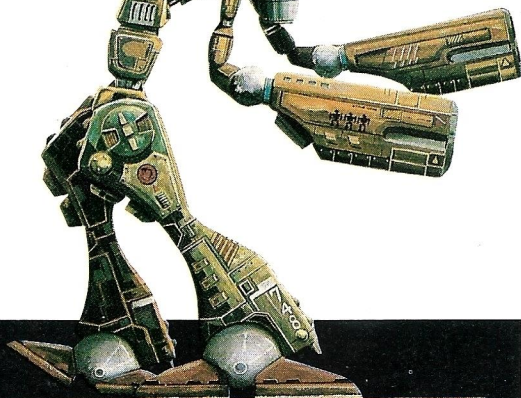
**MERCENARY'S  
HANDBOOK**



1616

**BATTLETECH**

FASA





## THE HOUSES OF THE SUCCESSOR STATES

These dossiers are compilations of vital information about each of the five Successor States of the Inner Sphere. Each volume contains biographies of the ruling members, military strength and deployment, economy, politics, and history. A complete starmap with planetary index and a family tree of each house are presented in a foldout. These are a must for anyone adventuring in the Inner Sphere.

**HOUSE KURITA: THE DRACONIS COMBINE™**  **Stock# 1620**

**HOUSE STEINER: THE LYRAN COMMONWEALTH™** **Stock# 1621**

**HOUSE MARIK: THE FREE WORLDS LEAGUE™** **Stock# 1622**

**HOUSE DAVION: THE FEDERATED SUNS™**  **Stock# 1623**

**HOUSE LIAO: THE CAPELLAN CONFEDERATION™** **Stock# 1624**



**SHRAPNEL™** **Stock# 8611**

Shrapnel, those unexpected bits of hot metal that strike by chance. Soldiers in combat philosophize that when their time is up, that's it—there's no avoiding a bullet that "has your name on it."

But when Shrapnel arrives, it is addressed, "Occupant: To whom it may concern."

This collection of short stories is fragments, unexpected bits of life and death in the Inner Sphere. The sudden salty taste of blood. The acrid smell of scorched metal. A hot cup of coffee after a long night's battle.

Shrapnel is images and experiences frozen in the mind of the observer.

**Shrapnel** is an anthology of 14 short stories and illustrations from the BattleTech universe. 128 pages of full color.

**THE GALTOR CAMPAIGN™**  **Stock# 1613**

Galtor is a quiet little planet caught in the midst of some very big events. Its location on the Davion/Kurita border was never a problem until Hanse Davion used his spies to lure Kurita troops into an ambush there. Little did Hanse know that Galtor had something worth fighting for—a newly discovered Star League storehouse! **The Galtor Campaign** is an adventure pack for **BattleForce**. It contains a detailed history of the three-month campaign, battle orders for the major units, and eight scenarios that re-create the pivotal engagements.

**ROLLING THUNDER™**  **Stock# 1651**

**Rolling Thunder** is the first BattleTech scenario pack with scenarios for **BattleTech**, **BattleForce**, and **MechWarrior**. This scenario pack details the history of the Rolling Thunder company, personality profiles, and combat readiness of the unit. It contains 11 **BattleTech** scenarios, 2 **BattleForce** scenarios, and 2 **MechWarrior** scenarios.

**THE BLACK WIDOW™**  **Stock# 1605**

This pack contains complete strength, background, personalities as well as 15 scenarios about the Black Widow Company, possibly the most feared mercenary unit in the Inner Sphere.

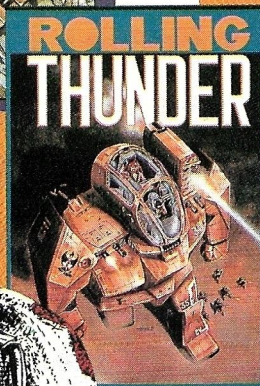
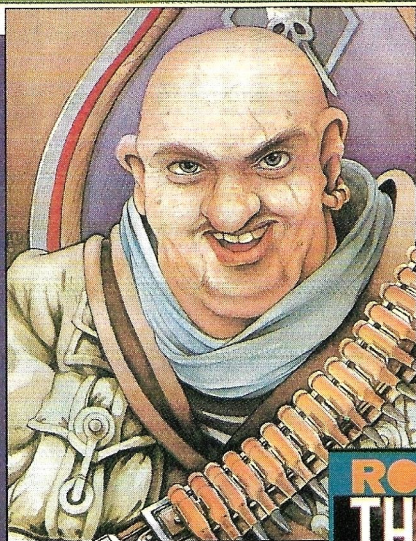
**THE FOX'S TEETH™**  **Stock# 1606**

McKinnon's Raiders were nicknamed The Fox's Teeth for their long and successful history of carrying out the policies of Hanse "The Fox" Davion. This scenario pack provides history, profiles, and statistics.

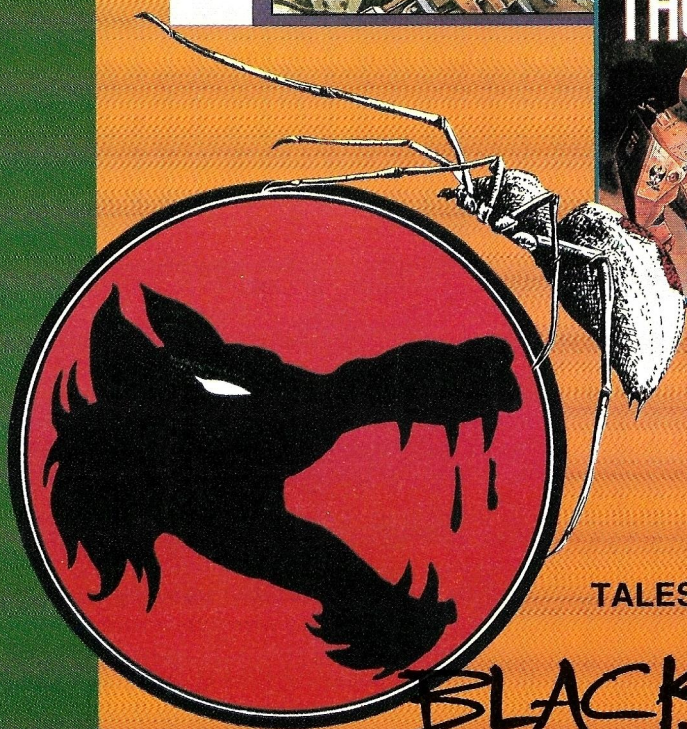


# SHRAPNEL™

FRAGMENTS FROM THE INNER SPHERE



BATTLETECH®



TALES OF THE

BLACK WIDOW



**CRANSTON SNORD'S IRREGULARS™****Stock# 1614**

Cranston Snord's Irregulars is widely regarded as the most unorthodox mercenary company of the Inner Sphere. Its warriors are constantly struggling to make ends meet and to pursue their quest for artifacts. Personal profiles, combat readiness, and 13 scenarios are included.

**THE GRAY DEATH LEGION™****Stock# 1617**

Born in the wake of civil unrest, the Gray Death Legion has become one of the most respected mercenary units of the Inner Sphere. **The Gray Death Legion** contains statistics and personal profiles on the members of the Grayson Carlyle's command company, the operating condition of their 'Mechs, and 16 scenarios of some of the Gray Death Legion's more notable battles.

**SORENSEN'S SABRES™****Stock# 1627**

Sorenson is a name that means strength of will and unyielding determination to the Kurita people. A group of uniquely qualified individuals make up the unstoppable Sorenson's Sabres, a unit respected throughout the Inner Sphere. The pack contains unit history, personality profiles, unit strength and combat readiness, and 16 scenarios.

## **BATTLETECH BOOKS AND NOVELS**

**DECISION AT THUNDER RIFT™****Stock# 8601**

Grayson Carlyle was trained to be a MechWarrior since the age of ten. Now his family and friends are dead, and the regiment he was to join is gone. To become a MechWarrior, he must build a unit from the ground up, which means capturing an enemy 'Mech!

**MERCENARY'S STAR™****Stock# 8605**

Grayson Carlyle's newly formed Gray Death Legion has its first job: Turn the farmer rebels on Verthandi into an effective guerrilla fighting force. This time it's win or die because the only way off the planet is through the capital city, and the capital is controlled by Carlyle's arch enemy, Duke Ricol.

**THE PRICE OF GLORY™****Stock# 8607**

The Gray Death Legion has been betrayed. Its home base has been destroyed, their families scattered, and now they have been branded as outlaws!

**THE SWORD AND THE DAGGER™****Stock# 8602**

MechWarriors believe that the only way to kill a BattleMech is with another 'Mech. But Generals know that the best way to kill an army of 'Mechs is with a well-placed dagger. Is someone trying to kill Hanse Davion?

**WARRIOR: EN GARDE™****Stock# 8608**

Justin Xiang, formerly a MechWarrior in the service of the Federated Suns, is branded a traitor and forced into exile. Can he survive the dangers of Solaris VII, a planet occupied by all five major houses, where mortal combat is an organized sport? Wedding plans continue for Melissa Steiner and Hanse Davion, but not everyone in the Inner Sphere is pleased with the coming alliance.

**WARRIOR: RIPOSTE™****Stock# 8609**

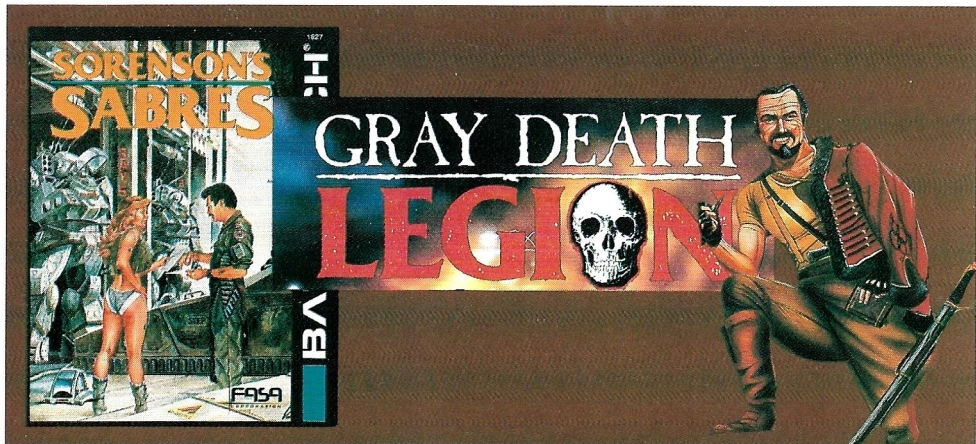
For over 250 years, war, petty hatreds, and slowly failing technology have halted all attempts to unify the Inner Sphere. All that will soon change when Hanse Davion and Melissa Steiner marry. As they cement an alliance between their two powerful Houses, the balance of power among the Warlords of the Inner Sphere irrevocably changes. A new golden age of peace and prosperity may soon replace the hundreds of years of interstellar war.

A golden age is not part of Maximilian Liao's plan. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer, to set in motion a sinister plot to rip the Federated Suns asunder.

**THE SPIDER AND THE WOLF™****Stock# 8604**

**The Spider and the Wolf** is a graphic novel that details the betrayal of Wolf's Dragoons by House Marik, their employers!





**COMING SOON**  
**WARRIOR COUPE**

Climax of the Warrior Trilogy

**WOLVES ON THE BORDER**

Chronicle of Wolf's Dragoons' contract with the Draconis Combine



## BATTLETECH MAP SET™

Stock# 1610

This map set comes with 4 maps to expand the field of combat for **BattleTech** or **CityTech**. The different terrains featured include a river valley, a desert, and an industrial complex.

## BATTLETECH MAP SET II™

Stock# 1618

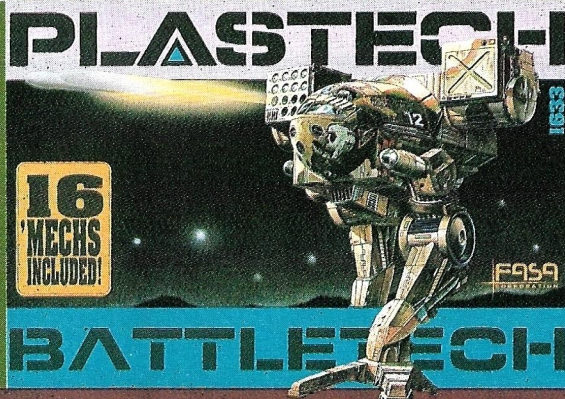
Four new terrain maps for **BattleTech** plus the Inner Sphere Map, for use with **BattleTech** or **CityTech**. Each map is printed in full color. The package contains one each of the following: Scattered Woods Map, City Ruins Map, Desert Hills Map, Mountain Lake Map, Inner Sphere Map.

## PLASTECH™

Stock# 1633

**PlasTech** is two each of eight different **BattleMechs** sculpted in 1/285th scale. These miniatures are ready for painting and will enhance any game, fitting on all **BattleTech** map sheets.

**PlasTech** contains two each of the following 'Mechs: *Atlas*, *Blackjack*, *Catapult*, *Hunchback*, *Locust*, *Panther*, *Trebuchet*, *Valkyrie*.



## CAMOSPECS™ THE GUIDE TO REGIMENTAL PAINT SCHEMES

Stock# 1632

The most powerful regiments in the Inner Sphere are comprised of **BattleMechs** and **MechWarriors**. All are steeped in tradition, honor, and duty. A regiment's colors are symbols of that unit, and thus embody the pride of the men, and history they share.

**CamoSpecs** provides the distinctive patterns and colors, as well as descriptions of selected regiments of the Inner Sphere.

## BATTLETECH BLUEPRINTS™

Stock# 1615

The **BattleTech Blueprints** set includes five 22" x 34" posters suitable for framing. Now you can see the internal workings of the *Warhammer*, the *Locust*, the *BattleMaster*, and others. Each poster contains descriptions of its 'Mech's weapons, cockpit, and **MechWarrior**. All sets are rolled in tubes.

## BATTLETECH REINFORCEMENTS™

Stock# 1625

All 55 **BattleMechs** described in the **Technical Readout 3025** are now available as **BattleTech** playing pieces. Each 'Mech is shown in full front and back view, printed in full color on heavy cardstock. You get two of each 'Mech, for a total of 110 pieces.

Also included are 24 card-stands and a book of 55 filled-out record sheets, one of each 'Mech.

Show your *esprit de corps* with **BATTLETECH HOUSE PATCHES**. These full-color patches will look great on your jacket or vest.

House Davion

Stock# 8701

House Kurita

Stock# 8702

House Steiner

Stock# 8703

House Marik

Stock# 8704

House Liao

Stock# 8705

FASA Corporation  
P.O. Box 6930  
Chicago, IL 60680

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# STAR TREK®



## GAMES & RULES SUPPLEMENTS

### **STAR TREK: THE ROLE PLAYING GAME (DELUXE)™ Stock# 2001**

Contains everything you need to play in the **STAR TREK** universe. The three-book set covers all aspects of roleplaying planetside adventures, and the **Starship Tactical Combat Simulator** provides rules for combat and maneuver of your starship. This game has it all!



## THE KLINGONS

Stock# 2002

The Klingons is an expansion for **Star Trek: The Role Playing Game**. It contains rules for generating Klingon characters and is a sourcebook for Klingon social structure, history, and military organization.

## STARSHIP TACTICAL COMBAT SIMULATOR

Stock# 2003

Take command of a starship and battle the treacherous Klingons to protect the Federation in this fast-paced game of starship combat. This easy-to-learn game includes 156 full-color playing pieces, a large 22" x 33" starfield map, rulebook, an 80-page book of completed record keeping panels and counters, scenarios, and ship data for Basic, Advanced and Graduate versions of the game.

## STAR TREK: THE ROLE PLAYING GAME (BASIC)

Stock# 2004

Live the excitement of the STAR TREK universe in **STAR TREK: The Role Playing Game**. Players assume the roles of characters from the **USS Enterprise** or create one of their own and lead him or her through a series of strange and exciting adventures. Includes **Star Fleet Officers Manual**, **Cadet's Orientation Sourcebook** and **Game Operations Manual**.

## THE ROMULANS

Stock# 2005

This two-book rules expansion for **STAR TREK: The Role Playing Game** provides fascinating facts about the Romulan character, history, and religion. The books also include descriptions of the Romulan Star Empire, the Imperial Navy, starships, weapons, equipment, and combat tactics.

## THE ORIONS

Stock# 2008

The **Orions** consists of two books. **The Book of Common Knowledge** contains information that is known to Federation, Klingon, and Romulan characters. **The Book of Deep Knowledge** provides information known only to the gamemaster and Orion characters. This long-awaited rules expansion fills the gaps of Orion history, presents the Orion character generation system, describes Orion families, corporations, governments, and the exciting green slave women. The book also sets the record straight on Orion pirates.

## THE FEDERATION

Stock# 2011

This sourcebook describes the structure, operation, and organization of the powerful political body known as the United Federation of Planets. Included is extensive background information on the founding members and their cultures, with detailed examination of Vulcans, Terrans, Andorians, Tellarites, Edoans, Caitians, and many other races.



ANDORIAN

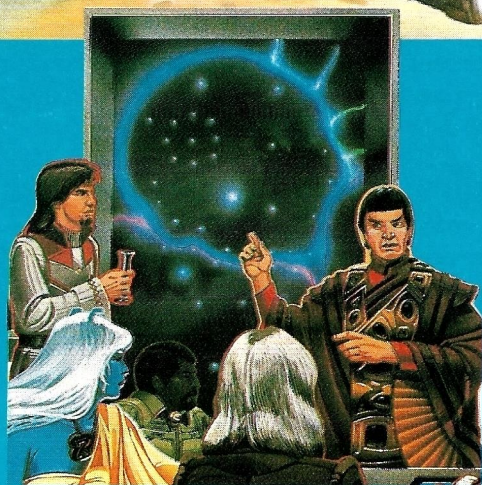
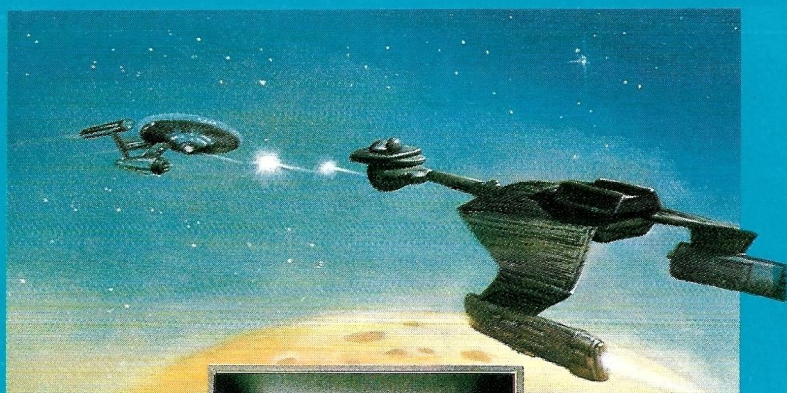


KAFERIAN



DELTAN







## **STAR TREK: THE NEXT GENERATION OFFICERS MANUAL**

**Stock# 2012**

This **Officers Manual** is an introduction to the Starfleet of the Next Generation. It describes changes to ship's operational procedures that reflect the new officer positions, detailed information about new equipment, and extensive sections about the *Galaxy* Class cruiser and artificial beings like Lieutenant Commander Data. There are also deck plans for the main bridge, the battle bridge, and officer and crew quarters; illustrations of rank insignias, Starfleet uniforms, science, medical, and engineering tricorders, the Mark V personal phaser and other weapons, the Ferengi, the Q, and other new alien races.

## **STAR FLEET INTELLIGENCE MANUAL**

**Stock# 2014**

The **Intelligence Manual** provides full information on the generation and use of spies and secret operatives in the **STAR TREK** universe. Complete background information, history, organization, and standard operating procedures are provided.

# **ADVENTURES & RULES SUPPLEMENTS**

To add to the excitement of **STAR TREK** roleplaying, FASA offers a line of adventure modules with new missions for players to carry out. Each **STAR TREK** adventure comes beautifully packaged and contains all the information, maps, starship deck plans, and character descriptions to begin play.

## **WITNESS FOR THE DEFENSE**

**Stock# 2202**

When a murder occurs on the mining colony of Janus VI, a young miner is the accused. Kirk, Spock, and McCoy must find evidence of his guilt or innocence or disaster could befall the entire colony.

## **TRADER CAPTAINS AND MERCHANT PRINCES**

**Stock# 2203**

This two-book supplement to **STAR TREK: The Role Playing Game** includes all the rules and charts needed to create traders, privateers, merchants, con-men, and rogues. Ply the spacelanes in search of adventure and booty!

## **SHIP CONSTRUCTION MANUAL**

**Stock# 2204**

All the data and tables necessary to construct ships of Romulan, Klingon, Orion, Gorn, or Federation origin are provided in an easy-to-use format. Essays on design philosophy of the major races and data on the cost, availability, and reliability of starship equipment are provided.

## **THE ORION RUSE**

**Stock# 2208**

Everything was going well for the crew of the merchant ship *Eridani Star*. Then Star Fleet decided that the ship would make a great cover for an intelligence mission in Orion space.

## **MARGIN OF PROFIT**

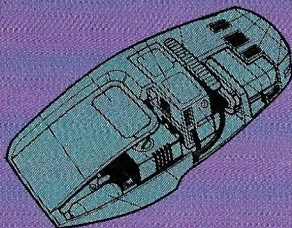
**Stock# 2209**

Hauling dilithium can be a lucrative occupation, but when there are pirates in the area, you can lose a lot more than just your margin of profit.

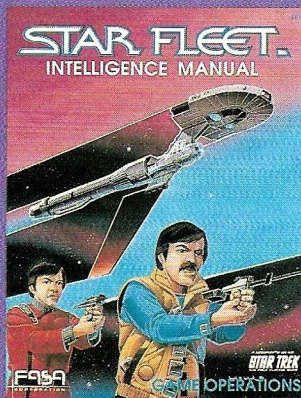




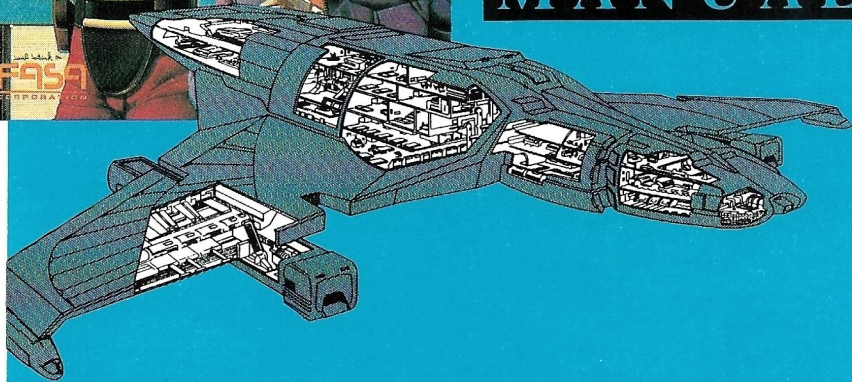
## OFFICER'S MANUAL



MARK V PERSONAL PHASER



# SHIP CONSTRUCTION MANUAL





## THE OUTCASTS

Stock# 2210

Covert operations without Star Fleet sanction lead players into a web of crime and possible interstellar war.

## A MATTER OF PRIORITIES

Stock# 2211

As the new Commander of the Klingon Battlecruiser *Malevolent*, you must perform a security inspection of an intelligence-gathering base on the Klingon/Romulan border. The Romulans show up to complicate matters.

## A DOOMSDAY LIKE ANY OTHER

Stock# 2212

The *USS Fife* is on standard patrol when the ship suddenly encounters a "Doomsday Machine" like the one destroyed years before by Captain Kirk of the *USS Enterprise*!

## THE MINES OF SELKA

Stock# 2213

Smuggling, piracy, and now ship disappearances near Orion space. Who knows what will happen next?

## GRADUATION EXERCISE

Stock# 2216

As graduates of the Klingon equivalent of Star Fleet Academy, you and your comrades must pass one final test of retrieving a Klingon intelligence agent in the Triangle. Simple, until the Romulans show up wanting the same thing!

## WHERE HAS ALL THE GLORY GONE?

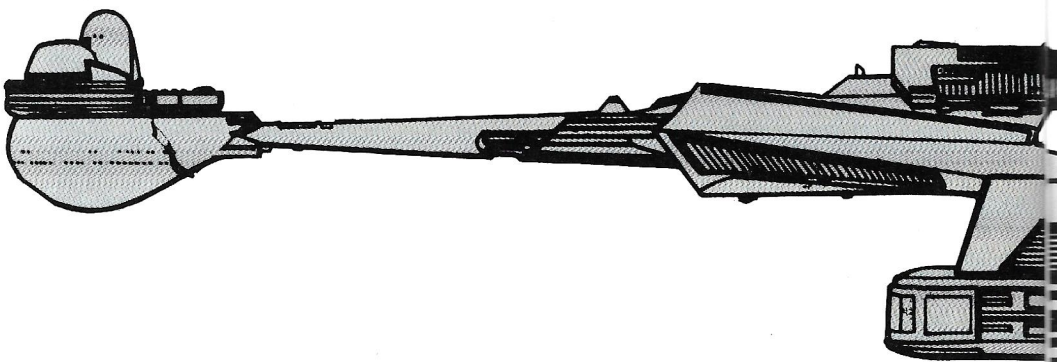
Stock# 2217

A distress signal from within the Neutral Zone and the *USS Niwen* must rush to the scene at emergency speed. But nothing is ever simple in the Neutral Zone and the situation gets far more complicated.

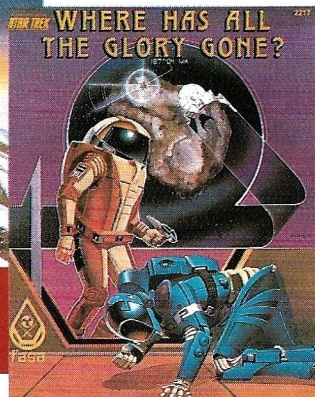
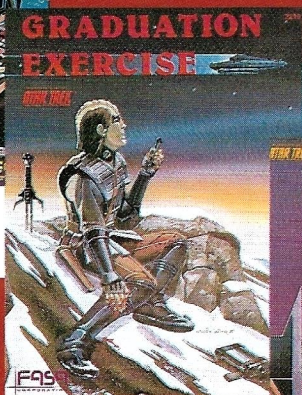
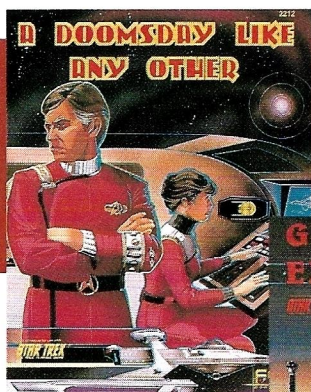
## RETURN TO AXANAR/THE FOUR YEARS WAR

Stock#2218

The *USS Cooper* must transport scientists to Axanar, site of the first battle against the Klingons in the Four Years War. What is so important that the scientists need a destroyer? This two-book set includes a separate volume describing in detail the events of the Four Years War.









## **DECISION AT MIDNIGHT**

**Stock# 2219**

Your captain's behavior is becoming more and more erratic. After a border incident, he suddenly decides to blockade a key system. A showdown is brewing, but is it to be against the captain, or the Klingons?

## **IMBALANCE OF POWER**

**Stock# 2220**

Your scout vessel has discovered a planet with large durallium deposits. The Empire will reward you and your Klingon cohorts well if you find an efficient way to exploit the natives.

## **A CONFLICT OF INTERESTS/ KLINGON INTELLIGENCE BRIEFING**

**Stock# 2222**

Sheridan's World is the site of an Organian experiment to create a colony populated by both Klingons and Humans. Now they must decide between the Federation and the Klingon Empire. Diplomatic teams must be very convincing, both publicly and privately. Also included is the Star Fleet Officers Briefing on the Klingon Empire.

## **THE DIXIE GAMBIT**

**Stock# 2223**

Operation Dixie was an ambitious intelligence mission that, inexplicably, failed. Suddenly one of the ships involved reappears and your mission is to determine the fate of the agents and information involved!

## **THE WHITE FLAME**

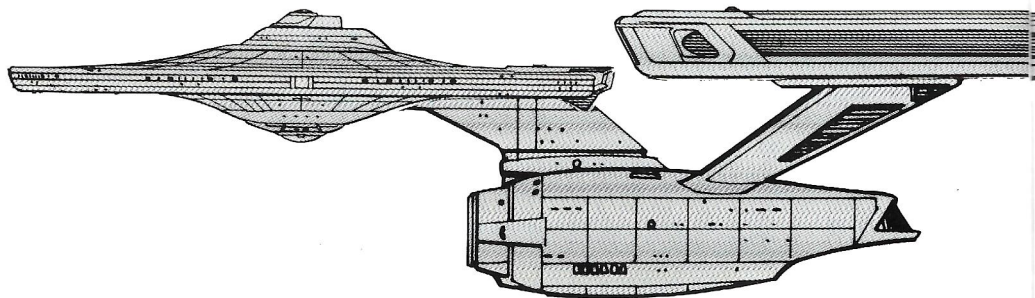
**Stock# 2225**

A scenario pack for the **Star Trek Starship Combat Game**, **The White Flame** details the exploits of the Emperor's own 123rd Assault Flotilla. This Klingon Battle Group patrols the uneasy border of Klingon, Federation, and Romulan space. Included are unit history, organization, personalities, and combat readiness, as well as 15 scenarios pitting the White Flame against Orion, Romulan, and Federation opponents in a series of deadly encounters.

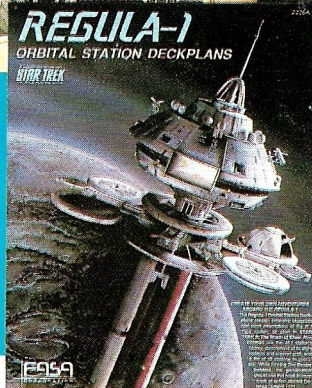
## **THE STRIDER INCIDENT/REGULA I DECK PLANS**

**Stock# 2226**

Players must investigate a starship attack on the Klingon Empire. Did Captain Kristine Reardon act on her own? Who sent the orders to attack? Is the Federation at war with the Klingons Also included are complete deck plans for the Regula I space station.









Miniatures come unprinted and require some assembly with a fast-acting super glue.



1/3900 Scale Starship Miniatures

2501	USS ENTERPRISE (New)	2518	USS EXCELSIOR (Battleship, ST III)
2502	USS RELIANT (Cruiser)	2519	USS GRISOM (Research Vessel, ST III)
2503	KLINGON D-7 (Battlecruiser)	2520	DEEP SPACE FREIGHTER
2504	ROMULAN BIRD OF PREY (Cruiser)	2521	ROMULAN GRACEFUL FLYER
2505	USS ENTERPRISE (Old)	2522	ORION WANDERER
2506	REGULA I SPACE LAB/DEFENSE OUTPOST	2523	KOBAYASHI MARU (Freighter)
2507	USS LARSON (Destroyer)	2524	ROMULAN GALLANT WING (Cruiser)
2508	KLINGON D-10 (Cruiser)	2525	GORN (Battleship)
2509	KLINGON D-18 (Destroyer)	2526	USS BAKER (Destroyer)
2510	KLINGON K-23 (Escort)	2527	ROMULAN NOVA (Battleship)
2511	GORN MA-12 (Cruiser)	2528	ROMULAN BRIGHT ONE (Destroyer)
2512	ORION BLOCKADE RUNNER	2529	KLINGON L-24 (Battleship)
2513	KLINGON L-9 (Frigate)	2530	KLINGON D-2 (Missile Destroyer)
2514	USS LOKNAR (Frigate)	2531	ROMULAN WHITEWIND (Cruiser)
2515	ROMULAN WINGED DEFENDER (Cruiser)	2534	USS ANDOR (Missile Cruiser)
2516	USS CHANDLEY (Frigate)	2535	USS ENTERPRISE (GALAXY CLASS)
2517		2536	FERengi CRUISER

## Data Books

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

### SHIP RECOGNITION MANUAL: KLINGONS

Stock# 2301

### SHIP RECOGNITION MANUAL: FEDERATION

Stock#2302

### SHIP RECOGNITION MANUAL: ROMULANS

Stock# 2303

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