

**FALL 1986**  
**CATALOG OF GAMES AND BOOKS**



**TSR**

CORPORATION



SECOND EDITION

# BATTLETECH™

A GAME OF ARMORED COMBAT

1604



## BATTLETECH

A Dark Age has befallen mankind. Where once the United Star League reigned, five Successor States now battle for control. Wars among them have ravaged the once-flourishing worlds and left them in ruins. The advancement of technology has not only ceased, but the machines and equipment of the past cannot be produced by present-day worlds. Now, the Succession Wars are fought over water, ancient machines, and spare-parts factories.

The battlefields of the Succession Wars are dominated by the most awesome war-machines in man's history, the **BattleMechs**. These huge man-shaped vehicles are faster, more mobile, better armored, and more destructive than a battalion of 20th-Century tanks. Now, you can control the **BattleMechs** in this exciting game of warfare in the 30th-century Successor States.

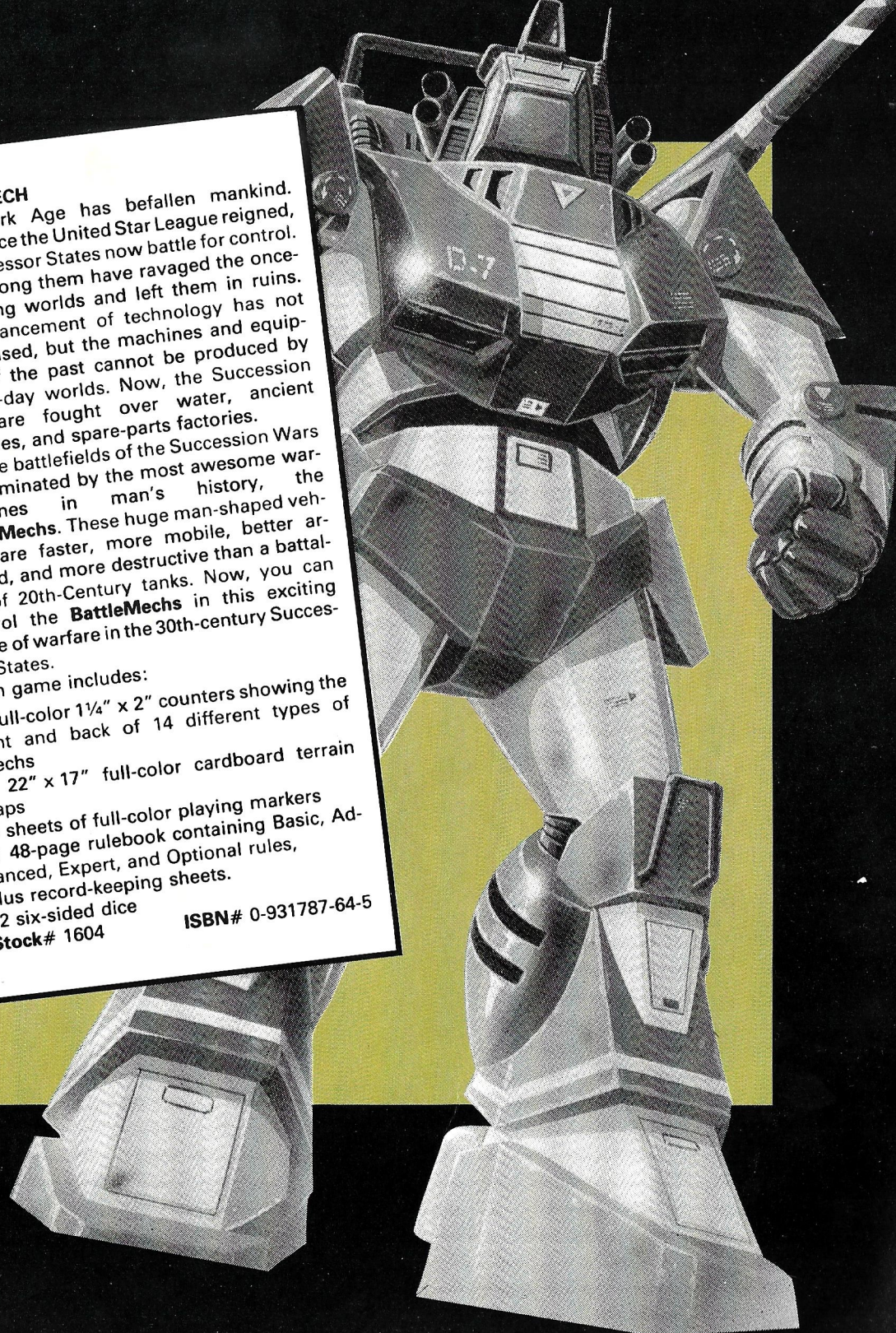
Each game includes:

48 full-color 1 1/4" x 2" counters showing the front and back of 14 different types of 'Mechs  
2 22" x 17" full-color cardboard terrain maps

4 sheets of full-color playing markers  
1 48-page rulebook containing Basic, Advanced, Expert, and Optional rules, plus record-keeping sheets.  
2 six-sided dice

Stock# 1604

ISBN# 0-931787-64-5







### BattleForce

BattleForce is the BattleTech game of mass combat. Units from lances to regiments fight the battles of the Successor States. The game includes the rulebook, mapsheets, counters, and dice. In addition to the game rules, the rulebook also details the orders of battle of the various factions fielding armies in the Succession Wars.

Stock# 1611

ISBN# 0-931787-62-9

### BATTLETECH NOVELS

BattleTech is an acronym for Battlefield Technology. It is used in the 31st century to describe how various kinds of equipment operate in warfare. The battlefields of the Succession Wars are dominated by the most awesome fighting-machines in man's history, the BattleMechs. These 40-foot tall, man-shaped vehicles and their pilots, the Mech Warriors, are the most respected element of society in the BattleTech universe. It is around these MechWarriors and their machines that the storyline revolve.

#### BattleTech: Decision At Thunder Rift

This adventure centers around a young and talented warrior and a bunch of military misfits in a mercenary company known as the Grey Death. Battling for their very lives against incredible odds, the company and its young leader manage to prosper and become successful within the Successor States. The Grey Death will encounter many exciting adventures before their ordeal is through.

#### BattleTech: The Sword and The Dagger

A veteran commander of an elite unit in the service of the House of Davion becomes embroiled in the Machiavellian politics of the Successor States – and he finds it much deadlier than the battlefield.

BattleTech Novels

Thunder Rift

Stock# 8601

ISBN# 0-931787-69-6

The Sword and the Dagger

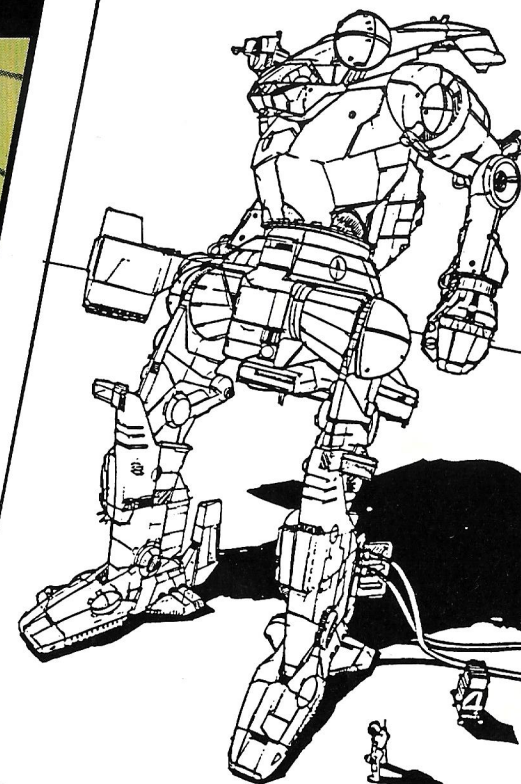
Technical Readout

Stock# 8603

ISBN# 0-931787-84-X

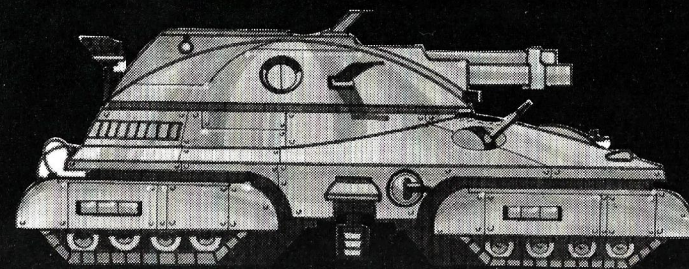
Stock# 8602

ISBN# 0-931787-77-7



#### BattleTech: Technical Readout 3025.00

The Technical Readout 3025.00 is a sketchbook drawn in the "Star Wars" style. This reference book contains illustrations of BattleMechs, Aerospace Fighters, tanks, hovercraft, and other equipment, plus descriptions and statistics for each. A truly artistic piece for all science-fiction buffs.





**MechWarrior The BATTLETECH Role  
Playing Game**

This BattleTech rules supplement provides the rules to role-play MechWarriors. Detailed rules show exactly what technology has been lost by the Successor States and what kind of equipment is still being built. Character generation, personal combat rules, equipment lists, and additional BattleTech history fill out this supplement. Also included are color illustrations of the uniforms and equipment used by the more prominent personalities and Houses.

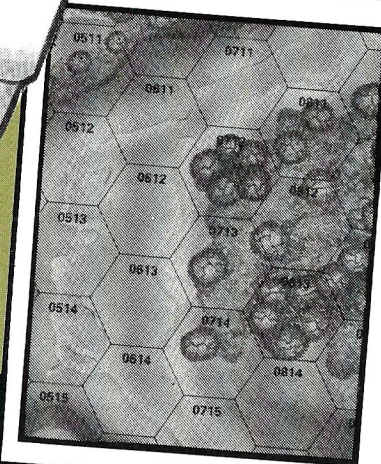
Stock# 1607 ISBN# 0-931787-58-0



**The Succession Wars**

Play the leader of one of the ruling Houses of the Successor States in this game of politics, combat, and economics. Mixing elements of such classic games as Diplomacy, Risk, Monopoly, and Axis & Allies, this game ends when one player has it all. Components include the map, counters, event cards, money, dice, and the rulebook.

Stock# 1612 ISBN# 0-931787-72-6



**BattleTech Map Set**

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.

Stock# 1610 ISBN# 0-931787-57-2





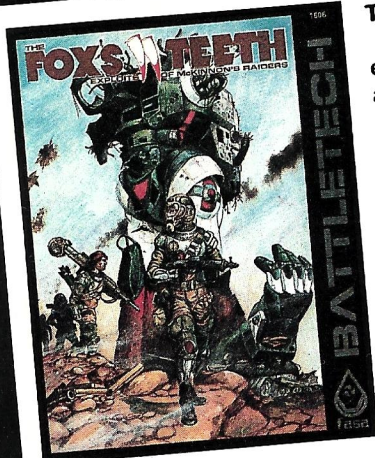
### AeroTech

AeroTech simulates the space combat fought before and during a BattleMech drop on a hostile planet. DropShips and their fighter escorts must travel close to the target planet to safely drop their cargos of fighting 'Mechs. Planetary defense fighters try to stop them by fighting the DropShips, fighters, and even 'Mechs on their way to the planetary surface. Use of tricky orbits helps conserve fuel and adds velocity to ships fighting in a planet's gravity well.

The game comes with a full-color 22 x 34 inch mapsheet, playing pieces for DropShips, fighters, and 'Mechs, the rulebook which also includes guidelines for constructing new fighters, and two dice.

Stock# 1609

ISBN# 0-931787-61-0



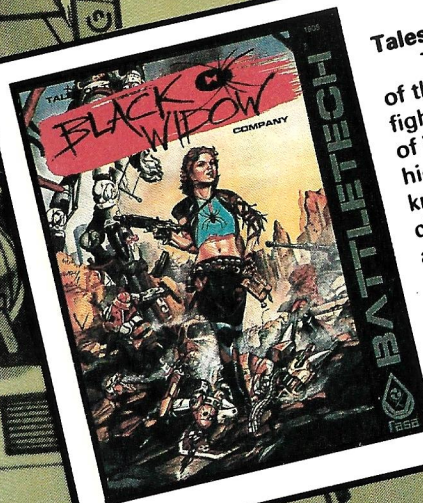
### The Fox's Teeth

The mercenary regiment McKinnon's Raiders was nicknamed The Fox's Teeth for their long and successful history in carrying out the policies of Hanse "the Fox" Davion. Now considered a house unit of the House of Davion, the most powerful of the Successor States, McKinnon's Raiders has a remarkable history of loyalty under the most trying of circumstances.

This scenario set details the history of McKinnon's Raiders, profiles the statistics and condition of the lead company of the Raiders, and includes 15 scenarios pitting the Raiders against the wide variety of opponents they have fought throughout their colorful past.

Stock# 1606

ISBN# 0-931787-66-1



**Tales of the Black Widow**  
This supplement is packed with descriptions of the exploits of one of BattleTech's most elite fighting companies, The Black Widow Company of Wolf's Dragoons. Selling their services to the highest bidder, this mercenary unit is well-known throughout the Successor States. Included is a history of the Black Widow company and its commander, Natasha Kerensky, details about the units that make up the company and the MechWarriors who do the fighting, plus 15 scenarios of actual engagements fought by the Black Widows.

ISBN# 0-931787-65-3

Stock# 1605

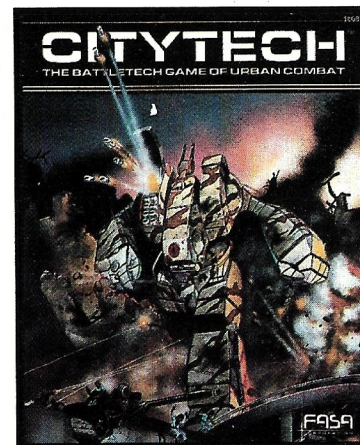
### CityTech

CityTech contains all the rules necessary to play Expert BattleTech, as well as the extensive rules necessary to fight in a city. Buildings, armored vehicles, and infantry have been added to expand the scope of combat in the Succession Wars. Detailed generation rules for vehicles (tracked, wheeled, and hover) and infantry units of all types are also included.

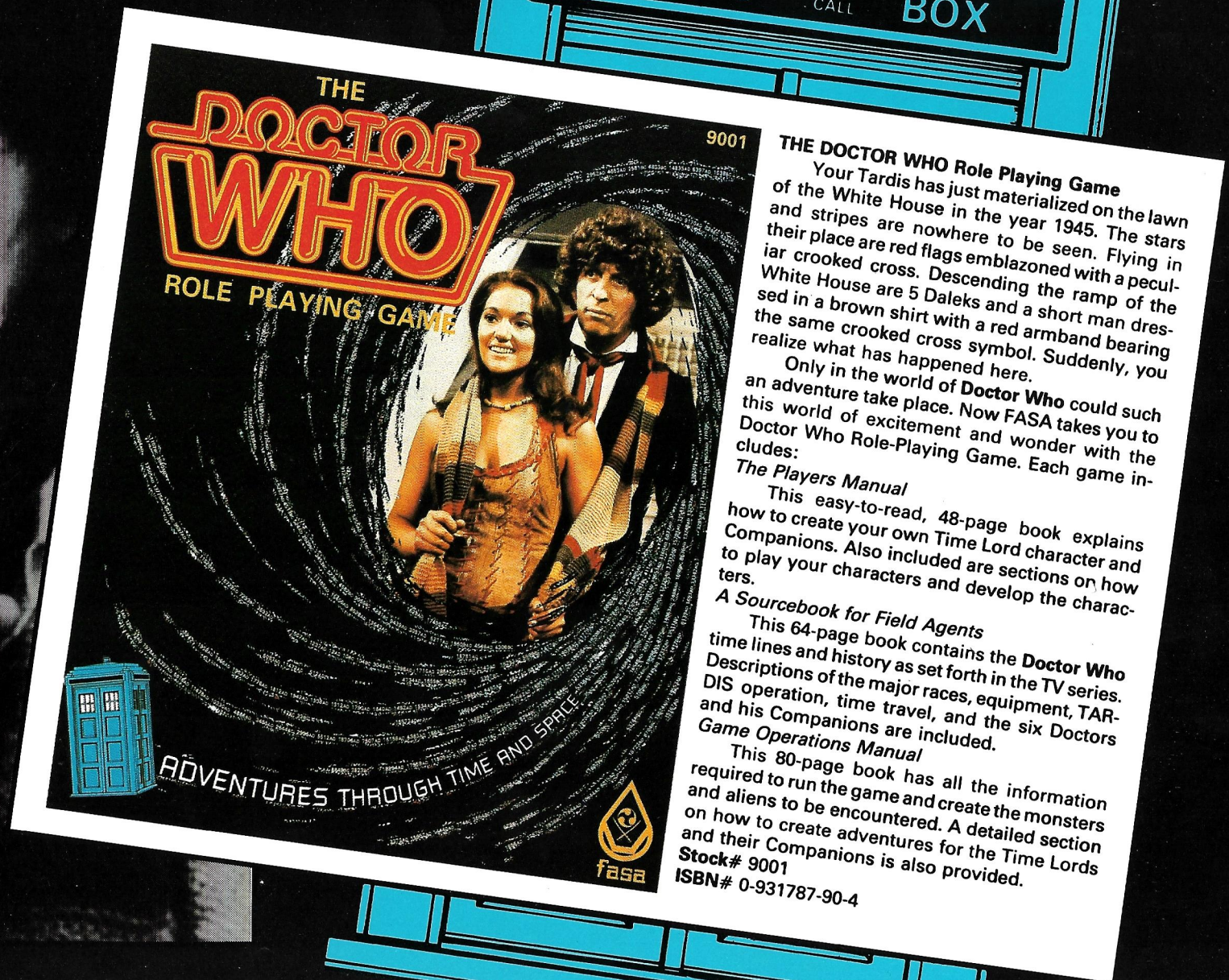
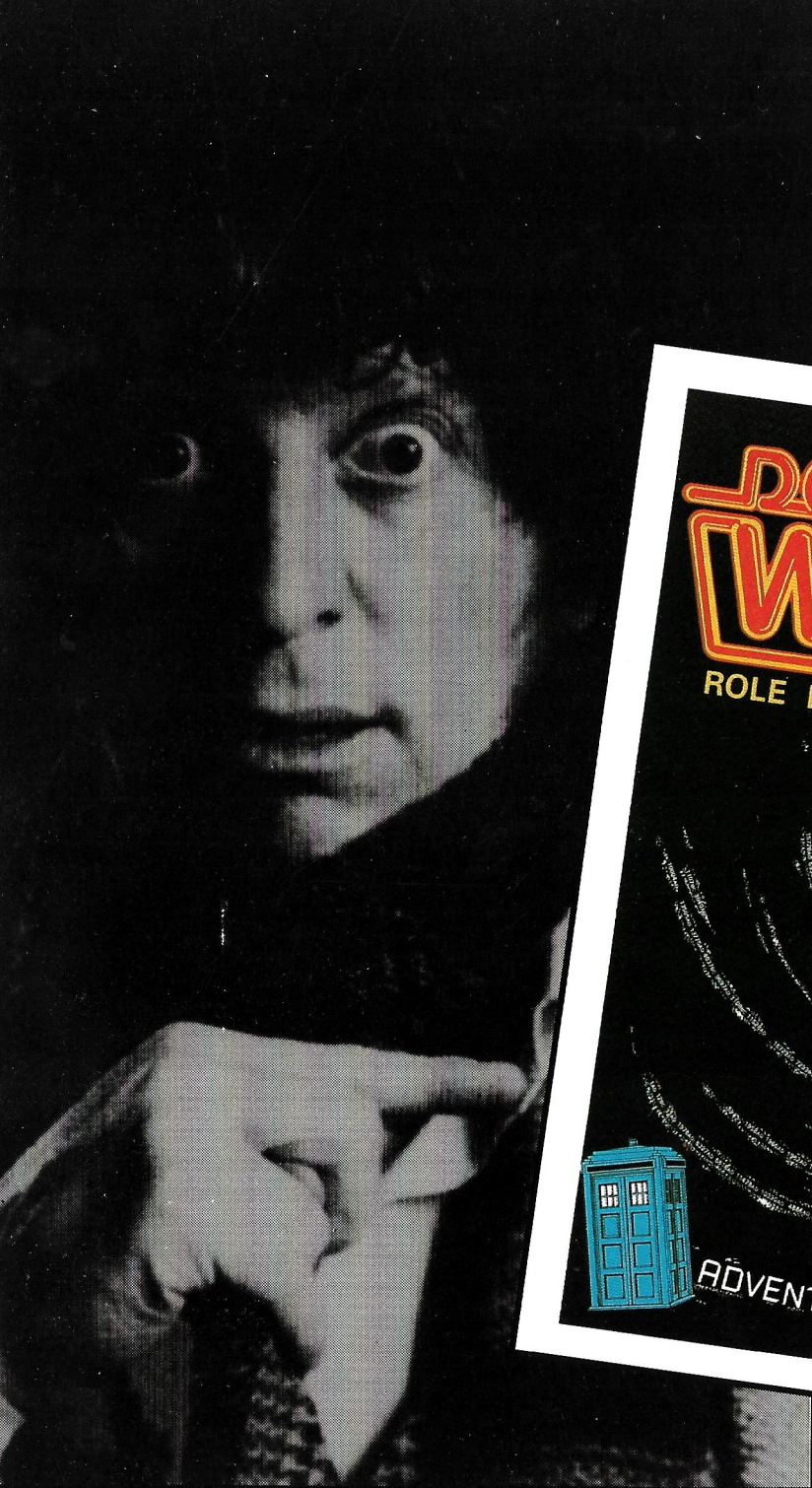
This boxed game includes the 48-page rulebook, two 22 x 17 inch city mapsheets, 'Mech, vehicle, and infantry playing pieces with plastic stands, several sheets of three-dimensional cut-out buildings and 2 dice.

Stock# 1608

ISBN# 0-931787-59-9







**THE DOCTOR WHO**  
ROLE PLAYING GAME

9001

ADVENTURES THROUGH TIME AND SPACE

fasa

**THE DOCTOR WHO Role Playing Game**  
Your Tardis has just materialized on the lawn of the White House in the year 1945. The stars and stripes are nowhere to be seen. Flying in their place are red flags emblazoned with a peculiar crooked cross. Descending the ramp of the White House are 5 Daleks and a short man dressed in a brown shirt with a red armband bearing the same crooked cross symbol. Suddenly, you realize what has happened here.

Only in the world of **Doctor Who** could such an adventure take place. Now FASA takes you to this world of excitement and wonder with the **Doctor Who Role-Playing Game**. Each game includes:

**The Players Manual**  
This easy-to-read, 48-page book explains how to create your own Time Lord character and Companions. Also included are sections on how to play your characters and develop the characters.

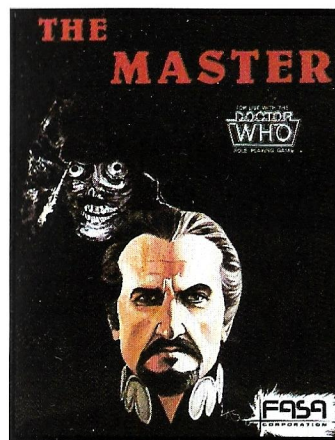
**A Sourcebook for Field Agents**  
This 64-page book contains the **Doctor Who** time lines and history as set forth in the TV series. Descriptions of the major races, equipment, TARDIS operation, time travel, and the six Doctors and his Companions are included.

**Game Operations Manual**  
This 80-page book has all the information required to run the game and create the monsters and aliens to be encountered. A detailed section on how to create adventures for the Time Lords and their Companions is also provided.

**Stock# 9001**  
**ISBN# 0-931787-90-4**





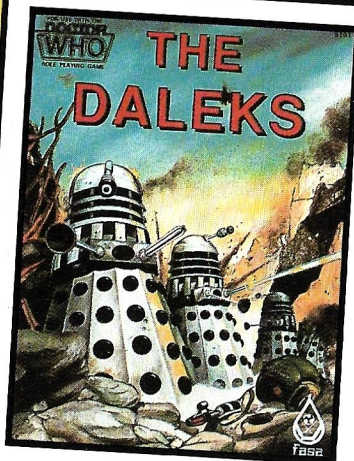


### The Master

This two-book supplement provides a complete portrait of the Doctor's arch-nemesis, The Master. Included in the gamemaster's book are the time lines of The Master's activities, his long-range goals, his hide-outs, and his sometime allies and Companions. A 16-page players' book gives the players all the information known to the CIA about the elusive renegade Time Lord who calls himself The Master.

Stock# 9102

ISBN# 0-931787-94-7



### The Daleks

This two-book set contains a 24-page summary of what the Time Lord Celestial Intervention Agency knows about its foes, the mechanical Daleks. Excerpts from various essays written by famous and infamous Time Lords are included.

The second book, for use by gamemasters only, contains the truth about the Daleks, their methods of operation, history, and goals.

This supplement is an invaluable aid for playing some of Gallifrey's most hated enemies.

Stock# 9101

ISBN# 0-931787-93-9

### The Cybermen/The Sontarans

The Cybermen and Sontarans supplements detail these Time Lord foes in the same manner as The Daleks. Each comes as a two-book set, with one book containing a summary of knowledge and opinions of various CIA operatives and the second book written for the gamemaster. Each supplement is an invaluable aid in playing and encountering or just learning about these creatures who believe the universe was created just for them.

#### The Cybermen

Stock# 9103

ISBN# 0-931787-73-4

#### The Sontarans

Stock# 9104

ISBN# 0-931787-74-2

### DOCTOR WHO ADVENTURES

These adventures are not only enjoyed and played by the game hobbyists but are also a hit with Doctor Who fans. Each Doctor Who adventure comes beautifully packaged and contains all the information, maps, starship deck plans, and character descriptions to begin play.

All modules are 48 pages long unless otherwise noted.

### DOCTOR WHO ADVENTURES

#### The Iyteen Menace

#9201

0-931787-91-2

#### Lords Of Destiny

#9202

0-931787-92-0

#### Countdown

#9203

0-931787-95-5



#### Hartlewick Horror

#9204

0-931787-75-0

#### Legions Of Death

#9205

0-931787-26-2

#### City Of Gold

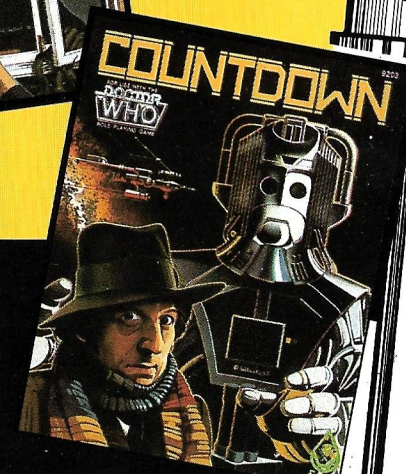
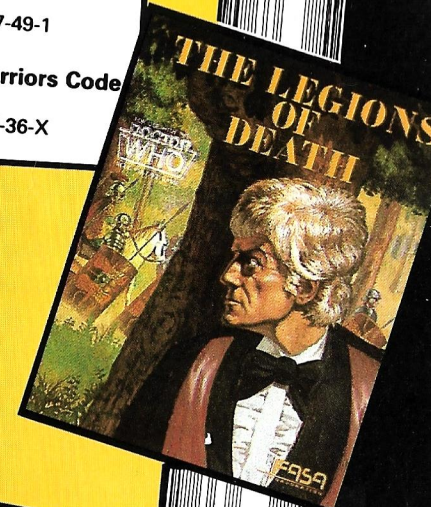
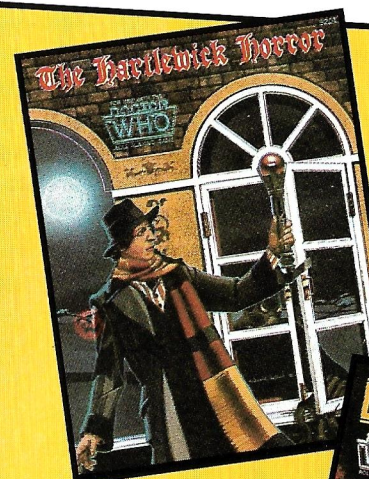
#9206

0-931787-49-1

#### The Warriors Code

#9207

0-931787-36-X





### DOCTOR WHO MINIATURES

Get completely involved in the **Doctor Who Role Playing Game** with these finely crafted 25mm miniatures from FASA. Using miniatures in roleplaying games adds three-dimensional reality to the game and helps you get into the action. No more guessing where your Time Lord is in relation to other characters; with the Doctor Who Miniatures you will be able to see the action and feel you are a part of it.

Each set comes with an assortment of characters, giving you many choices of figures to use. The popular characters of the TV series are available, plus many generic characters to use as your own Time Lord, companion, or bad guy. Collect them all and be ready when your time comes.

All miniatures come unpainted, and the Daleks require a one-step assembly. Regular hobby paints may be used to detail your favorite characters, or you may choose to leave them in their natural metal finish. In any case, the Doctor Who Miniatures line will be the pride of your collection and give you many hours of enjoyment.



### THE DOCTOR WHO SOLO-PLAY GAMEBOOKS

The Doctor Who Solo-Play Gamebooks are based on the popular BBC television series, DOCTOR WHO. In this game, YOU take the role of The Doctor and set out to save the galaxy from oppression. From time to time, you will have to make important decisions. Each decision will lead to consequences, leading to another decision point, and so on, which you will look up in the book as you go.

The possibilities for exciting adventure and mystery are many. Some of the possible outcomes are good, and some of them are not-so-good. If you fail in your mission the first, second, or even third time, you can always change the outcome in your next solo-play adventure by making new decisions.

Readers not familiar with the DOCTOR WHO television series or with FASA's role-playing game are not at a disadvantage because each book contains a background section to brief you on The Doctor and his time travel universe.

Take off on adventures through time and space with FASA's DOCTOR WHO Solo-Play Gamebooks.

#### Doctor Who and the Vortex Crystal

INCLUDES TWO DICE

#8901

0-931787-67-X



#### Doctor Who and the Rebel's Gamble

INCLUDES TWO DICE

#8902

0-931787-68-8





BASIC GAME

2004

# STAR TREK®

## THE ROLE PLAYING GAME



SECOND EDITION

### 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 40-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 Fleet Intelligence Manual**  
The Intelligence Manual is a must for those players and gamemasters wishing to bring spies and secret operatives into their *STAR TREK* games. This manual provides complete background information on the Intelligence Command, including history, organization, standard operating procedures, and history. Also included is a comprehensive system for creating characters for Intelligence Command. More than just a game aid, the *Star Fleet Intelligence Manual* is a long-awaited sourcebook on another of *STAR TREK*'s sought-after subjects.

ISBN# 0-931787-39-4

Stock# 2014

### **Star Trek Ground Forces Manual**

The Ground Forces Manual is a rules supplement providing all the background information needed to generate ground based military personnel and shipboard marines. A system for creating these character types is included for all major races, along with descriptions of their military organization and listings of the major pieces of equipment used. You will also be able to add to the background of the *STAR TREK* universe using the complete and concise history of the ground forces of the UFP also included in the manual. A must for the well-rounded *STAR TREK* enthusiast.

Stock# 2009

ISBN# 0-931787-09-2

### The Federation

The United Federation of Planets is described in detail in this *STAR TREK* rules supplement. A complete and concise sourcebook, *The Federation* describes the structure, operation and organization of this power political body. Also included are brief background on the founding members and their cultures, which players can use as source material for adventuring and character creation.

With this supplement, you will get a more detailed look at the Vulcans, Terrans, Andorians, Tellarites, Edoans, Caitians, and many other races. There is also a complete timeline of events leading up to the formation of the UFP and a section of World Logs for the Federation's most important planets. Now is the time to read and learn about the most powerful force in the known galaxy. Get your copy of *The Federation* today.

Stock # 2011

ISBN# 0-931787-30-0

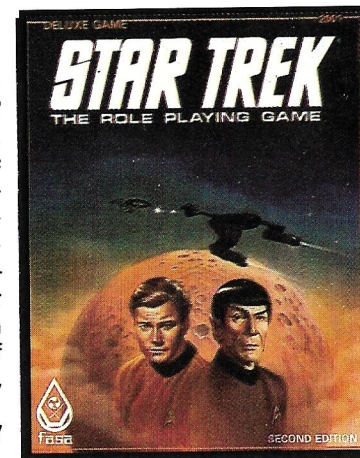


### STAR TREK: The Role Playing Game (Deluxe Edition)

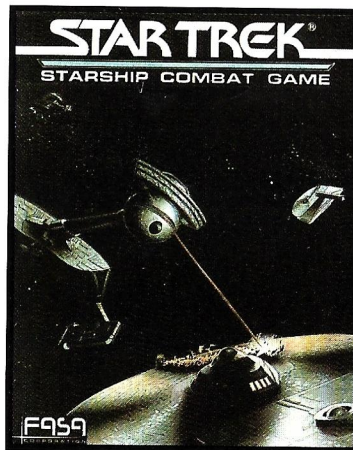
This is the game that started the *STAR TREK* gaming line, and contains all you need to play in the *STAR TREK* universe. For role-playing planetside adventures, there is the Basic game set which includes: *The Cadets Orientation Sourcebook*, the *Game Operations Manual*, and *Star Fleet Officer's Manual*. 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







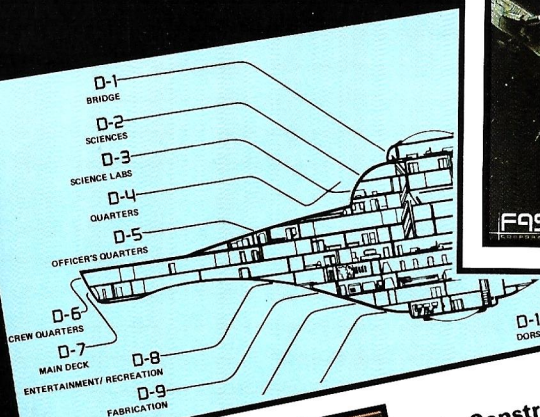
### STAR TREK Starship Combat Game

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 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# 2003

ISBN# 0-931787-06-8

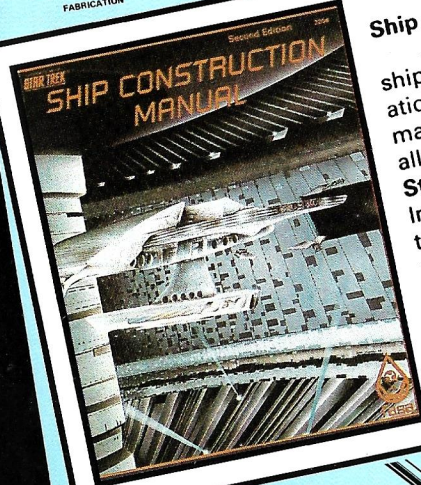


### Ship Construction Manual (2nd Edition)

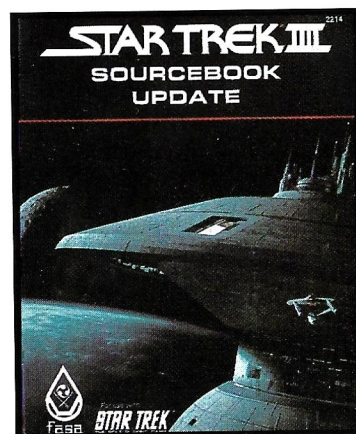
All data and tables necessary to construct a ship of Romulan, Klingon, Orion, Gorn, or Federation origin are provided in an easy-to-use format. This detailed and informative supplement allows players to build ships for use with the **Starship Combat Game** or for the Basic Game. Included in the 80-page 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



BOW ELEVATION



### A NEW MAJOR MOTION PICTURE

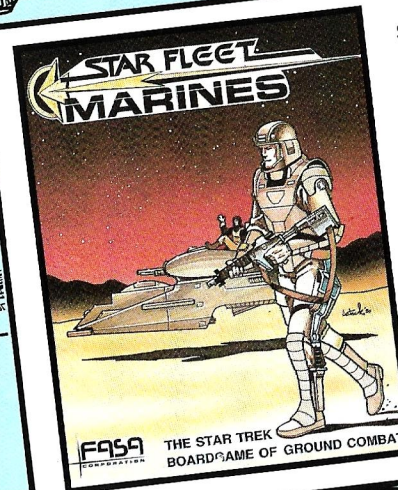
#### STAR TREK IV Sourcebook Update

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

This supplement contains a complete time line from the beginning of Earth's space history to the time of STAR TREK IV. 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. The personnel file provides updated statistics on your favorite characters from the movies.

Stock# 2230

ISBN# 1-55560-011-5



### Star Fleet Marines

Star Fleet Marines is a boardgame of tactical ground combat set in the STAR TREK universe. Players simulate battles between the Marines of Star Fleet and the Klingon Imperial Marines. Each game contains basic and optional rules, full-color mapsheets, and playing pieces representing the various units of the opposing forces, including tanks and armored personnel carriers. This platoon/company level tactical game is a must for the burgeoning generals of Star Fleet or the Klingon Empire.

Stock# 2016

ISBN# 1-55560-010-7

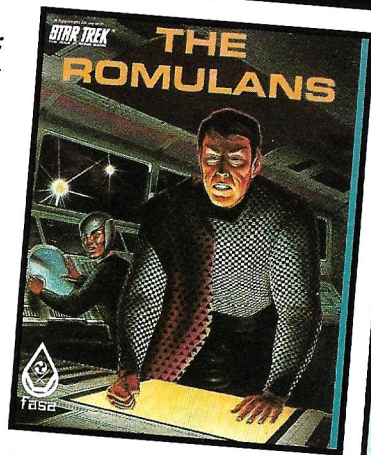


## The Romulans

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



## STAR TREK TRADER CAPTAINS AND MERCHANT PRINCES



## 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

## THE ORIONS



## 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

## Operation Armageddon

Operation Armageddon is the name of Star Fleet Command's Staff College wargame exercise, which all officers must take prior to graduation. This game has finally been declassified, and FASA was given permission to produce it for the general public. Operation Armageddon is more than just a game — it is several games in one. The first operation is titled **The Klingons Cross The Line**, and deals with an invasion of Federation space by the Klingon Empire. The second operation, titled **Road to the Stars**, deals with a Romulan incursion into Federation space. The third operation, titled **The Enemies Entangled**, deals with an outbreak of war between the Romulans and Klingons. In all three games, players assume command of one of the major powers and attempt to fill the victory conditions for each scenario. Of course, for those who wish to tackle the big one, there is Operation Armageddon, in which all the powers go to war with each other at once.

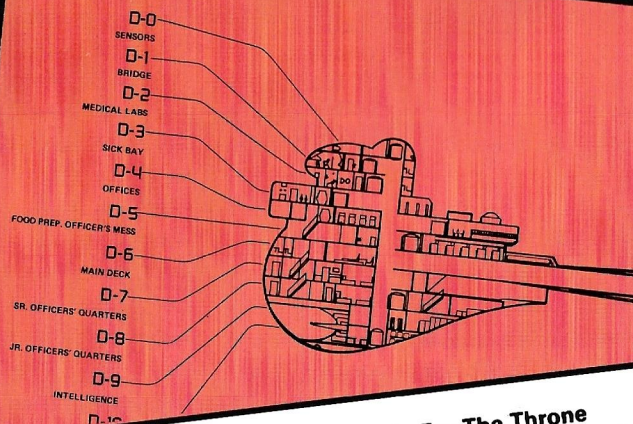
Included in the game are an easy-to-read rulebook, over 2,000 playing pieces, dice, and maps of the entire **STAR TREK** universe, measuring 78" x 66". That's over 35 square feet of playing area — truly a monster game.

Stock# 2010

ISBN# 0-931787-10-6







### The Klingons (2nd Edition)

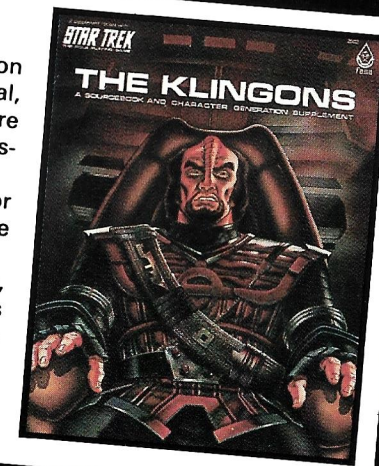
More than a supplement, this set provides not only a complete creation system for Klingon player characters, but complete technological, cultural, and physiological background of Klingons and their society. Klingons are among the most fascinating of *STAR TREK*'s villains. Now, they make fascinating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

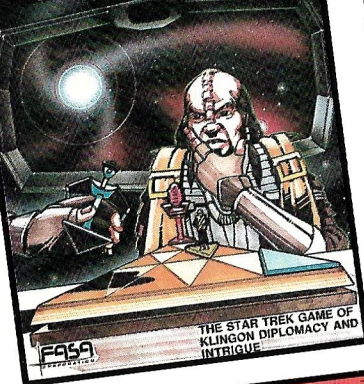
The two-book set provides both a player book and a gamemaster book, with the information appropriately divided. While the Federation knows more about the Klingons than any other race, they still do not know everything.

Stock# 2002

ISBN# 0-931787-02-5



### STRUGGLE FOR THE THRONE



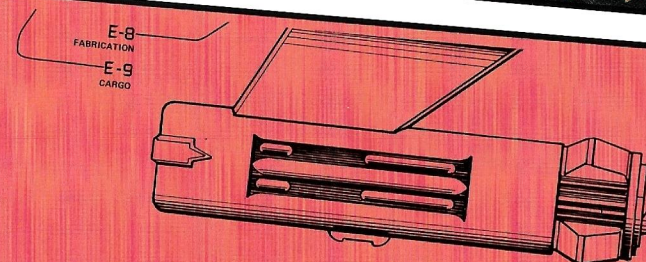
### Struggle For The Throne

The Klingon Emperor is dying and the Struggle for the Throne has already begun between the powerful Thought-Admirals. Each Admiral uses bribery, assassination, spies, threats, space battles, and even deals to gain power while the Emperor still lives. Klingon diplomacy is intense, for when the Emperor is no longer around, it will be open war among the Admirals vying for the throne.

In this easy-to-play game from FASA, each player assumes the head of one of the Klingon Empire's powerful families trying to take the throne. To win, players must interact with other players, making deals, bribing other players, and attempting to influence the Emperor. The game includes the rulebook, playing cards, playing pieces, a colorful map, and dice. For 2 to 6 devious players.

Stock# 2015

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### 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.

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#### The Federation

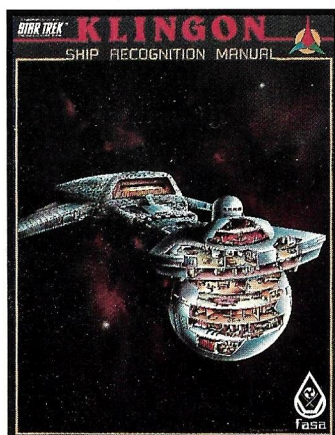
This is the most complete source for information on Federation starships. Included are the *Enterprise*, *Reliant*, *Constitution*, and *Excelsior* Class Ships.

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#### 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.

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These adventures are not only enjoyed and played by the game hobbyists but are also a hit with Star Trek fans. Each Star Trek adventure comes beautifully packaged and contains all the information, maps, starship deck plans, and character descriptions to begin play.

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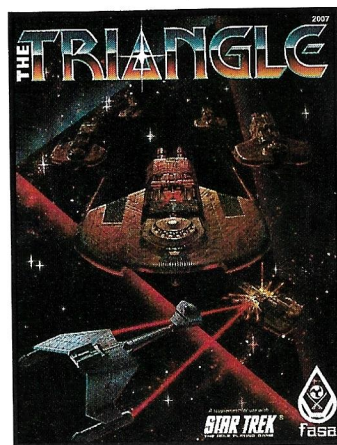
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**U.S.S. ENTERPRISE**  
Constitution Class Heavy Cruiser  
Sheet 2 of 9 Side B



### 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.

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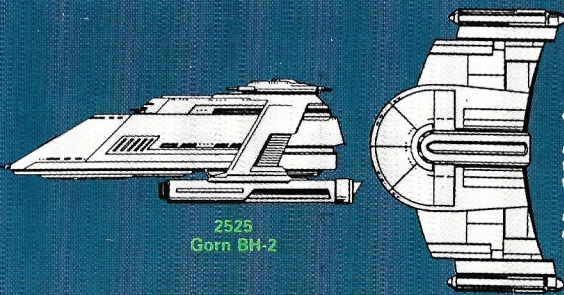


# STAR TREK STARSHIP MINIATURES

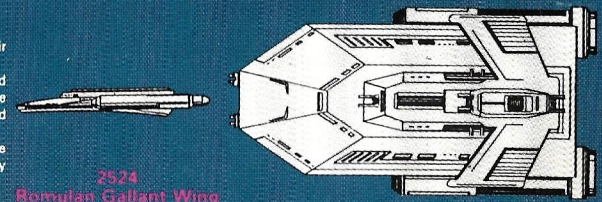
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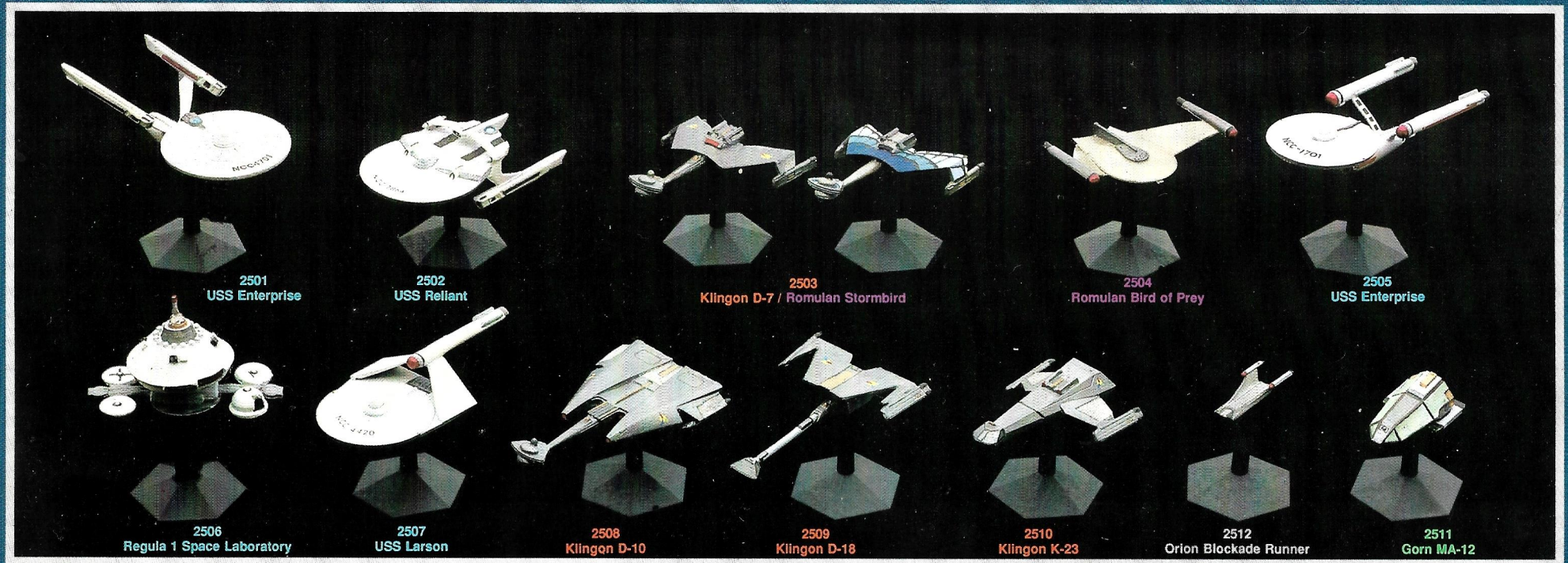
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2525  
Gorn BH-2



2524  
Romulan Gallant Wing



2501  
USS Enterprise

2502  
USS Reliant

2503  
Klingon D-7 / Romulan Stormbird

2504  
Romulan Bird of Prey

2505  
USS Enterprise

2506  
Regula 1 Space Laboratory

2507  
USS Larson

2508  
Klingon D-10

2509  
Klingon D-18

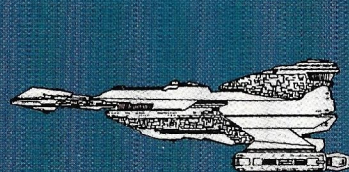
2510  
Klingon K-23

2512  
Orion Blockade Runner

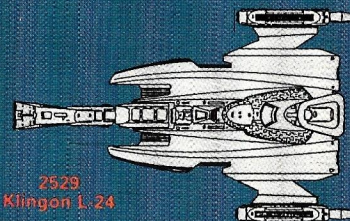
2511  
Gorn MA-12



2533  
USS Remora



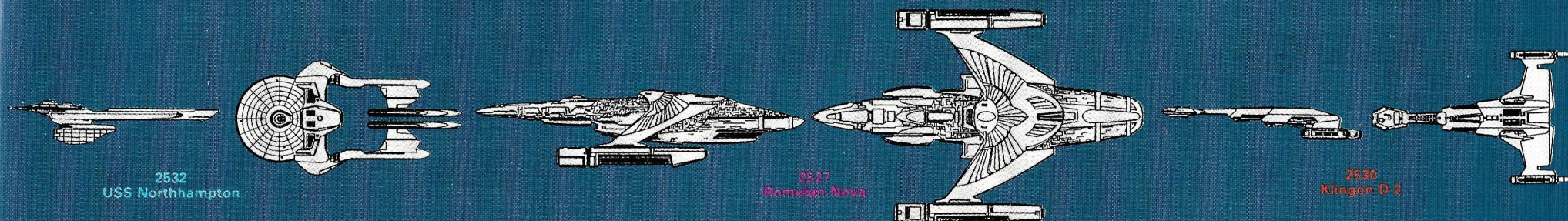
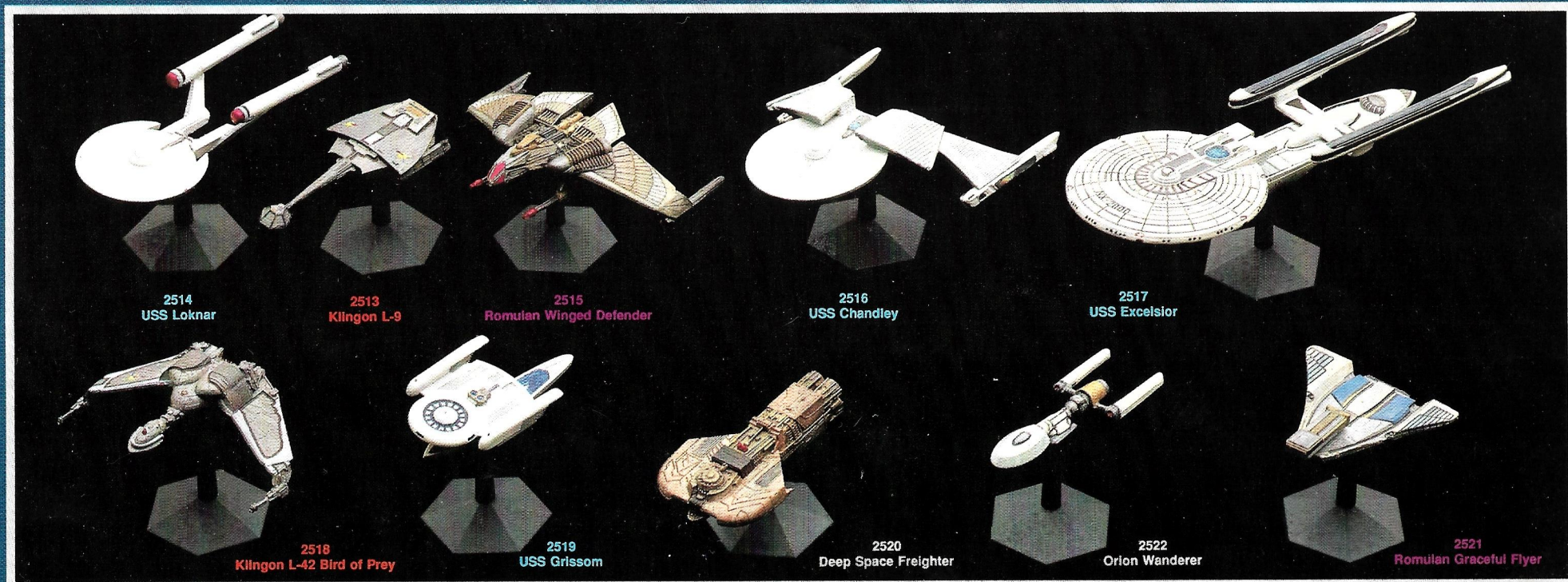
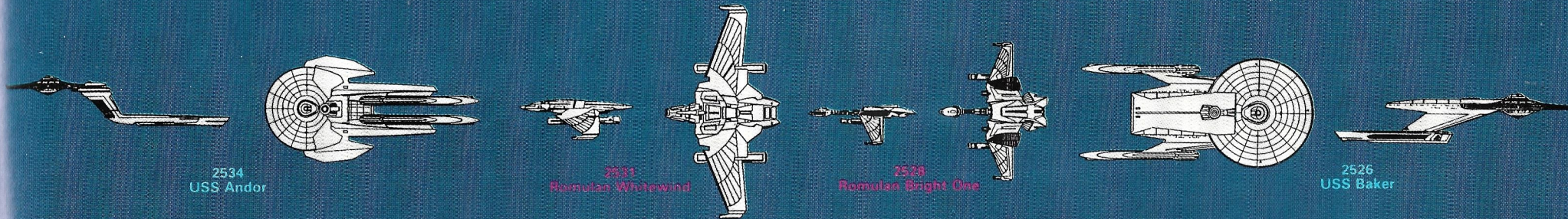
2529  
Klingon L-24



2523  
Kobayashi Maru









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## Top Gun

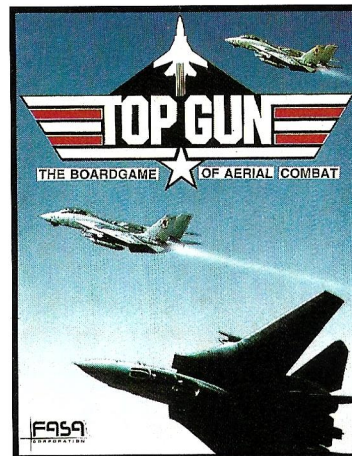
The Top Gun fighter combat boardgame features a step-by-step rules system that allows players to learn as they go. The introductory game, titled Pensacola, The Flight School, teaches players the basics of fighter combat. After gaining experience, they will learn the advanced game, Miramar, The Top Gun School. After that, they will be ready for the expert game, Off The Flight Deck.

In each of these games, the competition is fast and furious, with players simulating battles between American, Soviet, and other major powers (including Libya). Truly a game for today...

This game also has one other major feature. It will tie-in to the popular BattleTech game, providing the atmospheric fighter combat system. So, whether you are interested in modern day fighter combat or want to incorporate fighters into your BattleTech universe, Top Gun is the game for you.

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ISBN# 1-55560-008-5



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