

GUIDE TO

# FASA

# Classic Traveller

## FASA TRAVELLER PUBLICATIONS

D01	ISCV King Richard
D02	ISCV: Leander
D03	ISPMV: Fenris (and Valkyrie fighters)
D04	ISPMV: Tethys
D05	ZISMV: Vlezhdatl (and Vlezhdest fighters)
A01	Ordeal By Eshaar
A02	Action Aboard
A03	Uragyad'n Of The Seven Pillars
A04	Legend Of The Sky Raiders
A05	FCI Consumer Guide
A06	Rescue On Galatea
A07	Trail Of The Sky Raiders
A08	(not used)
A09	Fate Of The Sky Raiders
unpub	A10 Target: Assassin
1010	Harrensa Project/Stazhlekh Report (double adventure)
unpub	1011 Piracy/Stardust (double adventure)
B01	Adventure Class Ships 1
B02	Starport Module One: Hotel Complex
B03	Merchant Class Ships
B04	Aslan Mercenary Ships
unpub	B05 Starport Module Two: Orbiting Base
B06	Adventure Class Ships 2

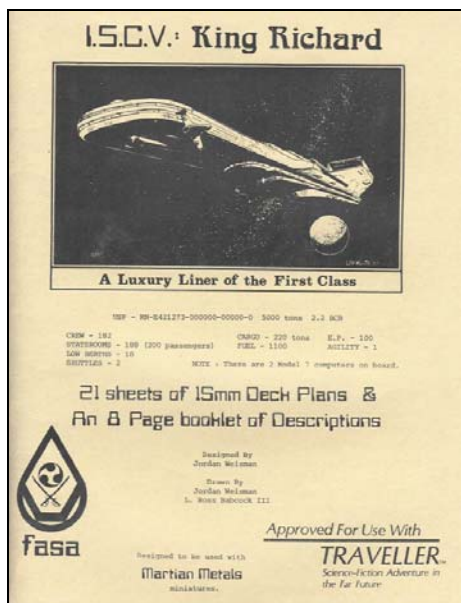
Sample file



**FASA**, later to become an award-winning and best-selling game publisher in its own right, began its existence as a **Traveller** licensee. Players could see even then FASA's dedication to innovative and interesting products.

*Approved For Use With*  
**TRAVELLER**<sup>TM</sup>  
*Science-Fiction Adventure in  
the Far Future*

Available individually, or in bundles, from [DriveThruRPG.com](http://DriveThruRPG.com)  
Available on CDROM from [FarFuture.net](http://FarFuture.net)



## ISCV: King Richard

A Luxury Liner of the First Class

By Jordan Weisman. Drawn by Jordan Weisman and L. Ross Babcock III.

*Carrying diplomats, rich citizens, and the most important people in the Imperium, the **King Richard**, a luxury liner of the first class, is bound to be the center and/or target of murder, assassination plots, theft, hijack, terrorism, kidnapping, and more.*

**21** sheets of 15mm Deck Plans and an 8-page descriptive booklet.

- |                           |                                  |
|---------------------------|----------------------------------|
| 01 External Views         | 11 Promenade Deck Aft            |
| 02 PlanViews              | 12 Promenade Deck Conservatory   |
| 03 Bridge Deck            | 13 Main Deck Forward             |
| 04 Deck A                 | 14 Main Deck Center              |
| 05 Crew Deck B            | 15 Main Deck Starboard Aft       |
| 06 Theater Deck Forward   | 16 Main Deck Port Aft            |
| 07 Theater Deck Center    | 17 Pool Deck Forward             |
| 08 Theater Deck Aft       | 18 Pool Deck Aft                 |
| 09 Promenade Deck Forward | 19 Dull Deck Forward             |
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|                           | 21 Engine Deck                   |
| 22 Shuttle (added)        | 23 Overview (from Action Aboard) |

## Action Aboard

Adventures Aboard the King Richard

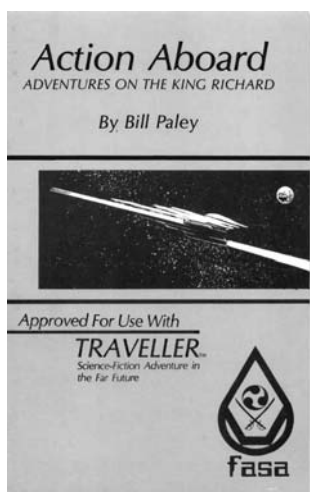
By Bill Paley.

Welcome aboard the 'King Richard', pride of the **PEL** fleet. After you pass through the security checks at the starport, you exit your shuttle and meet your steward. The friendly faces of the crew members only add to the excitement as you realize that you are aboard the most luxurious vessel in Imperial space.

**Action Aboard** contains the discussion and descriptions of many interesting people who will be found aboard the ship, and a very extensive list of possible situations in which the vessel may find itself. These are given to maximize the variability in which referees might make use of the liner. Some of these will be fleshed out completely, while others will only be discussed in outline form, permitting referees to personalize these actions.

Includes one sheet of deck plans,

Usable without the entire set of 15mm deck plans in ISCV King Richard.



## The Early FASA Deck Plan Modules

### ISCV: Leander

Leander is a variable tonnage cargo ship with a 600 ton drive unit and up to ten 200-ton cargo barges. Includes FIVE 11 x 17 sheets of deck plans.

### ISPMV: Fenris (and Valkyrie)

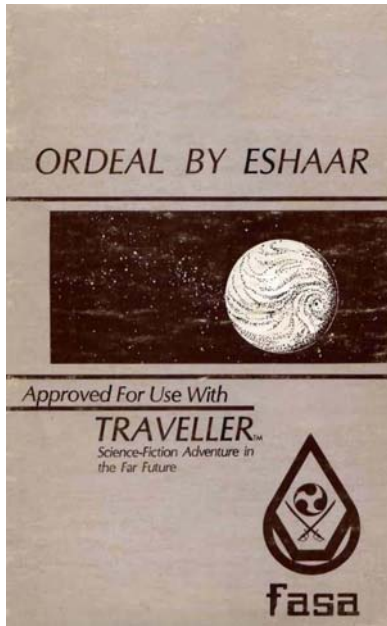
The Fenris is disguised as a 2000-ton cargo ship, but she carries no cargo. Instead, her payload is eight Valkyrie fighters and a large supply of missiles. Includes TEN 11 x 17 sheets of deck plans.

### ISPMV: Tethys

Tethys is a 1000-ton mercenary transport with small craft support (six pinnaces). Includes SEVEN 11 x 17 sheets of deck plans.

### ZISMV: Vlezhdatl (and Vlezhdest)

Vlezhdatl is a 2000-ton Zhodani Strike Cruiser (with 30-ton Vlezhdest fighters) typical of the naval forces deployed along the frontier with the Imperium. Includes NINE 11 x 17 sheets of deck plans.

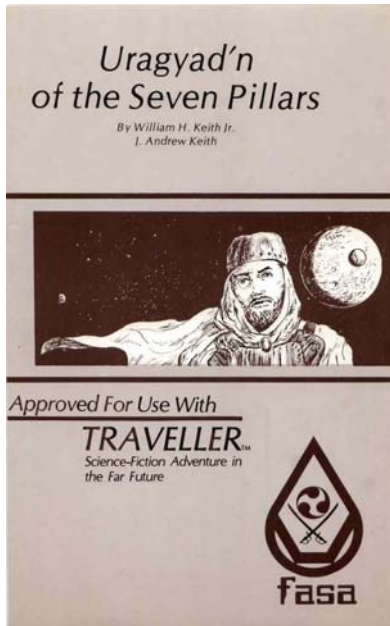


## Ordeal By Eshaar

As the Fifth Frontier War locks the Spinward Marches in mortal combat, a band of adventurers journeys outside the Imperium on a mission of vital importance. Their destination: the planet Eshaar: a dangerous and hostile world where temperatures average 150°C... where sulfuric acid takes the place of water . . . where enigmatic aliens hold the key to success or failure for the Imperium,

The mission: discover — and secure control of — *affas*, a mineral compound that could turn the tide in the Fifth Frontier War. The opposition: the devious Zhodani, who will stop at nothing to ruin the Imperial cause,

**Ordeal by Eshaar** is a unique adventure that pits the travellers against a combination of hostile Zhodani, mysterious aliens... and the dangers of the planet itself. From subtle confrontations amidst the false gaiety of the diplomatic enclave to the struggle for survival on the world's surface, this is... **Ordeal by Eshaar**.



## Uragyad'n of the Seven Pillars

Across the desert of a distant planet, the daring and tactical genius of a handful of adventurers alone can thwart a dictator's invasion.

Deep in the desert is a stone monument far enough from inhabited places that it is unknown to all save the N'Raqah tribes. Seven pillars, each inscribed with a N'Raqah glyph, stand in a semicircle, each pillar inscribed with the name of one of the N'Raqah'n Freedoms, and the entire monument makes tangible the concept of personal liberty.

The N'Raqah come to this place to swear particularly binding or important oaths, called Oaths of the Pillars. Here tribes swear alliances and choose their Uragyad'n: their new tribal leaders.

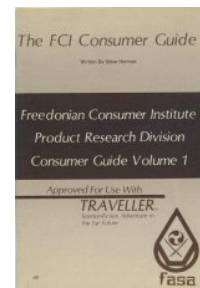
Join these guerilla leaders, the **Uragyad'n of the Seven Pillars**, to free a people and decide the fate of a world.



## Rescue on Galatea

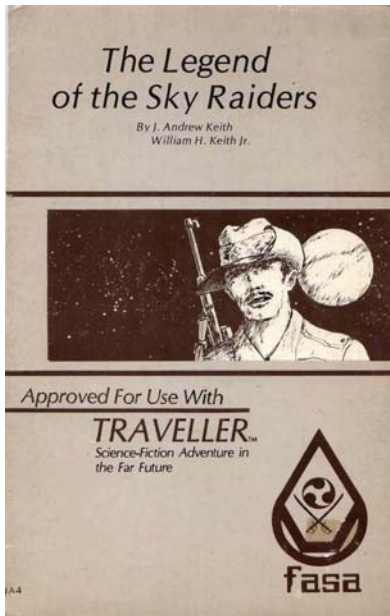
The mission seemed simple: rescue an abducted merchant prince from the hands of a rival corporation in time to avert an interstellar war. Then the adventurers discover that Galatea, the planet where the prince is being held, is made up of thousands of islands.

Now terrible weather has made the mission a little more difficult, and the intelligent natives, the *Jessa*, have ended all hopes of an easy completion of what was once just a simple mission.



## FCI Consumer Guide

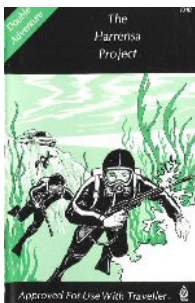
Fredonian Consumer Institute,  
Product Research Division,  
Consumer Guide Volume 1



## Legend of the Sky Raiders

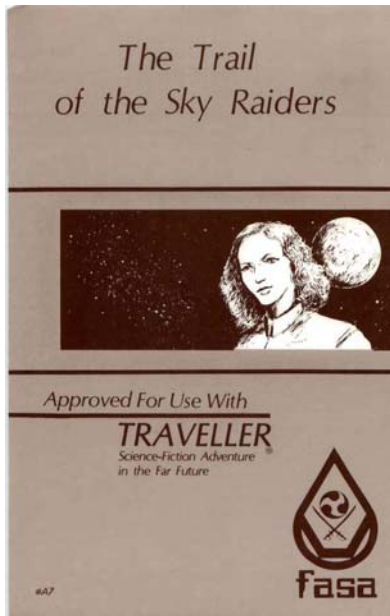
The Sky Raiders . . . they pillaged a dozen worlds in the long distant past, then vanished. Who they were is one of the mysteries of the ages.

A beautiful archaeologist leads a band of adventurers into the swamps of the planet Mirayn, searching for their secrets... and their lost treasure hoard, join in the search... the expedition seeking the truth behind... **The Legend of the Sky Raiders.**



## The Harrensa Project The Stazhlek Report

The Harrensa project deals with industrial espionage, personal combat, and survival in various environments. The Stazhlek Report deals with a commando raid that may influence the course of an interstellar conflict.



## Trail of the Sky Raiders

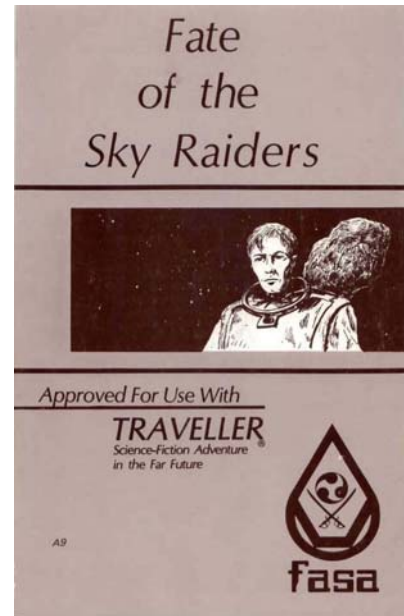
An artifact from a run-down Startown bar...

A sinister, powerful merchant searching for the secrets of a lost civilization...

A kidnapping and a nighttime attack in a peaceful city.

These events mark the beginnings of a search that will take the adventurers on **The Trail Of The Sky Raiders.**

This second installment in the Sky Raiders trilogy follows the fortunes of a band of adventurers caught up in the continued search for an ancient, fabulously wealthy culture of plunderers who vanished without a trace centuries ago. Playable by itself or as the sequel to **Legend of the Sky Raiders.** This adventure combines mystery, confrontation, and the secret of a lost civilization into a dangerous and exciting quest



## Fate of the Sky Raiders

A band of scientists and adventurers must probe the mysteries of a gigantic asteroid starship, home of the mysterious race of interstellar vikings known as the Sky Raiders. Awaiting them in the immense man-made world are threats and puzzles, old enemies, new problems, wealth untold, and the final solution of the mystery of... the Sky Raiders.

This conclusion to the Sky Raiders trilogy reveals the **Fate of the Sky Raiders** in a complete adventure for **Traveller**, playable as a single adventure or as part of the Sky Raiders campaign. Deck plans show important portions of the ancient asteroid starship of the Sky Raiders and rules describe many characters, pieces of equipment, and special conditions useful to this adventure or to others.

Join the starship **Inquisitor** as it sets out on a voyage of exploration in search of the **Fate of the Sky Raiders.**

# FASA Traveller

**Books 1 & 2**  
Approved For Use With  
**TRAVELLER™**  
Science-Fiction Adventure in the Far Future


**fasa**

**ACS-1**

Adventure Class Ships, Volume 1

Valor Missile Corvette Maru Merchant Vessel Stedlas Zhodani SDB Lucifer Destroyer Escort Condor Freedomian SDB Various Small Craft	Desiree Keah Private Yacht Ninz Zhodani Scout Chameleon Commerce Raider Chatl Zhodani Leader Scout Zhdits Zhodani Destroyer
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Includes  
Adventure Class Ships Volume I, Book 1-  
Adventure Class Ships Volume I, Book 2-  
Edited to include Deck Plan Images within the text.



**FFE** GAMES [www.farfuture.net](http://www.farfuture.net)

## Includes:

Valor Imperial Missile Corvette  
Ninz Zhodani Scout  
Chameleon Commerce Raider  
Stedlas Zhodani SDB  
Deseree Keah Private Yacht  
Maru Merchant  
Condor System Defense Boat  
Zhdits Zhodani Destroyer Escort  
Lucifer Imperial Destroyer Escort  
Chatl Zhodani Leader Scout

**Books 1 & 2**  
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Science-Fiction Adventure in the Far Future

**fasa**

**ACS-2**

Adventure Class Ships, Volume 2

Lord Somerset Subsidized Liner Fanzhienz Far Trader Kirygulash Medical Scout Lady of Shallott Yacht Endeavour Solomani Patrol Frigate Explorer Survey Cruiser Various Small Craft	Kilaalum Patrol Frigate Stayaow Asian Combat Scout Port of Call Free Trader Eshpadir Orbital Installation
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Includes  
Adventure Class Ships Volume II, Book 1-  
Adventure Class Ships Volume II, Book 2-  
Edited to include Deck Plan Images within the text.



**FFE** GAMES [www.farfuture.net](http://www.farfuture.net)

## Includes:

Lord Somerset Subsidized Liner  
Fanzhienz Far Trader  
Kirygulash Medical Scout  
Lady of Shallott Yacht  
Endeavor Patrol Frigate  
Lurushaar Kilaalum Patrol Ship  
Stayaow Combat Scout  
Port of Call Free Trader  
Eshpadir Orbital Facility  
Explorer Survey Cruiser

**Books 1 & 2**  
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**ACS-3**

Adventure Class Ships, Volume 3 – Merchants

Star Merchant Liner Magnadon Provincial Merchant Seeker Armored Merchant	Trader Provincial Transport Iris Armored Packet Triad Merchant
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Includes  
Adventure Class Ships Volume III, Book 1-  
Adventure Class Ships Volume III, Book 2-  
Edited to include Deck Plan Images within the text.



**FFE** GAMES [www.farfuture.net](http://www.farfuture.net)

## Includes:

Star Class Merchant Liner  
Trader Class Provincial Transport  
Triad Class Merchant Vessel  
Magnadon Class Provincial Merchant  
Seeker Class Armored Merchant  
Iris Class Armored Packet

**Books 1 & 2**  
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Science-Fiction Adventure in the Far Future


**fasa**

**ACS-4**

Adventure Class Ships, Volume 4 – Aslan Mercenary Ships

Warlord Quarter Deck Warlord Command Deck Warlord Battle Deck	Hero Class Engineering Deck Hero Class Troop Decks Hero Class Main Deck
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Includes  
Adventure Class Ships Volume III, Book 1-  
Adventure Class Ships Volume III, Book 2-  
Edited to include Deck Plan Images within the text.



**FFE** GAMES [www.farfuture.net](http://www.farfuture.net)

## Includes:

Aslan Intruder Transport  
Aslan Battle Leader  
Launch  
Recon Pinnacle  
Medevac Pinnacle

**Book 1**  
Approved For Use With  
**TRAVELLER™**  
Science-Fiction Adventure in the Far Future

**fasa**

**ACS-5**

Starport Module – Hotel Complex

Main Lobby Restaurant Tourist Rooms Luxury Rooms Sub Level One	Hotel Offices Theater and Shops Penthouse Sky Top Restaurant Sub Level Two Plus the Secret Levels
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Includes  
Starport Module, Book 1-  
Starport Module, Book 2 (not produced)-  
Edited to include Floor Plan Images within the text.



**FFE** GAMES [www.farfuture.net](http://www.farfuture.net)

Includes Thirteen 17 x 22 inch deck (floor) plans for the star port hotel:  
Plus A 16 page booklet with descriptions and rules is also included (with the secret security annex for the hotel).

## Includes

Main Lobby  
Theaters and Shops  
Restaurant  
Tourist Class Rooms  
Luxury Rooms  
Hotel Offices  
Sky Top Restaurant  
Penthouse  
Maintenance & Engineering  
Transportation Axis