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# *Space Gamer*

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## **BIG LIZZIE:**

**A Science Fiction  
Western**

**GOLIATH: AN EXPLOSIVE NEW OGRE  
THE ANDY CHERNAK INTERVIEW  
THE COMPOSITE COWBOY  
AND 6 PAGES OF REVIEWS**

***Star Trek: The RPG***



**Review & Designers' Notes**



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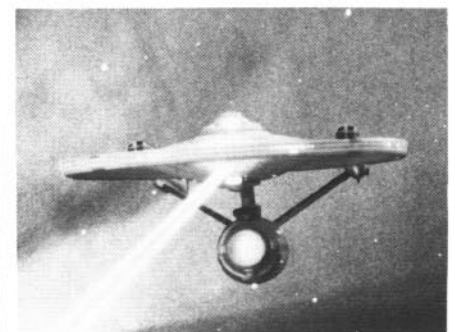
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FASA's *Star Trek: The Role-Playing Game* has entered the field with a big splash. Review and designers' notes start on page 2.

# Past Phasers and Pointed Ears:

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## The Story of *Star Trek:* The RPG

by Guy W. McLimore Jr. with Greg Poehlein and  
David Teepool — Fantasilimations Associates

I remember exactly where I was the evening of September 8, 1966. If Perry Mason ever asks, I have my alibi ready. After 12 years of growing up with Tom Swift, Heinlein's Luna City, and Rocky Jones, I was more than ready for *Star Trek*.

As it turned out, it was just what I had wished for. From that time until June 1969, I rode along on every voyage of the U.S.S. *Enterprise*. After the last new episode was aired, there were reruns, then syndication, then an all-too-brief flirtation with an animated cartoon series. *Star Trek* grew more after its "death" than it ever did in life.

Since David Teepool, Greg Poehlein and I first met in the 1970s, our usual topics of conversation have been games, military history, heroic fantasy, and science fiction. *Star Trek* always figured prominently in that last category. Greg had been "trivia master" of a local STAR TREK interest group. Dave bemoaned the fact that no local station had showed *Star Trek* in a number of years, and that his young son Jason would grow up without the memories of the final frontier.

Back then, it never really occurred to any of us that we might have a chance to take a small part in the *Star Trek* legend. (I'm a dreamer, but I don't usually

dream quite that big . . .) For that reason, we were delighted when Jordan Weisman and Ross Babcock of FASA Corporation asked us to take a shot at turning *Star Trek* into a complete role-playing game universe.

To Dave, Greg and me, *Star Trek* was not and could not be just another game project. We had come to love *Star Trek*. We were most fortunate that Jordan and Ross felt the same way. They understood the importance of *Star Trek* to its fans, and knew that a casual exploitation of the name simply would not suffice.

On the other hand, *Star Trek* scared us a little. (A little? A lot!) Fantasilimations was a small company, established by the three of us as an independent design group. Our intent was to offer a complete design package on a job-by-job basis. FASA had already rejected the efforts of four previous design teams, and becoming Number Five would do nothing for our reputations in the industry.

Moreover, even if we could please FASA, could we please the legions of *Star Trek* fans? Never has a popular entertainment had such an active, organized, or vocal group of enthusiasts. The *Star Trek* community, by its acceptance or rejection of a *Star Trek* role-playing system, could make or break the system, the company, and the designers.

Ego and greed overcame fear. (How's that for honesty . . .) We took the assignment.

The design of *Star Trek: The Role-Playing Game* is not very representative of how such things are normally done. We faced the same time pressure and adaptation problems as did the designers of such efforts as *Call of Cthulhu* and *Thieves' World* (two game adaptations we much admire, by the way). Working on *Star Trek* made us appreciate the time and effort that goes into adapting someone else's visions and dreams into numbers, counters, and rules.

*Star Trek* presented its own problems as well. FASA is based in Chicago, while our Fantasilimations Associates group works out of Southern Indiana. Often, graphics and production work at FASA had to start on a section of the rules before the rules draft of that section was finished. This necessitated a change in word processing systems from TSR-80 to Apple II (for compatibility with FASA's equipment) and long hours on the telephone almost every night.

Jordan and Ross had several basic assumptions about the game from the beginning. They wanted a simple movement/combat system for man-to-man operations, absolute authenticity in all details of the *Star Trek* universe, and —

# Where We're Going by Steve Jackson



## (Into Space, I Hope)

Well, sure enough, I made it to the L-5 Space Development Conference. It started on April 1, but it was definitely no joke. The conference combined the camaraderie of an sf or wargame con with an enthusiastic and businesslike atmosphere . . . a desire to buckle down and work. If this keeps up, we will be living in space.

Among those in attendance were authors Robert Heinlein and Dr. Jerry Pournelle. They, along with about a thousand others – students, engineers, writers, entrepreneurs, military men, and all sorts of “interested parties” – met, talked, and heard presentations on a variety of subjects. As at any convention, some panels were better than others. I had been looking forward to the “Military Space Systems” talk, for instance – but a large part turned out to consist of blurry, typewritten slides showing a proposed chain-of-command for a U.S. space force. But most of the lectures were worthwhile, and some – such as writer Harry Stine’s “Space Programs Around the World” and Dr. Eric Jones’ “Interstellar Migration” – were truly excellent.

A bit of opinion here: I think it’s absolutely necessary, for both the U.S. and the human race, that we learn to develop space *soon*. The energy and resources available to us out there are effectively unlimited. The solutions to all our worst problems are in space. Just waiting. All we have to do is go and get them. And the L-5 Society is helping to mobilize the resources to do just that, both through increased funding for the national space program, and through private development of space. After all, where you have unlimited energy and resources, there’s a lot of money to be made.

I’ve been a passive L-5 member for a year or so; I subscribed to their newsletter, thought “That’s a good idea” when I heard their lobbying proposals, and didn’t take the group too seriously. That’s changed. The L-5 Society is obviously a group with a great potential to affect our future – and they’re working at it *now*. I don’t have much free time these days, but some of what I have will now be spent at meetings of the Austin L-5 chapter.

The most hopeful note of the entire conference was struck at the closing ceremony. SpacePac, the pro-space lobbying group (which shares a lot of members with L-5) is trying to get a pro-space initiative proposal on the California ballot. The catch: It’ll take at least \$40,000. After hearing various “We could do this, if only” remarks, Robert Heinlein called on the audience to back up their talk with action . . . and started the “kitty” with a thousand dollars of his own. Dr. Pournelle, next to him on the podium, pledged another thousand – and the ball was rolling. Within the next hour, pledges for over \$15,000 had been collected. That space initiative is on its way!

If this interests you – and I hope it does – you can get more information about the L-5 Society by writing them at 1060 East Elm Street, Tuscon, AZ 85719. Membership is \$20 per year. And for those who want to join Heinlein and Pournelle (and myself, for that matter) in contributing to SpacePac, they can be contacted at 331 62nd Street, Oakland, CA 94618. I think the time has come when we can actually win some financial support for the space program by talking to (i.e., lobbying) our elected officials; I’ll get back to that some other month.

## Battlesuit Miniatures

We have licensed Masterpiece Miniatures, of Salt Lake City, to produce 25mm metal figures for *Battlesuit*. They will be making intact and damaged suits for each type – *and* different styles for the two sides – plus drones. The sculpture will closely follow the counter and cover artwork, and the figures will be playable on the actual *Battlesuit* map . . . no more looking for a large hexsheet to use your figures. I’ve seen one figure prototype, and it is *nice*. Some of the figures will be on display at Dallcon, and most (if not all) of the line will be released at Origins.

## Car Wars Supplements

I need to update the information I gave here a couple of months ago; we have reshuffled the material to be released this year in *Car Wars* supplements. *Supplement 2* will be released soon; it contains the Turning Key, as well as three counter sheets – one duplicate each of the *Car Wars*, *Sunday Drivers*, and *Truck Stop* counter sets. *Supplement 3* will be “East Midville,” with a 32” by 42” map that links to *Sunday Drivers*’ “Midville,” and new vehicle counters. *Supplement 4* will be “Armadillo Autoduel Arena,” with a 32” x 42” map and a set of 16 wreck counters – one for each vehicle in the original *Car Wars* set. *Autoduel Champions* will be a supplement (produced under agreement with Hero Games) for combining *Car Wars* with *Champions*. We intend to do still more supplements, but what and when are still hazy. The *Reference Screen* is also coming up soon; it will *not* include a pad of vehicle sheets (too expensive) but *will* include several new record sheets (including a larger-sized vehicle record form) which you may copy.