

Star Trek Modiphius

Star Trek Adventures **Star Trek Adventures Alpha Quadrant Star Trek RPG Supp., Hardback** **Star Trek Adventures - Beta Quadrant** *Star Trek Adventures Core Rulebook Collector's Ed. Ltd. Ed. Sci Fi RPG* **Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp.)** **Star Trek Adventures - Command Division** **Star Trek Adventures - Gamma Quadrant** Star Trek Adventures **Star Trek Roleplaying Game** **Star Trek Adventures the Operations Division** **Star Trek RPG Supp. Hardback** **Star Trek Adventures - These Are the Voyages** **Star Trek Adventures - Delta Quadrant** *Star Trek Role Playing Game Starships Only War Mickey7* **Star Wars Edge of the Empire RPG: Far Horizons Supplement** Star Trek Cats **Cyberpunk Red Data Screen Resistance** *Star Trek: The Next Generation: Greater than the Sum* **The Captain's Oath** Beyond the Hallowed Sky Shanghai Vampocalypse **Mindjammer** *Star Trek: Enterprise: Rise of the Federation: A Choice of Futures* **Infinity** **The Final Reflection** *Infinity RPG* **Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback** Unity - Core Rulebook **Star Wars Age of Rebellion Roleplaying Game** **Invisible Sun** **How to Write Adventure Modules That Don't Suck** **Warhammer Fantasy Roleplay 4e Core** *Conan the Pirate* The Voyages of Star Trek **Star Trek, Deep Space Nine** *Simply6: A Fast, Universal, Tabletop Roleplaying Game* **Those Dark Places**

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The Final Reflection Aug 31 2020 Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson

in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

Star Trek Adventures - These Are the Voyages Feb 17 2022 These are the Voyages: Volume 1 presents eight ready-to-play missions for Star Trek Adventures. Within this 164 page hardback book, Gamemasters will find the means to test their Starfleet officers at the front line of Starfleet operations.

Infinity RPG Jul 30 2020 In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...

Star Trek: Enterprise: Rise of the Federation: A Choice of Futures Nov 02 2020 When a new threat emerges from a force so alien and hostile that negotiation seems impossible, a group of unaligned worlds turned to Starfleet for protection. Original. 60,000 first printing.

Resistance May 08 2021 An electrifying thriller starring Captain Jean-Luc Picard set in the Star Trek: The Next Generation universe. Captain Jean-Luc Picard, his ship repaired, must now reassemble his crew. With the departure of both William Riker and ship's counsellor Deanna Troi, the captain must replace his two most trusted advisors. He chooses a Vulcan, a logical choice, and for his new first officer, Worf. But the Klingon refuses the promotion and the new ship's counsellor appears to actively dislike Worf. A simple shake-down mission should settle everything. Except that once again, the captain hears the song of the Borg collective. Admiral Janeway is convinced that the Borg have been crushed and are no longer a threat. Picard believes she is wrong, and that if the Enterprise doesn't act the entire Federation will be under the domination of its most oppressive enemy.

Star Trek Adventures May 20 2022 The Sciences Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the sciences division. The Sciences Division supplemental rulebook includes: Detailed description of the sciences division, covering the science and medical departments, Starfleet Exploratory Division, Starfleet Science, and Starfleet Medical. An expanded list of Talents and Focuses for science and medical characters, as well as new character creation choices for cybernetic and genetic enhancements. A list of medical equipment and pharmaceuticals, and rules for their inclusion in Star Trek Adventures missions. Guidance on creating truly strange and unique alien species, as well as advice on including spatial anomalies, parallel universes, the Q, and time travel in your adventures. Rules for creating new, truly alien species, introducing hazardous and hostile environments into scenes, and new mechanics for suffering or curing diseases. Detailed descriptions and game statistics for a range of Science and Medicine focused NPCs and Supporting Characters, including Carol Marcus, Noonian Soong, and Zefram Cochrane.

Those Dark Places Aug 19 2019 Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? – Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

Star Trek Adventures - Gamma Quadrant Jun 21 2022 The Gamma Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding Star Trek universe. The Gamma Quadrant Sourcebook contains: Information on the Federation's relationship with the Dominion and other Gamma Quadrant denizens, as of 2375. Material about the Dominion and its history, structure, and culture; including information on many of its member worlds, allies, and enemies. Detailed information about the brutal Dominion War, from its beginnings as a cold war to open conflict involving billions of beings. A dozen new alien species to choose from during character creation, including the Dosi, Lurians, S'ona, Wadi, and the Changelings! A selection of starships from the Dominion and S'ona, as well as several notable wartime Federation vessels. Guidance for the Gamemaster on running missions and continuing voyages in the Gamma Quadrant and on the front line, along with a selection of new Non-Player Characters to enhance encounters. Made in the UK.

The Voyages of Star Trek Nov 21 2019 Star Trek emerged alongside mini-skirts, bellbottoms, and VW vans; flourished in the shadow of Madonna, big hair, and greed; and expanded with computers, Beanie Babies, and religious revitalization. Star Trek survived the culture shock of 9/11 and experienced a revival in the era of yoga pants, hybrid cars, and Starbucks. After more than 5 decades, Star Trek is alive and well, still voyaging through space and time. But, why is that? How has this science fiction franchise managed to anticipate and adapt to such rapid culture change? In *The Voyages of Star Trek: A Mirror on American Society through Time*, authors K. M. Heath and A. S. Carlisle, investigate the enduring appeal of Star Trek, noting how it has mirrored, foreshadowed, and adapted to contemporary American culture from 1966 to the present. Through anthropological analysis, the authors examine the evolution of Star Trek by tying its storylines to events and developments in the U.S., assessing the extent to which the visual image of Star Trek is reflected on the screen from “snapshots” of randomly selected episodes and all of the films. By examining how Star Trek addressed contemporary social issues through a sci-fi lens over time, the authors postulate, Americans can better understand their own changing culture. If StarTrek can continue to anticipate and adapt to our rapidly changing world, then it should remain a part of the cultural

landscape for another 50 years, truly going where few franchises have gone before.

Mickey7 Sep 12 2021 The Martian meets Dark Matter in Edward Ashton's high concept science fiction thriller, in which Mickey7, an "expendable," refuses to let his replacement clone Mickey8 take his place. Dying isn't any fun...but at least it's a living. Mickey7 is an Expendable: a disposable employee on a human expedition sent to colonize the ice world Niflheim. Whenever there's a mission that's too dangerous--even suicidal--the crew turns to Mickey. After one iteration dies, a new body is regenerated with most of his memories intact. After six deaths, Mickey7 understands the terms of his deal...and why it was the only colonial position unfilled when he took it. On a fairly routine scouting mission, Mickey7 goes missing and is presumed dead. By the time he returns to the colony base, surprisingly helped back by native life, Mickey7's fate has been sealed. There's a new clone, Mickey8, reporting for Expendable duties. The idea of duplicate Expendables is universally loathed, and if caught, they will likely be thrown into the recycler for protein. Mickey7 must keep his double a secret from the rest of the colony. Meanwhile, life on Niflheim is getting worse. The atmosphere is unsuitable for humans, food is in short supply, and terraforming is going poorly. The native species are growing curious about their new neighbors, and that curiosity has Commander Marshall very afraid. Ultimately, the survival of both lifeforms will come down to Mickey7. That is, if he can just keep from dying for good.

Unity - Core Rulebook May 28 2020 A 368-page beautifully crafted, hardbound book containing a mysterious and exciting world to explore, gorgeous artwork, and a unique game system emphasizing teamwork and storytelling. The Unity RPG Core Rulebook will contain everything you need to play. Full roleplaying rules for character creation, adventuring, and combat. Full setting guide that explores the world of Unity and its rich history. 4 Factions complete with cultural write-ups and short stories. 9 Classes and hundreds of power combinations to master. Mysterious and perilous locations to explore. Deadly foes to fight. Powerful treasures to acquire. A Game Masters Guide.

Star Trek Adventures Dec 27 2022 Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before

Star Wars Edge of the Empire RPG: Far Horizons Supplement Aug 11 2021

Star Trek Adventures Alpha Quadrant Star Trek RPG Supp., Hardback Nov 26 2022 HOME, SWEET HOME. WE ARE ALL EXPLORERS DRIVEN TO KNOW WHAT'S OVER THE HORIZON, WHAT'S BEYOND OUR OWN SHORES. The Alpha Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing or running adventures set within the Star Trek universe. Made in the UK.

Invisible Sun Mar 26 2020

Star Trek Cats Jul 10 2021 Captain's log: We have entered a galaxy where beloved illustrator Jenny Parks has conjured an astonishingly vivid homage to the original Star Trek series with an unexpected twist: a cast of cats. Featuring a hilarious new take on iconic characters and scenes—from Kirk in the Captain's chair to Spock offering his Vulcan wisdom—this eye-opening adventure

stays true to the tone of the classic TV show. Playful, loving, and from a strange new world, Star Trek Cats is the perfect gift for fans of, well, Star Trek and cats.

Infinity Oct 01 2020 Welcome to a crystal-clear dawn! The first great expedition to the stars, Project: DAWN, began with enormous enthusiasm and unprecedented collaboration, but ended in tragedy and isolation. Despite being severed from support, and certain in the knowledge they had been abandoned, the pioneers from the colony ship Ariadna refused to waver from their purpose. Alone and forsaken, they bent themselves to the task of surviving on a cold and hostile world. Details on all four Ariadnan cultures Rodina, Merovingia, Caledonia, and USAriadna, and the state of their union. Focused Lifepaths that allow players to become truly Ariadnan, whether Human, Wulver, or Dogface. Additional armour, equipment, and adversaries specific to Dawn, including the famed Buffalo armour of the Blackjacks, and stats for the mysterious Unknown Ranger. Expanded rules for undertaking trade and seeking profit amongst the Merovingian.

Star Trek Role Playing Game Dec 15 2021 More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.

Mindjammer Dec 03 2020 Mindjammer is a sourcebook for the Starblazer Adventures game set in the strange and distant future of our own planet Earth. It is a cool yet believable science-fiction setting of lost worlds, incredible technologies, and clashing civilizations, drawing upon the far future transhuman space stories by writers like Cordwainer Smith, Iain M. Banks, Dan Simmons, and Peter F. Hamilton. The Mindjammer setting introduces the New Commonality, the nascent interstellar state attempting to dominate the Rediscovery Era, a time when ultra-advanced technologies rub shoulders with lost and regressed worlds. Mindjammer contains exotic races and new careers, sentient starship characters, far future technologies including the interstellar 'Mindscape' and technological psionics, new skills and stunts, new starships, rules for interstellar cultures and cultural conflict, starmaps, worlds and a detailed background of a huge Star Empire and its allies and foes. There's also a complete campaign of four linked scenarios, 'The Black Zone', including spectacular Starblazer action with combat walkers, mass battles, and terrifying alien technologies!

Star Trek Adventures the Operations Division Star Trek RPG Supp. Hardback Mar 18 2022 "This book requires the Star Trek Adventures core rulebook to use"--Page 4 of cover.

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback Jun 28 2020 The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame? experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for

character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Only War Oct 13 2021

Beyond the Hallowed Sky Feb 05 2021 'AN EXCEPTIONAL BLEND OF INTERNATIONAL POLITICS, HARD SCIENCE, AND FIRST CONTACT' Michael Mammay, author of the Planetside series 'MACLEOD'S BEST BOOK TO DATE' SFX Science fiction legend Ken MacLeod begins a new space opera trilogy by imagining humankind on the precipice of discovery - the invention of faster-than-light travel unlocks a universe of new possibilities, and new dangers. When a brilliant scientist gets a letter from herself about faster-than-light travel, she doesn't know what to believe. The equations work, but her paper is discredited - and soon the criticism is more than scientific. Exiled by the establishment, she gets an offer to build her starship from an unlikely source. But in the heights of Venus and on a planet of another star, a secret is already being uncovered that will shake humanity to its foundations. Discover this ground-breaking new space opera from multi-award winning author Ken MacLeod Praise for Ken MacLeod: 'If you like science fiction, you will love this. . . a rollicking good read' Scotsman 'MacLeod is up there with Banks and Hamilton as one of the British sci-fi authors you absolutely have to read' SFX 'Prose as sleek and fast as the technology it describes. . . watch this man go global' Peter F. Hamilton on Star Fraction 'Ken MacLeod has an enviable track record of extrapolating from current trends to produce mind-bending novels of ideas' Guardian Also by Ken MacLeod: Lightspeed Beyond the Hallowed Sky Fall Revolution The Star Fraction The Stone Canal The Cassini Division The Sky Road Engines of Light Cosmonaut Keep Dark Light Engine City Corporation Wars Trilogy Dissidence Insurgence Emergence Novels The Human Front Newton's Wake Learning the World The Execution Channel The Restoration Game Intrusion Descent

Star Trek Adventures - Delta Quadrant Jan 16 2022 The Delta Quadrant Sourcebook provides Gamemasters and Players with a wealth of information to aid in playing characters or running adventures set within the ever-expanding Star Trek universe. The Delta Quadrant Sourcebook contains: Detailed information about the post-war Federation and U.S.S. Voyager's monumental mission, bringing the Star Trek Adventures timeline up to 2379. Information on many of the species inhabiting the quadrant, including the Kazon Collective, the Vidiian Sodality, the Malon, the Voth, and more. Extensive content on the Borg Collective, including their

history, hierarchy, locations, processes, and technology. A dozen new species to choose from during character creation, including Ankari, Ocampa, Talaxians, and even Liberated Borg! A selection of alien starships, including Kazon raiders, Voth city-ships, Hirogen warships, and a devastating collection of new Borg vessels. Guidance to aid the Gamemaster in running missions and continuing voyages in the Delta Quadrant, with a selection of adventure seeds and Non-Player Characters. This book requires the Star Trek Adventures core rulebook to use. Made in the UK.

Shanghai Vampocalypse Jan 04 2021 Welcome to 2048 and one of the greatest cyberpunk cities in the near-future - Shanghai. The government has infected a hundred villages with a vampire virus to create the perfect super-soldiers, but the peasants revolted and a virus that was supposed to be sterile is spreading with every neck they bite. Unless the characters can keep the mysterious scientist Doctor Wu alive for twelve hours, Shanghai will be just the first snack on the way to vampire domination of all mankind. Shanghai Vampocalypse is the first setting book for characters who reach the new Demigod rank Suzerain introduced to Savage Worlds.

Because one vampire is a challenge, but eight million are an apocalypse... and a suitable challenge for demigods!

Simply6: A Fast, Universal, Tabletop Roleplaying Game Sep 19 2019 Welcome to Simply6! Simply6 is a fast, light tabletop roleplaying game by Russ Morrissey for 2 or more players which you can play using just six-sided dice. Simply6 is a multi-genre game. You can play in fantasy settings, science-fiction settings, or contemporary settings. You can play in the Wild West or a cyberpunk dystopia. The scope of your setting is entirely up to you, and these rules are simple and flexible enough to handle them all. In this short rulebook, you'll find sections which tell you the core rules, how to create a character, how to adjudicate magic and combat, and a list of monsters for your characters to fight. It's small. It's simple. It's Simply6.

Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp.) Aug 23 2022 Strange New Worlds: Mission Compendium Volume 2 presents nine ready-to-play standalone missions for Star Trek Adventures RPG. This book arms Gamemasters with new stories designed to stretch the boundaries of what is known and to challenge Player Characters as they engage in Starfleet's mandate to explore. Made in the UK.

Star Trek Adventures - Command Division Jul 22 2022 COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.

Star Trek Roleplaying Game Apr 19 2022 Fantasirollespil.

Cyberpunk Red Data Screen Jun 09 2021

Conan the Pirate Dec 23 2019 TO THE DEVIL WITH EMPTY SEAS! WERE BOUND FOR WATERS WHERE THE SEAPORTS ARE FAT, AND THE MERCHANT SHIPS ARE CRAMMED WITH PLUNDER!

Star Trek Adventures Core Rulebook Collector's Ed. Ltd. Ed. Sci Fi RPG Sep 24 2022 WELCOME TO YOUR NEW ASSIGNMENT, CAPTAIN. YOUR CONTINUING MISSION, TO EXPLORE STRANGE NEW WORLDS, SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BODLY GO WHERE NO ONE HAS GONE BEFORE Star Trek Adventures takes you to the final frontier of

the Galaxy, where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space, or to Federation colonies in need, to the borders of neighboring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomize the best Starfleet and the United Federation of Planets has to offer, and you are needed more than ever. A new threat looms from across the Gamma Quadrant, as it is confirmed by Commander Sisko and his crew that the Dominion, led by the Founders, represent a significant threat to the Alpha Quadrant. Tension is already high in the region of Bajor and Deep Space 9, as the Maquis continue to act against the Cardassian-Federation peace treaty, with Captain Janeway and the crew of the U.S.S. Voyager preparing for their mission in the Badlands. It is a volatile time for the Federation and new crews have never been in higher demand.

Warhammer Fantasy Roleplay 4e Core Jan 24 2020 Warhammer Fantasy Roleplay takes your customers back to the Old World. Get the gang together, create your (anti)heroes, and set off to make your way through the vile corruption, scheming plotters and terrifying creatures intent on destruction. The Warhammer Fantasy Roleplay Rulebook contains everything you need for grim and perilous roleplaying adventures in the Old World. 320 page full color hardcover

The Captain's Oath Mar 06 2021 An all-new Star Trek adventure set during The Original Series era and featuring James T. Kirk! The saga of James T. Kirk's historic command of the U.S.S. Enterprise is known throughout the galaxy. But one part of the legend has barely been touched upon until now: the story of Kirk's first starship command and the remarkable achievements by which Starfleet's youngest captain earned the right to succeed Christopher Pike as the commander of the famous Enterprise. From his early battles with the Klingons to the rescue of endangered civilizations, Kirk grapples with difficult questions: Is he a warrior or a peacemaker? Should he obey regulations or trust his instincts? This thrilling novel illustrates the events and choices that would shape James T. Kirk into one of the most renowned captains in Starfleet history.

How to Write Adventure Modules That Don't Suck Feb 23 2020 Over the last 15 years, Goodman Games has established a reputation for publishing some of the best adventure modules in the industry. Now we present our advice on how you can write great adventures! This compilation of articles is authored by two dozen of the industry's best-known adventure writers. Each article gives a different perspective on how to write adventure modules that don't suck, written by authors with decades of experience and prominent published credits. By the time you're done reading this book, you'll be on the path to designing great adventure modules on your own. Whether you're an experienced writer or an aspiring novice, you'll find something of value in this book! Made in the USA.

Star Trek, Deep Space Nine Oct 21 2019 A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data

Starships Nov 14 2021 Over forty different starship designs, complete with illustrations, history, and technical data. - Back cover.

Star Wars Age of Rebellion Roleplaying Game Apr 26 2020

Star Trek Adventures - Beta Quadrant Oct 25 2022 YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S

WAITING.

Star Trek: The Next Generation: Greater than the Sum Apr 07 2021 The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost.