

# Star Trek Adventures Core Rulebook

## Modiphius Star

Yeah, reviewing a ebook **Star Trek Adventures Core Rulebook Modiphius Star** could mount up your close associates listings. This is just one of the solutions for you to be successful. As understood, talent does not recommend that you have astounding points.

Comprehending as capably as deal even more than supplementary will meet the expense of each success. next-door to, the publication as with ease as perception of this Star Trek Adventures Core Rulebook Modiphius Star can be taken as with ease as picked to act.

*Star Trek Adventures Alpha Quadrant Star Trek RPG Supp., Hardback* - Modiphius 2019-08

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.

Star Trek Role Playing Game - Decipher Inc 2003-08

More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.

**Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp.)** - Modiphius 2019-11-05

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: Enterprise: Rise of the Federation: A Choice of Futures** - Christopher L. Bennett 2013-06-25

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.

**Alien RPG** - Free League Publishing 2019-12-10  
"Space is vast, dark, and not your friend. Gamma

rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources.

Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

*Stars Without Number (Perfect Bound)* - 2010-11-21

Stars Without Number is a science fiction roleplaying game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. \* Compatible with most retroclone RPGs \* Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely \* World building resources for creating system-neutral planets and star sectors \* 100 adventure seeds and guidelines for integrating them with the worlds you've made \* Old-school compatible rules for guns, cyberware, starships, and psionics \* Domain rules for experienced

characters who want to set up their own colony, psychic academy, mercenary band, or other institution

*Star Trek Adventures* - Modiphius Entertainment 2017

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

**How to Write Adventure Modules That Don't Suck** - Goodman Games 2017-07

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.

*Mindjammer* - Sarah Newton 2012-08-09

IT IS THE SECOND AGE OF SPACE... In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart... "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of *The Desert of Souls* "Science fiction like this never dies." - Chris Helton, *Dorkland* "Complex, gripping... the most original sci-fi you're likely to get..." - *G\*M\*S Magazine* "a very exciting and intelligently-

written novel that should be on the reading list of every SF fan!" - *Stargazer's World* "William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*

**The Captain's Oath** - Christopher L. Bennett 2019-05-28

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.

**Dishonored** - Maria Barrett 2009-09-26

In India in 1857, the beloved wife of a British colonel dies during a native riot, an incident that spawns one hundred years of hatred, revenge, and violence and leads to a tragic romance.

*Conan - Adventures in an Age Undreamed of* - Modiphius Entertainment 2018

WELCOME TO THE HYBORIAN AGE! KNOW, O PRINCE, THAT BETWEEN THE YEARS WHEN THE OCEANS DRANK ATLANTIS AND THE GLEAMING CITIES, AND THE YEARS OF THE RISE OF THE SONS OF ARYAS, THERE WAS AN AGE UNDREAMED OF, WHEN SHINING KINGDOMS LAY SPREAD ACROSS THE WORLD LIKE BLUE MANTLES BENEATH THE STARS... -Robert E. Howard . *Conan: Adventures in an Age Undreamed Of* takes you into the world of Conan the Barbarian, where heroes raise blood-spattered swords against dire sorcery, exotic lands beckon to the daring, danger and treasure lurks in forgotten ruins, and where loathsome creatures haunt the spaces beneath the earth as well as in the throne-rooms of mighty kingdoms!

Seek your fortune in forbidden tombs or upon blood-soaked battlefields. Cast dark and terrible spells of unimaginable power, at the price of your soul. Sail upon untamed seas to lands where no human in living memory has walked. Fight for the fate of civilization or barbarism on a savage frontier! Made in the UK.

*Star Trek Adventures - Command Division* - Modiphius Entertainment 2018-10

COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.

Star Trek Adventures - Modiphius 2019-04-16

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.

*Star Trek Adventures - Delta Quadrant* - Modiphius 2020-06-02

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.

**John Carter of Mars - Adventures on the Dying World of Barsoom** - Modiphius Entertainment 2019-03

Modiphius Entertainment presents John Carter of Mars: Adventures on the Dying World of Barsoom. A roleplaying game from the mind of Edgar Rice Burroughs that transports you to Barsoom, an arid, dying land of ancient civilizations and fearsome creatures. John Carter of Mars is a science-fantasy roleplaying game using a pulp-action inspired variant of the 2d20 System. A 288 page full colour, landscape hardback book with everything you need to play the game and introduce new players to the world of Barsoom. Uses a pulp-action, narrative driven version of the 2d20 system with a character generation system designed to create diverse and unique heroes. Detailed narrators section with information on how to run genre and setting appropriate campaigns. Detailed information on the people, cultures, technology and secrets of Barsoom. Introductory adventure Mind Merchants of Mars to help you begin to explore John Carter of Mars and the world of Barsoom.

**Star Trek Roleplaying Game Player's Guide** - Decipher 2002

Fantasirollespil.

Spire - Grant Howitt 2018

**Invisible Sun** - Monte Cook 2017-11-30

**Simply6: A Fast, Universal, Tabletop**

**Roleplaying Game** - Russ Morrissey 2019-07-30  
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.

**Warhammer Fantasy Roleplay 4e Core** - Cubicle 7 2018-12-12

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

**Conan the Pirate** - Modiphius Entertainment 2018-10

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* - Modiphius 2019-05-07

WELCOME TO YOUR NEW ASSIGNMENT, CAPTAIN. YOUR CONTINUING MISSION, TO EXPLORE STRANGE NEW WORLDS, SEEK OUT NEW LIFE AND NEW CIVILIZATIONS, TO BODILY 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.

**Conan - Jeweled Thrones of the Earth** - Modiphius Entertainment 2018-10

Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

**Conan Horrors of the Hyborian Age Conan RPG Supp. Hardback** - Modiphius 2019-05-21

Horrors of the Hyborian Age is the definitive guide to creatures inhabiting the dark tombs, ruined cities, forgotten grottos, dense jungles and sinister forests of Conan's world. This collection of beasts, monsters, undead, weird races and mutants are ready to pit their savagery against the swords and bravery of the heroes of the Hyborian Age. A variety of creatures, such as wild animals, dinosaur and living plant horrors. Elementals, golems, sapient magic circles and other beings. Classic Monsters presented with a Howardian flair such as siren, vampire, lamia and mummy. Lovecraftian menaces such as Old Ones, colors from the Outer Dark, dimensional shamblers. The monstrous offspring of the serpent god Set. New creature qualities and abilities, rules for creating mutations and chimerical horrors. New Beast and Beast Master archetypes and backgrounds. This book requires the Robert E. Howards Conan: Adventures in an Age Undreamed of Core book to use. Made in the UK.

**Strange New Worlds 2016** - Various 2016-10-03

From the ordinary to the extraordinary, here are ten all-new fan-created stories embraced by the vision of Star Trek®! When Gene Roddenberry first created this landmark television series fifty years ago, he also tapped a wellspring of human imagination. Viewers were immediately

transformed, and over the decades turned the very definition of "fan" on its ear. However, when what was on the screen was simply not enough, fans started writing their own stories... In celebration of the 50th anniversary of Star Trek, here are the electrifying results of the 2016 Strange New Worlds writing contest—the best fan-created stories by new writers such as: Derek Tyler Attico, Neil Bryant, Chris Chaplin, John Coffren, Nancy Debretson, Kelli Fitzpatrick, Roger McCoy, Kristen McQuinn, Gary Pischerchio & Frank Tagader, and Michael Turner. By the fans, and for the fans. Boldly going where no one has gone before.

Those Dark Places - Jonathan Hicks 2007-09  
Jonathan Hicks, published twice in the British Science Fiction Association's writer's magazine 'FOCUS' and the mission designer/dialogue writer of the mobile telephone game of acclaimed television show 'Battlestar Galactica', presents twelve short stories about the little people in the big universe. "I grew up with the grandiose science fiction tales, in books and on film, with great galaxy-spanning adventures or life-changing technologies," said Jonathan Hicks. "In this book I concentrate on the 'little guy', the people who work behind the scenes and those who get a less than stellar deal out of the supposed adventure travelling the galaxy and exploring new technologies offers." Click on the 'preview this book' under the cover picture above to find out more about these stories.

Contains strong language and some violence  
Star Trek Adventures - Beta Quadrant -  
Modiphius Entertainment 2018-10  
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 Wars, Edge of the Empire Roleplaying  
Game* - Dave Allen 2013

"Scrape together a crew and prepare for the heist of a lifetime in The Jewel of Yavin, a ninety page adventure supplement for Star Wars: Edge of the Empire. Set in Besspin Cloud City, The Jewel of Yavin includes plenty of opportunities for all characters to shine as they work to steal the priceless corusca gem. Game Masters will find the Cloud City gazetteer section especially useful, both for running The Jewel of Yavin

adventure and for basing their own Edge of the Empire campaigns on the floating city. The section features over a dozen pages of material detailing locations in the plaza district, Port Town, and the industrial levels." -- Publisher website.

**The Final Reflection** - John M. Ford 1999  
Klingon Capt. Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace when his empire hatches a covert plan to shatter the Federation. Only Krenn can prevent a war--at the risk of his own life!

Starfinder - Paizo Publishing 2017

This four-panel screen is designed to speed up play and reduce the time spent by the Game Master searching through rulebooks.

Mickey7 - Edward Ashton 2022-02-15

\*Soon to be the major motion picture Mickey17\*  
The Martian meets Multiplicity 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.

**Star Trek Adventures - These Are the Voyages** - Modiphius Entertainment 2018-10  
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 - Adventures in the Human Sphere** - Modiphius Entertainment 2018-10  
From the unreachable boardrooms of the Hyperpowers to the cold asteroids of Human Edge, and the bright allure of Maya to the dark corners of Arachne, intrigues and confrontations take place across every aspect of the Human Sphere. New plots, counteroffensives, and plans for subterfuge are deployed with a frantic pace even ALEPH would struggle to process.

**ST STARSHIPS** - Decipher Inc 2003-03  
Over forty different starship designs, complete with illustrations, history, and technical data. - Back cover.

*Infinity - Cost of Greed (Infinity RPG Supp.)* - Modiphius 2019-10-15  
A chance discovery on Paradiso leads to the uncovering of a Voodootech smuggling ring, with its clues pointing to an intelligence agency or corporation. Follow the rabbit hole, and the trail of breadcrumbs may soon provide clues to a plot that could put the entire human race at risk. Cost of Greed is a mini campaign of 5 non linear adventures that provide the characters with a chance to meet, work alongside, and challenge the key characters from Corvus Belli's Dire Foes Mission Packs 1 to 5. Made in the UK.

**Star Trek Adventures the Operations Division Star Trek RPG Supp. Hardback** - Modiphius 2019-05-07

"This book requires the Star Trek Adventures core rulebook to use"--Page 4 of cover.

*John Carter of Mars - Narrator's Toolkit* - Modiphius Entertainment 2019-03  
Modiphius Entertainment presents the John Carter of Mars Narrators Toolkit. The toolkit includes the official John Carter of Mars narrator screen. The exterior features amazing rendered artwork from the cover of the core rulebook, while the interior features useful rules, tables and charts for narrators. Also included is a booklet with new advice on running campaigns as well as new rules. Full colour, 4-panel

narrator screen with artwork on the exterior and reference tables and charts on the interior. 36 page, full colour booklet with advice on running and creating campaigns as well as new additional rules for travel and large-scale combat.

**Infinity RPG** - Modiphius Entertainment 2018-10

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...

*Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback* - Modiphius 2019-08-27

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.