

# Star Trek Rpg Adventures

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**Starstruck** - Elaine Lee 2012-09-01

Collecting all 13 issues of the completely remastered Starstruck series by Elaine Lee and Michael Kaluta - that's 360-pages of Starstruck and Galactic Girl Guides adventures, covers, pin-ups, glossary, postcards, and so much more! The first truly comprehensive collection of this material in a grand, over-sized edition, this beautiful book features some of the finest art ever put to paper by Kaluta, including many pages that were never printed in the original run. Additionally, Kaluta painstakingly added approximately 20% of art to nearly every page to ensure the aspect ratio of the comic would be consistent and correct. The end result is unlike anything you've ever experienced, a head-spinning, synapse-snapping, soul-searing ride to a world like no other... the world of Starstruck!

**Haunted West** - Chris Spivey 2021-10-20

One moment sets the course of destiny. But what if that one moment was changed in the smallest of ways? What if one madman's plan actually were to succeed beyond our known history? The Old West-The Wild West, The American Frontier-is one of the world's most familiar modern myths. The time was draped in ruggedness; there was an

idealized dream of freedom, and a notion that just one person could shape the world. That myth belongs to all of us. Yet so many stories of truth, justice, and the American Way have been stolen, erased, and never recorded. Haunted West is a game about hope through struggle. It is a game that pieces together the stories of the largely forgotten people of the Old West, the people who have been whitewashed by history. Discover the American experience in the Weird West. Grab your rifle, jet pack, and spurs to battle traitorous rebels in the defense of freedom, join the fight against temporally displaced dinosaurs, rustle cattle to make ends meet, and hijack a train full of illicit Confederate gold!

**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.

*Planetary Adventures* - Poul Anderson 2021-06-07

### **Original Adventures Reincarnated #2 - The Isle of Dread**

- Goodman Games 2018-12

An adventure for levels 3-7. Goodman Games expands its partnership with Wizards of the Coast with the second release in the Original Adventures Reincarnated line! The first installment, Into the Borderlands, is already a best-seller, and this second release will transform a hit title into a hit product line. OAR 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This tutorial adventure by legendary designers Zeb Cook and Tom

Moldvay was included in the D&D Expert Set and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth and play it in the newest rules set with the next generation!

Star Trek Spaceflight Chronology - Stan Goldstein 1980  
Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

Dark Mirror - Diane Duane 2012-12-11

One hundred years ago, four crewmembers of the "U.S.S. Enterprise™ crossed the dimensional barrier and found a mirror image of their own universe, populated by nightmare duplicates of their shipmates. Barely able to escape with their lives, they returned, thankful that the accident which had brought them there could not be duplicated, or so they thought. But now the scientists of that empire have found a doorway into our universe. Their plan is to destroy from within, to replace a Federation Starships with one of their own. Their victims are the crew of the "U.S.S. Enterprise NCC-1701-D, who now find themselves engaged in combat against the most savage enemies they have ever encountered, themselves.

**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.

**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

Worf's First Adventure - Peter David 2008-06-25

Cadet Worf arrives at Starfleet Academy™ as the first Klingon to gain entrance since the Federation-Klingon, Peace Treaty. Raised on Earth by human parents, Worf wonders whether he is still a Klingon, the proud member of an honorable warrior race, or is he more human? Command-level classes fill his schedule, but nothing prepares him for his fellow cadets, among them his human foster brother. Intelligent, ambitious, and confident, the Academy cadets make life difficult for the young warrior. Worf must win over his classmates -- including the always logical Vulcans and the fierce Brikar -- even though they are still trained to think of him as the enemy. Then a routine trip to a training satellite turns into an unexpected disaster, and Worf must unite the cadets and risk his life before a terrible accident destroys the entire mission.

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

**The Voyages of Star Trek** - K. M. Heath 2020-11-16

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.

Starship Traveller - Steve Jackson 1983

**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.

**Tapani Sector Instant Adventures** - West End Games,  
Incorporated 1997-12-01

*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.

**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

*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.

Power Rangers RPG Core Book - Bryan C. P. Steele 2021-10

Star Wars Edge of the Empire Roleplaying Game - 2017

Dream Park - Larry Niven 2010-05-11

The beginning of a hard sci-fi series, Dream Park is a

visionary science fiction classic from Larry Niven and Steven Barnes. A group of pretend adventurers suit up for a campaign called "The South Seas Treasure Game." As in the early Role Playing Games, there are Dungeon Masters, warriors, magicians, and thieves. The difference? At Dream Park, a futuristic fantasy theme park full of holographic attractions and the latest in VR technology, they play in an artificial enclosure that has been enhanced with special effects, holograms, actors, and a clever storyline. The players get as close as possible to truly living their adventure. All's fun and games until a Park security guard is murdered, a valuable research property is stolen, and all evidence points to someone inside the game. The park's head of security, Alex Griffin, joins the game to find the killer, but finds new meaning in the games he helps keep alive. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**The Guild** - Felicia Day 2010-11-23

Chronicling the hilarious on--and offline--lives of a group of Internet role-playing gamers, the Knights of Good, The Guild has become a cult hit, and is the winner of numerous awards from SXSW, YouTube, Yahoo, and the Streamys. Now, Day brings the wit and heart of the show to this graphic-novel prequel. In this origin tale of the Knights of Good, we learn about Cyd's life before joining the guild, how she became Codex, her awful breakup with boyfriend Trevor, and how she began to meet the other players who would eventually become her teammates. \* This story line fills in details never before revealed on the web show, making it an essential new chapter for existing fans as well as a perfect jumping-on point for new fans! \* See the web series at

watchtheguild.com. \* Collects the three-issue series and features a sketchbook section and pinups! Written by Felicia Day! Internet phenomenon The Guild comes to comics!

*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!

**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.

*Star Trek: The Next Generation: Greater than the Sum* - Christopher L. Bennett 2008-07-29

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.

*Holodeck Adventures* - Last Unicorn Games 1999-09

Holodeck Adventures provides Narrators with information on creating and using holodeck stories of their own, as well as four existing story lines: Travel the streets of 1940's San Francisco as the infamous detective, Dixon Hill. Unravel the ancient horror of King Korvos' lonely castle. Set sail in search of a pirate's treasure. Holodeck Adventures takes the Star Trek: The Next Generation Roleplaying Game in new directions...roleplaying in the 19th century.

*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.

**Gangs of the Undercity Core Rulebook** - 2020-11

**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.

*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.

*Star Trek Adventures - Gamma Quadrant* - Modiphius 2020-03-03

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.

*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.

Mythic Game Master Emulator - Tom Pigeon 2018-01-25  
Mythic Game Master Emulator Create dynamic role-playing adventures without preparation For use as a supplement with other systems NOTE: This product provides the Game Master Emulation rules found in Mythic, a product that contains emulation rules and a full, universal role playing game. Mythic Game Master Emulator is for those who do not want the universal role-playing rules, but just the game master emulator at a reduced price. Mythic Game Master Emulator is a supplement meant to be played with your favorite role-playing games. Most Role-Playing Games operate under the principle that there are players and there is a Game Master. The GM prepares all the details of an adventure, and then "runs" the players through that adventure. This usually requires a great deal of preparation on the part of the GM. Mythic is different in that it requires no preparation from the GM. Mythic adventures are meant to be played off the cuff, with perhaps a few minutes of brainstorming to come up with the initial setup. Mythic can also be played entirely without a GM. The same mechanics in Mythic that allow a GM to run an adventure without preparation also allows a group of players to do without the GM. In a Mythic adventure, the GM (or players without a GM) can start an evening's entertainment with about five minutes of preparation. As the adventure

unfolds, the GM is just as surprised by the twists and turns as the players are. There are various ways in which Mythic can be used: No GM, multiple players Players decide on an opening scenario, and perhaps a few details or two, and Mythic takes it from there. All action is decided through the asking of yes/no questions and the application of logical principles. By answering questions, the adventure moves along, with the occasional random event throwing players a curve ball. The action is broken into scenes, just like in a movie, to keep everything straight. No GM, one player Mythic can be used to go solo. Solo play in Mythic works the same as group play. You're just alone. One GM, any number of players For those who like to be a GM, we have something for you, too. The same tools that allow Mythic to automatically generate adventures on the fly without a GM also work with a GM. This means very little to zero preparation, if you don't want to prepare. Simply create an opening scenario (hey, you can come up with that on the drive over!) and follow Mythic as it guides you along. Mythic will throw in its own twists and turns, so the GM will be just as shocked as the players.

Power Rangers Roleplaying Game GM Screen - Bryan C. P. Steele 2021-09-30

Star Trek Roleplaying Game Narrator's Guide - Don Mappin 2002

Fantasirollespil.

**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 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.

*Star Trek Deep Space Nine Roleplaying Game* - Christian Moore 1999-07

Shadowy undergrounds, interstellar black markets, political scheming, and diplomatic treachery are all hallmarks of the Star Trek RM: Deep Space Nine TM setting. Next Generation stories and DS9 stories are not cut from the same cloth. If TNG corridors are brightly lit and streamlined, those in the world of DS9 are dark, hazy, and slightly tarnished. The Star Trek RM: Deep Space Nine TM Core Game Book invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Experience all of the excitement and adventure of the frontier, as players shed their Starfleet uniforms and take on the roles of Cardassian spies, Bajoran mystics, and Ferengi smugglers. The DS9 Core Game Book provides the rules

necessary for players to create their own adventures in the DS9 universe. So go beyond the show -- step into the action and make the story come alive.

*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 industrys best-known adventure writers. Each article gives a different perspective on how to write adventure modules that dont suck, written by authors with decades of experience and prominent published credits. By the time youre done reading this book, youll be on the path to designing great adventure modules on your own. Whether youre an experienced writer or an aspiring novice, youll find something of value in this book! Made in the USA.

ST STARSHIPS - Decipher Inc 2003-03

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