

# Star Trek Adventures Core Rulebook Modiphius Star

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. 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

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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.

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels.

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.

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.

An all-new Star Trek technical manual of the legendary Klingon Bird of Prey, presented in the world-renowned Haynes Manual format! The Bird-of-Prey is the classic Klingon starship—a tough raiding and scouting vessel that has served at the heart of the Klingon Defense Force for more

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than a hundred years. Life on board is harsh and brutal, with any sign of weakness leading to a challenge to the death. The ship itself is stripped back and lean, with everything designed for a single purpose—war. This Haynes Manual traces the origins of a Bird-of-Prey from the moment it is commissioned by one of the Great Houses and constructed at the shipyards of the Klingon Naval Academy. It then proceeds to examine General Martok's famous ship the I.K.S. Rotarran in unprecedented detail. Featuring a stunning cutaway drawing and, for the first time ever, detailed deck plans and incredible new computer-generated artwork, the Haynes Bird-of-Prey Manual is a technical tour of the ship's systems, from the bridge and engineering rooms to the disruptors, torpedo launcher, and the all-important cloaking device. In addition, the Manual provides a unique insight into life on board a Klingon ship and the Rotarran's glorious history in the Dominion War. This Haynes Manual is fully authorized by CBS. All the new artwork has been designed by STAR TREK: THE NEXT GENERATION and STAR TREK: VOYAGER's senior illustrator Rick Sternbach, who is the world's leading expert on STAR TREK technology, with CG renders produced by STAR TREK VFX artist Adam 'Mojo' Lebowitz.

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks wielding the magic of the Wild have a mission: raise armies and annihilate the entire continent of Austeria. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of common soldiers - soldiers whose side is losing the war. Take the challenge. Roleplay in a fantasy world without cute pointy-eared elves, where the dwarves aren't cookie-cutter copies of Tolkein's stout, bearded mountain folk. Focus on a daily life and death struggle where the enemy is cruel, powerful, and around

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every corner. Take the challenge. Let your adventurers become... ..mankind's only hope.

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. I think this new ship was put together by monkeys. Oh, shes got a fine engine, but half the doors wont open, and guess whose job it is to make it right? The Operations Division supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in Star Trek Adventures for characters in the operations division.

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon

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delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

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*

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.

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What does every fantasy RPG campaign need? Monsters! Monsters! Monsters! The Fantasy AGE Bestiary gives Game Masters a plethora of new foes to challenge their players, from classics like the basilisk and minotaur to new monsters like the eldritch crown and shard lord. Each creature is fully detailed, with background information, adventure hooks, game stats, and variants. This beautiful full-color hardback is the first sourcebook for the Fantasy AGE RPG and an indispensable resource for Game Masters.

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.

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...

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-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.

DEFENDING THE VEIL The Beacon of lost souls, Rachel Farran, returns! When the evil Spinner begins an all-out attack on Rachel and everything she holds dear, Rachel must draw on all the resources at her disposal to defend herself and her allies. Can she survive the challenge or will she be doomed to haunt the shadows alone for all time? Beacon's Fury is the third book in POTOMAC SHADOWS, a paranormal fantasy series set in the Washington, DC metro area.

Since the introduction of fantasy into wargaming, Robert E. Howards Conan has loomed large across popular culture, recently inspiring the award-winning Robert E. Howards Conan: Adventures in an Age Undreamed Of roleplaying game and Monoliths hit

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Conan boardgame. Here, for the first time ever, is the crossover between these two games: miniatures and roleplaying adventure meet in the Hyborian Age! Developed closely with Monolith Entertainment, The Monolith Sourcebook provides players and gamemasters with a host of exciting material: new campaigns for both games, standalone adventures, and advice for creating original boardgame adventures using the roleplaying resources. Made in UK.

Fantasirollespil.

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 Piserchio & Frank Tagader, and Michael Turner. By the fans, and for the fans. Boldly going where no one has gone before.

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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.

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

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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,

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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.

Character guide for the *Dragon Age* role playing game.

*Wanderhome* is a pastoral fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

At last the stars are almost right. Soon

Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

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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. There's likely no more of a thankless job in the Federation than temporal investigation. While starship explorers get to live the human adventure of traveling to other times and realities, it's up to the dedicated agents of the Federation Department of

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Temporal Investigations to deal with the consequences to the timestream that the rest of the Galaxy has to live with day by day. But when history as we know it could be wiped out at any moment by time warriors from the future, misused relics of ancient races, or accident-prone starships, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all on a daily basis . . . and still stay sane enough to complete their assignments. That's where Agents Lucsly and Dulmur come in—stalwart and unflappable, these men are the Federation's unsung anchors in a chaotic universe. Together with their colleagues in the DTI—and with the help and sometimes hindrance of Starfleet's finest—they do what they can to keep the timestream, or at least the paperwork, as neat and orderly as they are. But when a series of escalating temporal incursions threatens to open a new front of the history-spanning Temporal Cold War in the twenty-fourth century, Agents Lucsly and Dulmur will need all their investigative skill and unbending determination to stop those who wish to rewrite the past for their own advantage, and to keep the present and the future from devolving into the kind of chaos they really, really hate.

Devotees of Star Trek have always written stories about their favourite characters. They circulate in fanzines, at conventions, and latterly on the Internet.

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Now for the first time Star Trek fans have the chance to find their stories in print in an official Star Trek book. **STRANGE NEW WORLDS** is the result of a competition run by Pocket Books to find new Star Trek authors, and out of thousands of entries the book includes the eighteen winning stories selected by top Star Trek author Dean Wesley Smith and the Pocket US editorial team. The quality of these stories is astounding and has won Strange New Worlds critical acclaim. Buy this book and find out what it takes to get into Star Trek print!

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,

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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.

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.

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Come join the adventure in Symbaroum, the acclaimed Swedish roleplaying game! Explore the vast Forest of Davokar in the hunt for treasure, lost wisdom and eternal fame. Visit the barbarian clans to trade or to plunder their treasuries. Establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros. Or survive encounters with Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken. Made in Sweden

Captain Calhoun and the crew of the U.S.S. Excalibur are on Thallon when their sensors detect strange vibrations coming from beneath the surface of the planet. Original.

The classic, must-have guide for every aspiring or successful writer from one of America's most respected authors. "These are rules I've picked up along the way to help me remain invisible when I'm writing a book, to help me show rather than tell what's taking place in the story." - Elmore Leonard For aspiring writers and lovers of the written word, this concise guide breaks down the writing process with simplicity and clarity. From adjectives and exclamation points to dialect and what he calls 'hoopedoodle', Elmore Leonard explains what to avoid, what to aspire to, and what to do when it

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sounds like "writing" (rewrite). Beautifully designed, filled with free-flowing, elegant illustrations, and specially priced, ELMORE LEONARD'S 10 RULES OF WRITING is the perfect writer's - and reader's - guide.

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

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

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