

Star Trek Rpg Adventures

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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

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

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

command a starship a hundred decisions a day hundreds of lives staked on you making every one of them right

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

this book requires the star trek adventures core rulebook to use page 4 of cover

you judge yourselves against the pitiful adversaries you ve encountered so far the romulans the klingons they re nothing compared to what s waiting

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

a richly illustrated encyclopedic deep dive into the history of roleplaying games when gary gygax and dave arneson released dungeons dragons in 1974 they created the first roleplaying game of all time little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight in monsters aliens and holes in the ground stu horvath explores how the hobby of roleplaying games commonly known as rpgs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s going far beyond d d this heavily illustrated tome covers more than three hundred different rpgs that have been published in the last five decades monsters aliens and holes in the ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons in a decade by decade breakdown horvath chronicles how rpgs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play the deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition

fourth volume in mike ashley s acclaimed set on the history of science fiction magazines this volume looks at the 1980s

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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 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 jane way 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

the captain s log solo roleplaying game presents a complete standalone rules system adpated from the award winning star trek adventures roleplaying game you can use to create original star trek stories with a dynamic character formed from your own imagination whether you are venturing into the cosmos alone conducting galaxy spanning missions cooperatively with friends or exploring the unknown with a gamemaster facilitating your adventures use the contents of this book to generate countless hours of memorable adventures create an original character and then use the tools in this book combined with your fertile imagination to fashion your own fascinating star trek style stories play in any era of star trek from the 21st century to the 32nd century and everything in between explore strange new worlds new civilizations and all the wonders of the universe what will you discover while exploring the final frontier

over the years board games have evolved to include relatable characters vivid settings and compelling intricate plotlines in turn players have become more emotionally involved taking on in essence the role of coauthors in an interactive narrative through the lens of game studies and narratology traditional storytelling concepts applied to the gaming world this book explores the synergy of board games designers and players in story oriented designs the author provides development guidance for game designers and recommends games to explore for hobby players

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written in easy to understand language this book is a must read if you'd like to create out of the ordinary yet simple games authors alexandre lobao and ellen hatton demonstrate the ease of producing multimedia games with managed directx 9 0 and programming the games with visual basic net on the everett version of microsoft's visual studio the authors emphasize simplicity but still explore important concepts of managed directx 9 0 such as direct3d directsound directmusic using the com interface directinput including force feedback joysticks directshow and directplay additional chapters discuss game programming technologies speech api for generating character voices gdi for simple games and multithreading a bonus chapter even shows you how to port a simple game to a pocket pc the book includes two chapters worth of sample games the first presents a game with simple features the second extends that game and presents additional concepts a library of game programming helper classes is also created step by step in both chapters

packed with concise high interest descriptions handy side bars and eyecatching graphics this is the first comprehensive listing of online trekker interest groups conferences forums games and trivia it covers the internet the major commercial services including compuserve america online and prodigy and hundreds of bulletin boards

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