

# Star Trek Adventures Core Rulebook Modiphius Star

Second Star to the Right: Essays on Leadership in Star Trek  
Fallout  
Dune RPG Core Rulebook  
Star Trek Adventures, the Roleplaying Game  
Star Trek Adventures Core Rulebook Collector's Ed. Ltd. Ed. Sci Fi RPG  
Star Trek Adventures  
Dune  
Dune: Adventures in the Imperium – Core Rulebook – Corrino Collectors Edition  
Dune: Adventures in the Imperium – Core Rulebook – Harkonnen Collectors Edition  
Micro Chapbook  
RPG  
Unity – Core Rulebook  
Star Trek Adventures the Operations Division  
Star Trek RPG Supp. Hardback  
Dishonored  
John Carter of Mars  
Maverick, Strategy RPG  
Critical Millennium: The RPG Core Rulebook  
John Carter of Mars – Phantoms of Mars Campaign Book  
Somnium  
7th Sea Core Rulebook  
Savage Kingdoms Core Rulebook  
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star trek provides an opportunity to explore the final frontier of leadership through its nearly six decades of series and films with its basis in enlightenment thinking reason coupled to compassion and its encouragement of diversity in its myriad forms star trek offers guidance on how to improve the human condition that has application in leadership across academic and professional fields leaders are constantly called upon to solve problems direct institutional growth and on occasion even solve humanitarian crises leadership development need not be complicated or overly staid it should be engaging star trek provides us a venue through which to make it so this book explores the application of star trek to the practice of leadership across a diverse array of professional and academic fields second star to the right essays on leadership in star trek provides a set of exceptional chapters from a diverse range of scientists professionals writers and thinkers it will help you to utilize the wealth of star trek canon applied across a robust array of fields to broadly inform the practice of leadership for a better world

in 2077 the storm of nuclear war reduced most of the planet to cinders from the ashes of nuclear devastation a new civilization would struggle to arise a civilization you will shape how will you re shape the world will you join with a plucky band of survivors to fight off all comers and carve out your own settlement will you team up with pre existing factions like the brotherhood of steel or super mutants to enforce your own ideals on the wasteland ghoul or robot paladin or raider it s your choice and the consequences are yours welcome to the wasteland welcome to the world of fallout

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

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

the dune adventures in the imperium roleplaying game takes you into a far future beyond anything you have imagined where fear is the mind killer so be sure to keep your wits about you the imperium is a place of deadly duels feudal politics and mysterious abilities noble houses politic constantly for power influence and vengeance in a universe where a blade can change the fortunes of millions build your house carve your place in the universe or rebuild an ancient lineage and fight for the imperial throne take your characters on a journey through the storied worlds of frank herbert s sci fi masterpiece inhabit elite agents working for noble houses where mentats swordmasters spies bene gesserit sisters devious advisors or even desert fremen join together to follow your banner whoever you choose to be remember that those that control the spice control the universe

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the micro chapbook rpg system is an ultra simple roleplaying game that can be played solo or with a traditional gm if you so wish the main game focuses on solitaire gameplay

starring a single foolhardy hero it uses randomly generated dungeon scenarios to make each game session a little different the universe for this game is brutal unforgiving and dark it takes notes from such classics as *Dungeon Quest* and *Deathtrap Dungeon* expect to die and die often this new updated edition of the core rulebook includes all the same rules and guides as the original deluxe core rulebook however it also includes new rules and updates to help make this version of the game more consistent with and build upon the newer basic rules set found in the starter adventure series games

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

this book requires the *Star Trek Adventures* core rulebook to use page 4 of cover

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

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 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*

the *Maverick* srpg system is a pen paper role playing game rpg that introduces a new level of customization to the world of fantasy sci fi modern and horror role playing players customize their race class vehicles and equipment game masters customize monsters

buildings and entire worlds with ease this book includes the full rules for the maverick srpg system from character creation and item creation to adventure creation and everything in between for additional content please visit us at [gamingmecca.com](http://gamingmecca.com)

welcome to the future we all saw coming but were too stubborn to give a damn about outside the sun blisters your skin and torrential rains stink of battery acid bleating air traffic blots the sky above overcrowded shanty towns and silvery towers alike governments and corporations promote a better life through hard work but when has that ever not been a load of crap you may not be able to fix the planet but you can change your own destiny risk your life on deadly game shows for riches and fabulous prizes leap frog politics to force your chosen agenda push the limits of both technology and human endurance discover the secrets of the stars and leave your old life behind all of these paths and more are possible in this grim future where gravity based tech can defy physics here humanity's survival may just rely on you built on the official magnetic variant d6mv of the classic d6 system role playing game rules created by west end games critical millennium is easy to learn yet full of challenges to master this epic science fiction role playing game is designed by award winning rpg author and designer andrew e c gaska alien rpg terminator rpg and filled with a wealth of additional world building material to supplement the universe merely glimpsed in critical millennium the dark frontier graphic novel

modiphius entertainment presents the phantoms of mars campaign book for john carter of mars adventures on the dying world of barsoom a science fantasy roleplaying game from the mind of edgar rice burroughs that uses a pulp action inspired variant of the 2d20 system uncover the nefarious conspiracy of the mysterious organisation known as the eidolon as you adventure your way across barsoom to save the people of the dying planet phantoms of mars will take your heroes on a journey full of pulp action intrigue and heroism as they race to uncover the eidolon conspiracy and see just how far it has spread a 128 page full colour landscape hardback book with a complete campaign arc for the john carter of mars roleplaying game detailed narrators section with information on key characters plots and advice on how to run and insert the campaign into existing games also includes the swords of mars 2d20 skirmish rules for use with the john carter of mars miniature collection

greetings traveler and welcome to the land of lur asko this is the official rulebook for

somnium rpg an indie tabletop role playing game developed by seth vannier something new has arrived in the world of rpgs bringing you a unique world that combines medieval high fantasy and science fiction in exciting new ways for those who enjoy lore and backstories somnium s world obliges with dramatic political history deep philosophical conflicts and unique factions innovative rules that blend believability and ease of use immersing players in the battles and action peculiar defensive technologies give rise to a mixed battlefield where sci fi and medieval tactics can coexist a system for everyone as basic intermediate and advanced rulesets offer a game for rpg newbie and veteran alike create a simple warrior character within minutes or opt for an eccentric inventor with dozens of possible abilities be the character you ve always imagined

7th sea is a tabletop roleplaying game of swashbuckling and intrigue exploration and adventure taking place on the continent of thah a land of magic and mystery inspired by our own europe players take the roles of heroes thrown into global conspiracies and sinister plots exploring ancient ruins of a race long vanished and protecting the rightful kings and queens of thah from murderous villains

enter a world of dark fantasy and sword and sorcery with the savage kingdoms core rulebook a must have guide for players and game masters for telling heroic tabletop tales using the savage kingdoms roleplaying system this 300 page tome has everything needed to create fantasy adventurers from grim knights barbarous berserkers remorseless mercenaries cunning thieves mysterious sorcerers scholarly priests and all manner of hero and anti hero in between chapters include rules for character creation core mechanics introduction and prologue campaign setting timeline playable races and cultures life paths talents weaknesses skills spells and magic a gazetteer of the known world armaments and equipment and much more interior artwork helps establish the dark fantasy mood and the various interior maps of the setting help the game master and his players track where they are where they ve been and where they re likely to go a must for all sword and sorcery and fantasy role playing fans

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