

Star Trek Adventures Core Rulebook Modiphuis

I think this new ship was put together by monkeys. Oh, she's got a fine engine, but half the doors won't 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.

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.

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

Don't Be a Beardy Gamer "A very funny and useful read on its own, but it also makes a great gift for that sore loser in your life." --The New York Times "An indispensable, laugh-out-loud guide to the pitfalls and pleasures of gaming." ~Graham McNeill, Warhammer Fantasy and Warhammer 40,000 novels author; former Games Workshop designer "For anyone looking to be a part of one of the greatest communities in the world!" ~Brittanie Boe, editor of GameWire "A warm, insightful guide for exploring one of geek culture's oldest realms." ~Aaron Dembski-Bowden, author of New York Times bestselling book The Horus Heresy: The First Heretic Whether you're new to the world of tabletop games or a veteran gamer, The Civilized Guide to Tabletop Gaming is your go-to game-night etiquette guide. Expert gamer Teri Litorco, of the gaming site Geek and Sundry, helps you to get along as you play and make the most out of your time with your gamer group. Packed with insider advice and etiquette tips, this essential guide includes advice on everything from sharing crib sheets and meeples to avoiding drama and poor sportsmanship at the game table. With 100 gaming etiquette rules, The Civilized Guide to Tabletop Gaming provides you and your group with all you need for a fun and respectful game night--without rage-quitters, bad losers, terrible winners, and Incredible Sulks!

Star Trek Adventures The Roleplaying Game : Core Rulebook Modiphuis

Entertainment

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.

[Copyright: e898a8ce25a3af11ae71224679f80697](https://www.star-trek.com/entertainment)