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KEY=ADVENTURES - LEBLANC HESTER

Star Trek Adventures - These Are the Voyages

[Modiphius Entertainment](#) **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 Adventures - Beta Quadrant

[Modiphius Entertainment](#) **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

The Roleplaying Game : Core Rulebook

[Modiphius Entertainment](#) **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 - Command Division

[Modiphius Entertainment](#) **COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.**

Star Trek: The Original Series: Foul Deeds Will Rise

[Simon and Schuster](#) **When a mysterious assassination threatens the peace process the U.S.S Enterprise is overseeing in a distant solar system, Captain James T. Kirk suspects Lenore Karidian, who tried to kill him twenty years earlier.**

Only War

Core Rulebook

Insurrection

[Simon and Schuster](#) **Star Trek: The Next Generation is the most popular, longest-running series in science fiction history. Now, after the spectacular worldwide success of Star Trek: First Contact, Captain Jean-Luc Picard and the crew of the Starship Enterprise return to the big screen in a thrilling new adventure that captures all the fun and excitement of Star Trek at its best. Star Trek: Insurrection reunites the hugely popular crew of Star Trek: The Next Generation: Jean-Luc Picard, Starfleet's finest officer; Commander William T. Riker, his stalwart first officer; Lieutenant Commander Data, the indispensable android; Commander Deanna Troi, the empathic Betazoid counselor; Lieutenant Commander Worf, the fierce Klingon warrior; Lieutenant Commander Geordi La Forge, chief of engineering; and Dr. Beverly Crusher, the ship's able medical officer. Together, they have faced many challenges over the years, but nothing has prepared them for the unexpected crisis that tests both their skills and their convictions. On an unnamed planet in a distant sector, Starfleet, in an uneasy alliance with a mysterious new alien species of unknown origin, has discovered a secret with astounding implications that could transform the future of the entire Federation. But this secret has a price that may be more than some are willing to pay. The secret first turns Data against Starfleet, then draws Jean-Luc Picard and the Starship Enterprise into a tense and dangerous situation that has unexpected effects on every member of the crew -- and presents them with an agonizing moral dilemma. Faced with orders he cannot obey and a crisis he cannot ignore, Picard finds himself torn between his conscience and his uniform. Bestselling author J. M. Dillard has written a powerful and exciting novel based on the major motion picture directed by Jonathan Frakes ("Commander William T. Riker"). Star Trek: Insurrection is sure to delight audiences throughout the world.**

Mindjammer

[Createspace Independent Pub](#) **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**

Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp.)

[Modiphius](#) **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.

Starships

Star Trek Roleplaying Game

[Decipher](#) **Over forty different starship designs, complete with illustrations, history, and technical data.** - Back cover.

Infinity RPG

[Modiphius Entertainment](#) **In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...**

Alien RPG

[Free League Publishing](#) **"Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.**

Heavy Metal Thunder Mouse

An RPG of Mice and Their Motorcycle Clubs

Heavy Metal Thunder Mouse (HMTM) is a tabletop roleplaying game where you and your friends make your mice, found your club, and hit the streets.

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback

[Modiphius](#) **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 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, 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.

Star Trek: Enterprise: Rise of the Federation: Tower of Babel

[Simon and Schuster](#) **When forces who oppose plans to bring the rich and powerful Rigel system into the fledgling Federation capture vital information and Starfleet personnel, captains Malcolm Reed and T'Pol and their crews work to rescue the captives.**

The Chronicles of the Future Earth: Science-Fantasy Roleplaying in Earth's Far Future

[Chaosium](#) **The Chronicles of Future Earth** is volume one of the new techno-fantasy setting for Chaosium's Basic Roleplaying, and contains: an introduction to Urth, the world of the unimaginably far future, focussing on the vast and ancient city of Korudav; new races, cultures, and occupations; new magic, artifacts, and religions; rules for demons and divine powers; a bestiary of the Urth's more deadly denizens; and "The Worm Within", an introductory scenario showcasing this unique and adventure-filled world.

Warhammer Fantasy Roleplay 4e Core

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

Star Trek Adventures Alpha Quadrant Star Trek RPG Supp., Hardback

[Modiphius](#) **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.

Star Trek Role Playing Game

Creatures

[Decipher](#) **More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.**

Gateways Book Seven: What Lay Beyond

[Simon and Schuster](#) **Created by the incalculably ancient Iconians, whose transcendent technology is quantum levels beyond that of the Federation and its allies, the Gateways offer instantaneous transport across unimaginable distances. Throughout the known galaxy, from Deep Space Nine™ to the New Frontier, from the Delta Quadrant to the bridge of the Starship Enterprise™, the sudden reactivation of the Gateways has destabilized interstellar relations between planets and cultures previously separated by countless light-years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced several valiant commanders to leap through separate Gateways into the unknown. Captain James T. Kirk of the original Starship Enterprise Captain Jean-Luc Picard of Star Trek: The Next Generation® Colonel Kira Nerys of Deep Space Nine Captain Kathryn Janeway of the U.S.S. Voyager™ Captains Calhoun and Shelby of Star Trek : New Frontier Commander Nick Keller of the U.S.S. Challenger All of these heroes, for their own reasons, have taken the ultimate gamble: hurling themselves personally through a Gateway without any knowledge or forewarning of what lay beyond. Each must face their own unique challenge, struggling to find a way back to the ships and homes they left behind. And waiting behind at least one of the Gateways are the ageless Iconians themselves, the primordial architects of the mysterious portals causing chaos throughout the Milky Way galaxy. Where did they disappear to, many long eons ago, and what do they want now? The answer lies on the other side.... What Lay Beyond brings the Gateways saga to a spectacular finish, in an all-star collaboration by six popular, bestselling Star Trek authors. Among them, Diane Carey, Peter David, Keith R.A. Decandido, Christie Golden, Robert Greenberger, and Susan Wright have written dozens of Star Trek novels. This is their first mega-collaboration.**

Edge of the Empire Beginner Game

[Fantasy Flight Games](#) **The perfect entry point for novice roleplayers, the Star Wars: Edge of the Empire Beginner Game features a complete, learn-as-you-go adventure. Pre-generated character folios keep rules right at your fingertips, while custom dice and an exciting narrative gameplay system make every roll into a story. Detailed rules provide for hours of entertainment in a galaxy far, far away!**

A Guide to Japanese Role-Playing Games

The Book of Random Tables 3

Fantasy Role-Playing Game AIDS for Game Masters

Do you play Dungeons and Dragons or Pathfinder? Are you spending hours on GM prep? Well, no longer. Cut down game master prep time with 25 1D100 fantasy random tables. Find items for a cell, a wine cellar, a dead orc, and more. Also, exciting random encounters for different terrains. Plus food and drink. Some of the tables in the book: Inn Names Names of Knightly Orders Desert Encounters Forest Locations Road Encounters Items in a Cell Items in a Chest Items on a Dead Orc Jewelry Items in a Wagon Items in a Wine Cellar Beers Thieves Guild Quests Dungeon Health Side Effects Get The Book of Random Tables and The Book of Random Tables 2

John Carter of Mars - Adventures on the Dying World of Barsoom

[Modiphius Entertainment](#) **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. John Carter of Mars is a science-fantasy roleplaying game using a pulp-action inspired variant of the 2d20 System. A 288 page full colour, landscape hardback book with everything you need to play the game and introduce new players to the world of Barsoom. 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.**

Infinity - Adventures in the Human Sphere

[Modiphius Entertainment](#) **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.**

Infinity - Player's Guide

[Modiphius Entertainment](#) **In the twisted jungles of Paradiso, humanity fights for its survival. The fierce, alien warriors of the Combined Army have poured through the Acheron Gate, descending upon the emerald jungles of the newest colonial world in a seemingly unstoppable torrent. The bestial Morat pound the Paradiso front, where brave men and women fight ceaselessly to maintain a defensive line which the sly Shasvastii penetrate with devastating ease. In the star-swept skies above, the collected might of humanity's armadas maintain a life-or-death blockade to cut off an endless horde of alien reinforcements. And if any of humanity's fractious forces falter, then all may be lost...**

Original Adventures Reincarnated #3: Expedition to the Barrier Peaks (5e Adventure, Hardback)

From a mysterious cave high in the Barrier Peaks, they come: savage raiders of unknown origin laying waste to castle and keep, leaving no survivors. The land is in turmoil and only a band of stalwart heroes dares to launch an expedition into the soaring mountains to stamp out this vile menace. What they discover in those lofty peaks is something beyond their comprehension. A danger spawned from the very stars above. A crashed starship, buried for centuries beneath the Barrier Peaks, has awoken, and now its alien inhabitants--crazed robots, eerie androids, and even stranger things--endanger the world. The adventurers must confront these threats and navigate the unearthly interior of the wrecked starship, puzzling over and mastering alien technology to defeat their foes. If you've ever had the urge to zap an umber hulk with a laser rifle while commanding a robotic servant, this adventure is for you! This tome is an homage to the original fantasy and science-fiction dungeon expedition that began decades ago with S3: Expedition to the Barrier Peaks. Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adventure is included, as well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fifth edition campaign in out-of-this-world directions, with a distinct old-school vibe. Made in the US

Simply6: A Fast, Universal, Tabletop Roleplaying Game

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.

Holodeck Adventures

[Last Unicorn](#) 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.

Conan Player's Guide

[Modiphius Entertainment](#) The Players Guide to Robert E. Howards Conan: Adventures in an Age Undreamed Of takes you into the world of Conan the Barbarian, a place where astonishing heroes battle loathsome monsters, raise swords against dire sorcery, and travel to exotic and unknown lands!

Those Dark Places

Industrial Science Fiction Roleplaying

[Bloomsbury Publishing](#) 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.

Star Wars Roleplaying Game

Revised Core Rulebook

This new saga edition encapsulates all six "Star Wars" feature films while presenting a thorough revision of the rules, making the game easier to learn while improving the overall game experience.

Deathwatch

Core Rulebook

[Fantasy Flight Pub Incorporated](#) Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

Star Fleet Technical Manual

Training Command, Star Fleet Academy

[Del Rey](#) Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties

Masks of Nyarlathotep

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.

Star Trek: Phaser Fight

[Simon Spotlight Entertainment](#) Readers choose their own adventure aboard the Starship "Enterprise", where they can fight an alien race with Mr. Spock, investigate a meteor belt with Captain Kirk, and help combat a deadly disease with McCoy.

Conan - Jeweled Thrones of the Earth

[Modiphius Entertainment](#) Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand, a thief, a reaver, a slayer, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandalled feet.

Spire

The City Must Fall

Conan the Pirate

[Modiphius Entertainment](#) TO THE DEVIL WITH EMPTY SEAS! WERE BOUND FOR WATERS WHERE THE SEAPORTS ARE FAT, AND THE MERCHANT SHIPS ARE CRAMMED WITH PLUNDER!

The Captain's Oath

[Simon and Schuster](#) 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.