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7th Sea Pirate Nations
Star Trek, the Worlds of the Federation
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The Centauri Republic Fact Book
Stars Without Number (Perfect Bound)
Blindsight
Colony Launch
A Dream Given Form

JIMMY MORROW

Creating Babylon 5 Mongoose Publishing

The Reality Dysfunction is a modern classic of science fiction from Peter F. Hamilton, an extraordinary feat of storytelling on a truly epic scale. "A space opera that is big, boisterous, and has something for everyone." —Science Fiction Weekly Space is not the only void. . . In AD 2600 the human race is finally beginning to realize its full potential. Hundreds of colonized planets scattered across the galaxy host a multitude of prosperous and wildly diverse cultures. Genetic engineering has pushed evolution far beyond nature's boundaries, defeating disease and producing extraordinary spaceborn creatures. Huge fleets of sentient trader starships thrive on the wealth created by the industrialization of entire star systems. And throughout inhabited space the Confederation Navy keeps the peace. A true golden age is within our grasp. But on a primitive colony planet, a renegade criminal's chance encounter with an utterly alien entity unleashes the most primal of humanity's fears. An extinct race which inhabited the galaxy aeons ago called it "The Reality Dysfunction." It is the nightmare which has prowled beside us since the beginning of history.

The Night's Dawn Trilogy The Reality Dysfunction The Neutronium Alchemist The Naked Go
The A-Z of Babylon 5 Orbit

Aboard the Babylon 5 diplomatic station, players soon find themselves catapulted into a race against time to gather the remnants of vital information before it is ultimately destroyed by an ancient and implacable enemy in this extensive story arc for your Babylon 5 Roleplaying Game d20 campaign spanning the entire Earth year 2258.

Babylon 5 League Of Non-aligned Worlds Open Road Media

Hugo and Shirley Jackson award-winning Peter Watts stands on the cutting edge of hard SF with his acclaimed novel, *Blindsight* Two months since the stars fell... Two months of silence, while a world held its breath. Now some half-derelict space probe, sparking fitfully past Neptune's orbit, hears a whisper from the edge of the solar system: a faint signal sweeping the cosmos like a lighthouse beam. Whatever's out there isn't talking to us. It's talking to some distant star, perhaps. Or perhaps to something closer, something en route. So who do you send to force introductions with unknown and unknowable alien intellect that doesn't wish to be met? You send a linguist with multiple personalities, her brain surgically partitioned into separate, sentient processing cores. You send a biologist so radically interfaced with machinery that he sees x-rays and tastes ultrasound. You send a pacifist warrior in the faint hope she won't be needed. You send a monster to command them all, an extinct hominid predator once called vampire, recalled from the grave with the voodoo of recombinant genetics and the blood of sociopaths. And you send a synthesist—an informational topologist with half his mind gone—as an interface between here and there. Pray they can be trusted with the fate of a world. They may be more alien than the thing they've been sent to find. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM)

applied.

Babylon 5: RPG and Fact Book Orbit

Written as a field manual, this guide to the world of the film *Alien* and its sequels presents each piece of technology - ships, vehicles, uniforms, etc - in separate chapters. It also includes annotated cut-away diagrams, stills and blueprints from the three films, and anecdotal observations.

Aliens Pocket Books/Star Trek

The year is 2258, ten years after the Earth-Minbari War. In an effort to prevent further bloodshed the Earth Alliance created the Babylon project. Positioned in a key sector of the galaxy, the Babylon 5 space station serves as a space-born port-of-call for diplomats, traders, hustlers, and travelers. Its aim: to exist as a natural place where humans and aliens can work out their differences peacefully. Yet in reality the station is a focus of tension, malice, and intrigue--with all the wondrous excesses of a galactic cultural melting-pot. In *Creating BABYLON 5* author David Bassom takes an in-depth behind-the-scenes look at the creation of the seminal series. From plot development to the show's ground-breaking special effects methods, Bassom covers all aspects of Babylon 5's production. Interviews with all the main cast and key production crew combine with page after page of stunning photography and essential details about the Babylon 5 universe. *Creating BABYLON 5* is the only book to chart the birth and creation of the science fiction phenomenon of the decade.

Starship Troopers Dell

The Babylon 5 Roleplaying Game & Fact Book is a brand new d20-based roleplaying game based on the award-winning science fiction series created by J. Micheal Straczynski. Featuring full color pictures and film stills throughout, the Babylon 5 Roleplaying Game & Fact Book is the most detailed exploration into the world of Babylon 5. Newly developed combat systems including both deep space skirmishes and personal combat serve to heighten the dangers of life in and around the infamous diplomatic station. This game allows players to take the role of characters on board Babylon 5 and travel to the many stars and planets seen in the television series. The possibilities available to players are limitless, taking such characters as lowly lurkers and smugglers or brave Earthforce Officers and members of the Minbari warrior caste. Featuring exclusive never-before-seen official background material, the Babylon 5 roleplaying game is the most comprehensive information resource available for the award-winning television series! This 304-page d20 sourcebook details the entire Babylon 5 space station, along with the characters and personalities to be found onboard.

The Unreasoning Mask Titan Books (US, CA)

Babylon 5 has given the small worlds that make up The League of Non-Aligned Worlds a voice on the galactic level, and has allowed them to act on almost equal footing with the more powerful races. This book introduces in great detail the races and planets of this political alliance, providing games masters and players with invaluable information on dealing with them in the Babylon 5 universe.

In Valen's Name Penguin

The highly rated, award-winning sci-fi hit *Babylon 5* has captured the imaginations of millions of fans. Now, every detail of the show, from characters to concept, is highlighted and explained in this

exciting encyclopedic reference. Fans can easily identify the five major races on board the station--humans, Minbari, Centauri, Narn and Vorlons--keep track of treaties, discover the technical workings of the station, and much, much more.

Babylon 5: The Fiery Trial Mongoose Publishing

Babylon 5: The Minbari Federation is the second in a series of sourcebooks for use with the Babylon 5 Roleplaying Game & Fact Book. This sumptuous 200-page, full-color volume massively expands on the Minbari information presented in the main rulebook. The Minbari Federation features a host of background and rules for Minbari players and Games Masters alike. Drawing from the television series, as well as featuring new material this is the definitive guide to the Minbari Federation.

Alien: Into Charybdis Orbit

An all new sourcebook for Babylon 5: The Roleplaying Game including a new and ready-to-run campaign for Earthforce characters spanning the galaxy.

The Reality Dysfunction Macmillan

Bringing the universe of Babylon 5 to the Traveller system, this book is a one-stop resource for Babylon 5 fans. Combining setting information with new rules, players can learn how jump gates and hyperspace works, play Narn, Minbari or Centauri characters and explore the space station that changed the fate of an entire galaxy

Earth Force Sourcebook Impressions

There are hundreds or even thousands of places in the Babylon 5 universe where a multitude of alien races live out their lives. There are many planetside starports, domes, cities and colonies that make up the civilisations of the galactic races, and each one has its own story to tell. Mars Dome Omega, the old Jericho Colony, and Shambah Starfield are just some of the wondrous new places that Babylon 5 fans can take their characters in order to see the galaxy. Dangers, plots and schemes are frequent in the Third Age of Mankind, and we know dozens of the places they hide - which we have chosen to detail for the readers. Starports & Colonies includes a comprehensive look at how to quickly create a 'random' colony or other planetside community for their campaigns to see and interact with. For the previously mentioned colonies and places of interest, there are over two dozen entries of detailed communities with NPCs, plot hooks and interesting facts about each one of them. With the information in this book, Games Masters have a massive number of new facets of planetside adventures at their fingertips. While those who live there might wish to think so, Babylon 5 is not the centre of the universe anymore.

Babylon 5 Del Rey

Piracy on the Seven Seas has reached a fever pitch. The black flag poses a constant danger for merchants and navies, as unscrupulous brigands seek their fortunes. But there are more dangers afoot than pirates: beasts lurking under the waves, rumors of haunted and immortal ghost ships...and the demon named "Reis." This book contains material for 7th Sea: Second Edition including new Backgrounds, Advantages, Stories and Sorceries. It also includes five new Pirate Nations: Numa, the land where legends were born and never left. La Bucca, the once-prison island turned headquarters for international intrigue. The Atabean Islands, where the ghosts of Rahuri ancestors sail alongside native peoples. Aragosta, home of the Brotherhood of the Coast and a pirate paradise. Jaragua, self-liberated slave colony and home of a new Sorcery called Kap Sevi.

Pirate Nations also includes new setting materials for 7th Sea featuring the Devil Jonah, the dreaded Reis and Theah's first multinational, the Atabean Trading Company. There be adventure aplenty in these lands, more than any one crew can hope to see in a lifetime.

Civilization Beyond Earth Official Strategy Guide Orbit

The sixth book in the NYT bestselling Expanse series, Babylon's Ashes has the galaxy in full revolution, and it's up to the crew of the Rocinante to make a desperate mission to the gate network and thin hope of victory. Now a Prime Original series. A revolution brewing for generations has begun in fire. It will end in blood. The Free Navy - a violent group of Belters in black-market military ships - has crippled the Earth and begun a campaign of piracy and violence among the outer planets. The colony ships heading for the thousand new worlds on the far side of the alien ring gates are easy prey, and no single navy remains strong enough to protect them. James Holden and his crew know the strengths and weaknesses of this new force better than anyone. Outnumbered and outgunned, the embattled remnants of the old political powers call on the Rocinante for a desperate mission to reach Medina Station at the heart of the gate network. But the new alliances are as flawed as the old, and the struggle for power has only just begun. Babylon's Ashes is a breakneck science fiction adventure following the bestselling Nemesis Games. The Expanse Leviathan WakesCaliban's WarAbaddon's GateCibola BurnNemesis GamesBabylon's AshesPersepolis RisingTiamat's Wrath The Expanse Short Fiction The Butcher of Anderson StationGods of RiskThe ChurnThe Vital AbyssStrange Dogs

Abaddon's Gate Mongoose Publishing

The Earth year 2258 was set to be one of new beginnings but instead became a time of exceptional discord. The disputes between the Narn and Centauri have steadily escalated as the two age-old enemies vie for territory and influence, even as the Minbari subtly manipulate the younger races for their own nebulous ends. The Vorlons have, for the first time, appeared to other races on board the Babylon 5 diplomatic station but their motives seem convoluted and beyond the concerns of others. Even the Earth Alliance has suffered, with the seemingly accidental death of its president and a growing feeling among many that its government has become fragmented, with shadowy groups becoming increasingly self-serving, pursuing secret agendas with worrying consequences. Terrorist groups have grown increasingly daring in their activities, trying to secure freedom for worlds within the Earth Alliance or keep alien influence far from humanity. Times are growing dark for the weak and helpless, but it is also fertile ground for opportunists and heroes to leave a permanent mark on the galaxy. The Coming of Shadows is a sourcebook for the Babylon 5 roleplaying game, exploring in detail the personalities and events of 2259. Used in conjunction with Chapter 8 of the main rulebook, Signs and Portents, Games Masters can now accurately extend their campaigns and story arcs beyond 2258 to include the dramatic galaxy-shaking events detailed here. Every episode of the second season of the Babylon 5 television show is fully covered in The Coming of Shadows, along with numerous scenario and campaign hooks that will make it easy to integrate them with ongoing story arcs already unfolding in current games. As described in Chapter 9 of the main rulebook, Campaigns on Babylon 5, players can witness or even become directly involved in these events, engaging in story arcs of their own that may put them at the centre of the galaxy alongside the heroes of the television show. This sourcebook also includes the main personalities found on board

Babylon 5, updated from those that appeared in the main rulebook in 2258, as well as featuring a few new faces. New rules additions, equipment and vehicles are also featured, expanding the Babylon 5 roleplaying game no matter where or when the Games Master chooses to set his story arcs and campaigns. The year 2258 set the scene for players new to the Babylon 5 roleplaying game. The Coming of Shadows will elevate games to new levels of passion and excitement as players begin to discover just who the real powers in the galaxy are. . .

Dining on Babylon 5 ECW Press

Based on the Star Trek adventures (including Star Trek: The Next Generation) this book uses hundreds of star charts, line drawings and color illustrations to outline the history of the worlds visited by the Starship Enterprise.

The Babylon Project - Game Resource Kit Mongoose Publishing

The critically acclaimed author of *Alien: The Cold Forge* takes readers to a rogue colony where terror lurks in the tunnels of an abandoned Weyland-Yutani complex. "Shy" Hunt and the tech team from McAllen Integrations thought it was an easy job—set up environmental systems for the brand new Hasanova Data Solutions colony, built on the abandoned ruins of a complex known as "Charybdis." There are just two problems: the colony belongs to the Iranian state, so diplomacy is strained at best, and the complex is located above a series of hidden caves. Charybdis has a darker history than any could imagine, and its depths harbor deadly secrets. Until their ship can be refueled, the McAllen team is trapped there. The deeper they dig, the more Shy is convinced there's no one they can believe. When a bizarre ship lands on a nearby island, one of the workers is attacked by a taloned creature, and trust evaporates between the Iranians and Americans. The McAllen integrations crew are imprisoned, accused as spies, but manage to send out a distress signal... to the Colonial Marines.

Babylon 5 Mongoose Publishing

In a futuristic military adventure a recruit goes through the roughest boot camp in the universe and into battle with the Terran Mobile Infantry in what historians would come to call the First Interstellar War

Babylon's Ashes Mongoose Publishing

The third book in the NYT bestselling Expanse series, *Abaddon's Gate* opens the door to the ruins of an alien gate network, and the crew of the *Rocinante* may hold the key to unlocking its secrets. Now

a Prime Original series. HUGO AWARD WINNER FOR BEST SERIES For generations, the solar system - Mars, the Moon, the Asteroid Belt -- was humanity's great frontier. Until now. The alien artifact working through its program under the clouds of Venus has appeared in Uranus's orbit, where it has built a massive gate that leads to a starless dark. Jim Holden and the crew of the *Rocinante* are part of a vast flotilla of scientific and military ships going out to examine the artifact. But behind the scenes, a complex plot is unfolding, with the destruction of Holden at its core. As the emissaries of the human race try to find whether the gate is an opportunity or a threat, the greatest danger is the one they brought with them. *Abaddon's Gate* is a breakneck science fiction adventure following the critically acclaimed *Caliban's War*. The Expanse Leviathan Wakes *Caliban's War* *Abaddon's Gate* *Cibola Burn* *Nemesis* Games *Babylon's Ashes* *Persepolis* *Rising Tiamat's Wrath* *Leviathan Falls* *Memory's Legion* *The Expanse Short Fiction Drive* *The Butcher of Anderson Station* *Gods of Risk* *The Churn* *The Vital Abyss* *Strange Dogs* *Auberon* *The Sins of Our Fathers*

Babylon 5: The Minbari Federation Fact Book Mongoose Publishing

A novel of alien gods, monsters, and galactic destruction from the New York Times–bestselling author of the Riverworld series. Captain Ramstan commands the crew of one of the only alaraf-drive vessels capable of instantaneous travel between two points of space. While on an official scientific surveillance expedition, he revises their mission to join the search for a missing ship. But instead of the spacecraft, they discover a planet in its death throes, decimated by meteors that have been launched with extreme velocity from just outside of its atmosphere. The ultimate source of the destruction, however, is beyond anyone's imagination. . . . Ramstan may be the only man who can stop the world-destroying entity known as the "Chaos-Monster" before it follows in their footsteps to Earth. A stolen alien idol offers aid—though at a price. But there are those who hear his warnings as nothing but the rantings of a delusional madman, and Ramstan will have to put his career—and life—on the line to prove that, though he might not be the savior the universe wants, he's exactly the one it needs. Praise for Philip José Farmer "An excellent science fiction writer." —Isaac Asimov "[Farmer's work is a] blend of intellectual daring and pulp fiction prose." —The New York Times "Farmer offers his audience a wide-screen adventure that never fails to provoke, amuse, and educate. . . . His imagination is certainly of the first rank." —Time on The World of Tiers "The greatest science fiction writer ever." —Leslie A. Fiedler, author of *Love and Death in the American Novel*