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# Star Trek Adventures Core Rulebook Released In

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Book One of the Lightspeed Trilogy  
Cyberpunk Red Data Screen  
No disintegrations  
Star Trek Adventures - Beta Quadrant  
Masks of Nyarlathotep  
TRAVELLER RPG  
Lead by Example: A Sourcebook for Commanders  
Only War  
Alien RPG  
Unity - Core Rulebook  
Beyond the Hallowed Sky  
Star Trek: The Next Generation: Greater than the Sum  
Star Trek Adventures - These Are the Voyages  
Invisible Sun  
Simply6: A Fast, Universal, Tabletop Roleplaying Game  
Infinity RPG  
How to Write Adventure Modules That Don't Suck  
Edge of the Empire Beginner Game  
The Captain's Oath  
Player's Guide  
Star Wars Age of Rebellion Roleplaying Game  
Mickey7  
Star Trek Adventures  
Investigate the Cthulhu Mythos During the Harlem Renaissance  
The Sciences Division (Star Trek RPG Supp., Hardback)  
Cypher System Rulebook  
Core Rulebook  
Shanghai Vampocalypse  
Power Rangers RPG Core Book  
Star Trek Roleplaying Game  
The Roleplaying Game : Core Rulebook  
Star Trek Adventures - Command Division  
Infinity - Adventures in the Human Sphere  
Harlem Unbound  
Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback  
Star Trek Adventures: Strange New Worlds - Mission Comp. Vol. 2 (Star Trek RPG Supp. )  
John Carter of Mars - Adventures on the Dying World of Barsoom  
The City Must Fall  
Star Trek Adventures - Delta Quadrant

## A Novel

*Star Trek  
Adventures  
Core Rulebook* Released In  
*Downloaded  
from  
ftp.wtvq.com by  
guest*

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### **GIANCARLO FIELDS**

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*Book One of the  
Lightspeed Trilogy* Free  
League Publishing  
"Fans of stories centered  
on the conflict between  
the virtual and the real  
will find plenty to enjoy."  
— Publishers Weekly  
No one goes out anymore.  
Society is sheltered  
indoors. The economy is  
in ruins. People spend  
their lives addicted to a  
breakthrough virtual  
reality technology,  
desperate for escapism in  
a troubled world. The  
Nirvana Effect has taken  
over. Aaron and Clarissa  
are members of a  
subculture of realists who  
resist the lure of a fake  
utopia. They watch in  
horror as the technology  
spreads across the  
country with willing  
participants who easily  
forgo their freedoms for  
false pleasures. When the  
young couple discovers a  
plot to enforce  
compliance for mind  
control, the battle for free  
will begins. What started  
as a playful diversion  
turns deadly. The future  
of the human race is at  
stake. FLAME TREE PRESS  
is the new fiction imprint

of Flame Tree Publishing.  
Launched in 2018 the list  
brings together brilliant  
new authors and the more  
established; the award  
winners, and exciting,  
original voices.  
Cyberpunk Red Data  
Screen Modiphius  
"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.  
**No disintegrations**  
Decipher  
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 -  
Beta Quadrant Modiphius  
Entertainment  
The Martian meets  
Multiplicity in Edward  
Ashton's high concept  
science fiction thriller, in  
which Mickey7, an  
"expendable," refuses to  
let his replacement clone  
Mickey8 take his place.  
Dying isn't any fun...but  
at least it's a living.  
Mickey7 is an Expendable:  
a disposable employee on  
a human expedition sent

to colonize the ice world Niflheim. Whenever there's a mission that's too dangerous—even suicidal—the crew turns to Mickey. After one iteration dies, a new body is regenerated with most of his memories intact. After six deaths, Mickey7 understands the terms of his deal...and why it was the only colonial position unfilled when he took it. On a fairly routine scouting mission, Mickey7 goes missing and is presumed dead. By the time he returns to the colony base, surprisingly helped back by native life, Mickey7's fate has been sealed. There's a new clone, Mickey8, reporting for Expendable duties. The idea of duplicate Expendables is universally loathed, and if caught, they will likely be thrown into the recycler for protein. Mickey7 must keep his double a secret from the rest of the colony. Meanwhile, life on Niflheim is getting worse. The atmosphere is unsuitable for humans, food is in short supply, and terraforming is going poorly. The native species are growing curious about their new neighbors, and that curiosity has Commander Marshall very afraid. Ultimately, the survival of both lifeforms

will come down to Mickey7. That is, if he can just keep from dying for good.

#### Masks of Nyarlathotep

Modiphius Entertainment The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen - a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to

rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost.

TRAVELLER RPG Hachette UK

TO THE DEVIL WITH  
EMPTY SEAS! WERE  
BOUND FOR WATERS  
WHERE THE SEAPORTS  
ARE FAT, AND THE  
MERCHANT SHIPS ARE  
CRAMMED WITH  
PLUNDER!

**Lead by Example: A Sourcebook for Commanders** St. Martin's Press

Star Trek Adventures The Roleplaying Game : Core Rulebook Modiphius Entertainment

**Only War** Modiphius Entertainment

Welcome to 2048 and one of the greatest cyberpunk cities in the near-future - Shanghai. The government has infected a hundred villages with a vampire virus to create the perfect super-soldiers, but the peasants revolted and a virus that was supposed to be sterile is spreading with every neck they bite. Unless the characters can keep the mysterious scientist

Doctor Wu alive for twelve hours, Shanghai will be just the first snack on the way to vampire domination of all mankind. Shanghai Vampocalypse is the first setting book for characters who reach the new Demigod rank Suzerain introduced to Savage Worlds. Because one vampire is a challenge, but eight million are an apocalypse... and a suitable challenge for demigods!

Alien RPG Modiphuis 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.

*Unity - Core Rulebook*

Modiphuis Entertainment  
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.

**Beyond the Hallowed Sky** Modiphuis

Fantasirollespil.

*Star Trek: The Next Generation: Greater than the Sum* Modiphuis Entertainment

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.

*Star Trek Adventures - These Are the Voyages*  
Chaosium Incorporated  
YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE

KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

**Invisible Sun** Modiphuis

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.

[Simply6: A Fast, Universal, Tabletop Roleplaying Game](#)  
Modiphius Entertainment

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.

**Infinity RPG** Simon and Schuster

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.

*How to Write Adventure Modules That Don't Suck*  
Fantasy Flight Games  
COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF

LIVES, STAKED ON YOU  
MAKING EVERY ONE OF  
THEM RIGHT.

### **Edge of the Empire Beginner Game**

Modiphius Entertainment  
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!  
The Captain's Oath Simon  
and Schuster  
'AN EXCEPTIONAL BLEND  
OF INTERNATIONAL  
POLITICS, HARD SCIENCE,  
AND FIRST CONTACT'  
Michael Mammay, author  
of the Planetside series  
'MACLEOD'S BEST BOOK  
TO DATE' SFX Science  
fiction legend Ken  
MacLeod begins a new  
space opera trilogy by  
imagining humankind on

the precipice of discovery  
- the invention of faster-  
than-light travel unlocks a  
universe of new  
possibilities, and new  
dangers. When a brilliant  
scientist gets a letter from  
herself about faster-than-  
light travel, she doesn't  
know what to believe. The  
equations work, but her  
paper is discredited - and  
soon the criticism is more  
than scientific. Exiled by  
the establishment, she  
gets an offer to build her  
starship from an unlikely  
source. But in the heights  
of Venus and on a planet  
of another star, a secret is  
already being uncovered  
that will shake humanity  
to its foundations.  
Discover this ground-  
breaking new space opera  
from multi-award winning  
author Ken MacLeod  
Praise for Ken MacLeod: 'If  
you like science fiction,  
you will love this. . . a  
rollicking good read'  
Scotsman 'MacLeod is up  
there with Banks and  
Hamilton as one of the  
British sci-fi authors you  
absolutely have to read'  
SFX 'Prose as sleek and

fast as the technology it  
describes. . . watch this  
man go global' Peter F.  
Hamilton on Star Fraction  
'Ken MacLeod has an  
enviable track record of  
extrapolating from current  
trends to produce mind-  
bending novels of ideas'  
Guardian Also by Ken  
MacLeod: Lightspeed  
Beyond the Hallowed Sky  
Fall Revolution The Star  
Fraction The Stone Canal  
The Cassini Division The  
Sky Road Engines of Light  
Cosmonaut Keep Dark  
Light Engine City  
Corporation Wars Trilogy  
Dissidence Insurgence  
Emergence Novels The  
Human Front Newton's  
Wake Learning the World  
The Execution Channel  
The Restoration Game  
Intrusion Descent  
*Player's Guide* Modiphius  
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