

Star Trek Decipher Players Guide

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The Player's Guide is a roleplaying game supplement published by Decipher in 2002. Contents Introduction, Thirty-Five Years of Star Trek, Species, Professions, Attributes, Development, Skills, Traits, Characteristics, Advancement, Equipment, Starships, Adventuring, The Galaxy, The Federation...

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Star Trek Decipher Players Guide - SEAPA

Star Trek Roleplaying Game: Player's Guide Digital: 256 pagesDecipher (2002)The Star Trek Player's Guide includes: All the basic rules needed for play, easily convertible from previous Star Trek RPGs Original Star Trek canon consistent with previous versions of the Star Trek RPG Character creation, including six archetypes for fast play, ten player character species, and nine professions Details for playing characters from any Star Trek setting: Star Trek™, Star Trek: The Next Generation™ ...

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The Player's Guide is the central book for the entire CODA Star Trek Roleplaying Game. All the information for creating a character, including the various Species, Skills, Professions, and Traits available to create a character. Decipher's Player's Guide Preview Images

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Star Trek Decipher Players Guide

The Star Trek Roleplaying Game Narrator's Guide is a role-playing game supplement published by Decipher in 2002. Contents Introduction, The series concept, Establishing the series, Running the series, Building episodes, Narrating episodes, Coda rules, Starship operations, Rewards, Starships...

Star Trek Roleplaying Game Narrator's Guide | Memory Alpha ...

The Star Trek Customizable Card Game is an out-of-print collectible card game based on the Star Trek universe. The name is commonly abbreviated as STCCG or ST:CCG. It was first introduced in 1994 by Decipher, Inc., under the name Star Trek: The Next Generation Customizable Card Game. The game now has two distinct editions, though both forms of the game have many common elements.

Star Trek Customizable Card Game - Wikipedia

Star Trek CCG 1st Edition is a Collectible Card Game based on the TV series Star Trek. It is published by Decipher from 1994 - 2003. It is designed by Tom Braunlich, Evan Lorentz, Bill Martinson, Jason Robinette and Roland L. Tesh. At first, Decipher acquired only the license for Star Trek: The Next Generation, but later on acquired the licenses for other Star Trek series and movies.

Star Trek CCG 1st Edition | CardGuide Wiki | Fandom

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Star Trek Roleplaying Game Player's Guide cover Designer(s) Matthew Colville, Kenneth Hite, Ross S. Isaacs, Steven S. Long, Don Mappin, Christian Moore & Owen Seyler

Fantasirollespil.

More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.

Loaded with successful combat missions and trading strategies, this work highlights the basics of the game, and shows how to customize your deck for maximum results.

Fantasirollespil.

A guide to the space routes and planets depicted in each of the "Star Trek" series--including "Enterprise"--includes such information as the location of the Klingon homeworld and the path followed by Captain Janeway's Voyager.

Mosaic tells the life story of Captain Janeway, a compelling tale of personal bravery, personal

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loyalty, tragedy and triumph. As told by Jeri Taylor, co-creator and executive producer of Star Trek: Voyager, this is an in-depth look into the mind and soul of Star Trek's newest captain. Deep in the unexplored reaches of the Delta Quadrant, a surprise attack by a fierce Kazon sect leaves Captain Janeway fighting a desperate battle on two fronts: while she duels the Kazon warship in the gaseous mists of a murky nebula, an Away Team led by Lt. Tuvok is trapped on the surface of a wilderness planet -- and stalked by superior Kazon ground forces. Forced to choose between the lives of the Away Team and the safety of her ship, Captain Janeway reviews the most important moments of her life, and the pivotal choices that made her the woman she is today. From her childhood to her time at Starfleet Academy™, from her first love to her first command, she must once again face the challenges and conflicts that have brought her to the point where she must now risk everything to put one more piece in the mosaic that is Kathryn Janeway.

The New York Times Best Seller Experience the Star Wars saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic Star Wars in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, Star Wars abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of Star Wars and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the Star Wars galaxy. Zounds! This is the book you're looking for.

William Riker, former first officer of the USS Enterprise in Star Trek: The Next Generation, takes command of the new USS Titan in this white-knuckled adventure perfect for longtime and new Star Trek fans. After almost a decade of strife against foes such as the Borg, the Cardassians, the Klingons, and the Dominion, the United Federation of Planets is at the dawn of a new era. Starfleet is renewing its mission of peaceful exploration, diplomacy, and the expansion of knowledge. Among the starships spearheading that endeavor is the USS Titan, commanded by Captain William T. Riker and manned by the most biologically varied and culturally diverse crew in Starfleet history. But their mission does not begin according to plan. In the wake of Star Trek: Nemesis, Praetor Shinzon, slayer of the Romulan Senate, is dead. The power vacuum created by his demise has put the Romulan Star Empire, longtime adversary of the Federation, at the brink of civil war. Competing factions now vie for control of their fragmenting civilization, and if the empire should fall, that entire area of the galaxy may destabilize. To restore order to the region, Titan's long-anticipated mission of exploration is delayed as Starfleet assigns Riker to set up power-sharing talks among the Romulan factions. But even as the first tentative steps are taken toward building a new Romulus, the remnants of the Tal Shiar, the dreaded Romulan intelligence service, are regrouping behind the scenes for a power play of their own. With no other help available, Riker and the Titan crew become the last hope to prevent the quadrant from falling into chaos.

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