

Star Trek Adventures Gamesmaster Screen Player

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Power Rangers Roleplaying Game GM Screen - Bryan C. P. Steele
2021-09-30

The Player of Games - Iain M. Banks 2009-12-01

The Culture - a human/machine symbiotic society - has thrown up many great Game Players, and one of the greatest is Gurgeh. Jernau Morat Gurgeh. The Player of Games. Master of every board, computer and strategy. Bored with success, Gurgeh travels to the Empire of Azad, cruel and incredibly wealthy, to try their fabulous game...a game so complex, so like life itself, that the winner becomes emperor. Mocked, blackmailed, almost murdered, Gurgeh accepts the game, and with it the challenge of his life - and very possibly his death. Praise for Iain M. Banks: "Poetic, humorous, baffling, terrifying, sexy -- the books of Iain M. Banks are all these things and more" -- NME "An exquisitely riotous tour de force of the imagination which writes its own rules simply for the pleasure of breaking them." -- Time Out

Powerplay - Dan Fleming 1996

In an increasingly global media culture, toys are both consumer products and playthings, revealing a complex relationship between capitalism and child psychology. This book analyses the gendered and cultural meanings of toys.

A Complete Guide to Nautical Campaigns - Guy Sclanders
2020-03-05

Ever dreamed of running a great pirate campaign in 5th Edition? Wondered how to handle ship combat in a fun and new way? Want to give orders to hoist the mainsail? This guide is 150 pages of pure nautical gold. Featuring over 30 ships, nearly 90 orders for PCs to give to ship's crew, and a total revised and fun combat system this really is a complete guide! SEND US AN EMAIL ONCE YOU HAVE ORDERED THE HARD COPY HERE AND WE WILL SEND YOU THE PDF FREE.

Conan Player's Guide - Modiphius Entertainment 2018-10

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 - Jonathan Hicks 2020-11-26

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 Trek Adventures - Beta Quadrant - Modiphius Entertainment
2018-10

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 - Modiphius Entertainment 2017

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

Starfinder Roleplaying Game - 2019

Warhammer Fantasy Roleplay - 2020

"Striking and sturdy, like Altdorf's reliable redoubts, the Warhammer Fantasy Roleplay Gamemaster's Screen provides a succinct summary of WFRP's important rules alongside an essential range of Gamemaster's tools. With breathtaking artwork of the Old World's festering cities on one side; important tables, references and rules on the other - the GM Screen is an ideal component to keep all your nefarious plans hidden from your players' prying eyes. Accompanying the screen is the Gamemaster's Guide, a 32-page booklet packed with practical tips, clever tricks and optional rules, and indispensable articles for GMs both new and old. The Gamemaster's Guide and the Gamemaster's Screen will expand your campaigns in new, innovative and exciting directions." - Publisher.

Infinity - Adventures in the Human Sphere - Modiphius Entertainment
2018-10

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.

Conan - Jeweled Thrones of the Earth - Modiphius Entertainment
2018-10

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.

The Final Reflection - John M. Ford 1999

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories) - Dungeons & Dragons 2021-09-21

Delve into dungeons with this kit for the world's greatest roleplaying game Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

Power Rangers RPG Core Book - Bryan C. P. Steele 2021-10

John Carter of Mars - Narrator's Toolkit - Modiphius Entertainment
2019-03

Modiphius Entertainment presents the John Carter of Mars Narrators Toolkit. The toolkit includes the official John Carter of Mars narrator screen. The exterior features amazing rendered artwork from the cover of the core rulebook, while the interior features useful rules, tables and charts for narrators. Also included is a booklet with new advice on running campaigns as well as new rules. Full colour, 4-panel narrator screen with artwork on the exterior and reference tables and charts on the interior. 36 page, full colour booklet with advice on running and creating campaigns as well as new additional rules for travel and large-scale combat.

Star Trek Adventures Alpha Quadrant Star Trek RPG Supp., Hardback - Modiphius 2019-08

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.

[The Expanse Roleplaying Game](#) - Steve Kenson 2019-05-14

"The Expanse created by James S.A. Corey."

Conan the Pirate - Modiphius Entertainment 2018-10

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

Only War - Fantasy Flight Games 2012-10-16

Alien RPG - Free League Publishing 2019-12-10

"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.

Computer Gaming World - 1994

Star Wars Edge of the Empire RPG: Beyond the Rim - Fantasy Flight Games 2013-09-22

RuneQuest GM Screen Pack - Greg Stafford 2018-10-15

GM reference materials and screen

[Frostgrave: Ghost Archipelago](#) - Joseph A. McCullough 2017-10-19

The Ghost Archipelago has returned. A vast island chain, covered in the ruins of ancient civilizations, the Archipelago appears every few centuries, far out in the southern ocean. At such times, pirates, adventurers, wizards, and legendary heroes all descend upon the islands in the hopes of finding lost treasures and powerful artefacts. A few, drawn by the blood of their ancestors, search for the fabled Crystal Pool, whose waters grant abilities far beyond those of normal men. It is only the bravest, however, who venture into the islands, for they are filled with numerous deadly threats. Cannibal tribes, sorcerous snake-men, and poisonous water-beasts all inhabit the island ruins, guarding their treasure hordes and setting traps for the unwary. In this new wargame, set in the world of Frostgrave, players take on the role of Heritors, mighty warriors whose ancestors drank from the Crystal Pool. These Heritors lead their small, handpicked teams of spellcasters, rogues, and treasure hunters into the ever-shifting labyrinth of the Ghost Archipelago. Using the same rules system as Frostgrave, this standalone wargame focuses on heroes who draw on the power in their blood to perform nigh-impossible feats of strength and agility. This game also includes 30 spells drawn from five schools of magic, a host of soldier types, challenging scenarios, treasure tables, and a full bestiary of the most common creatures that inhabit the Lost Isles.

Mickey7 - Edward Ashton 2022-02-15

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.

John Carter of Mars - Adventures on the Dying World of Barsoom - Modiphius Entertainment 2019-03

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.

[Star Trek Adventures - Command Division](#) - Modiphius Entertainment 2018-10

COMMAND A STARSHIP. A HUNDRED DECISIONS A DAY, HUNDREDS OF LIVES, STAKED ON YOU MAKING EVERY ONE OF THEM RIGHT.

The Ultimate RPG Quest Keeper - Jef Aldrich 2021-09-07

Chronicle every step of your RPG and record details about your characters, party, quest, and more with this customizable gaming journal for all your adventures. The Ultimate RPG Quest Keeper is an essential tool for all tabletop RPG players to record their characters and adventures, with easy-to-use templates for keeping track of all vital details. From your characters' personality traits and history to important clues and characters for ongoing quests, this comprehensive journal will keep you organized no matter what the adventure. Featuring space to record character information, including their background and abilities, party details, notable NPCs, money and resources, loot and belongings, useful gear, spells, weapons, skills and proficiencies, quests and mysteries, and more, this journal is the only RPG notebook you'll ever need. Now you can spend more time playing the games you love!

[Starfinder](#) - Paizo Staff 2017-09-05

The Perfect Firewall! Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazán Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.

Call of Cthulhu Gamemaster's Screen - Aaron Rosenberg 2002-07-01
Core Item for Players and Gamemasters--This essential supplement for the d20 edition of Call of Cthulhu contains the most important tables and rules synopses to make Cthulhu game sessions more enjoyable. Also included is the 32-page scenario "The Lost Temple of Yig" plus assorted useful forms.

Cyberpunk Red Data Screen - 2021-03-12

[FLAMES OF FREEDOM Grim & Perilous RPG](#) - Richard Iorio 2021-09-28

FLAMES OF FREEDOM is an American Gothic horror tabletop roleplaying game, based on the award-winning ZWEIHÄNDER RPG. It is the dawn of the American Revolutionary War of 1776. A tangled web of conspiracy spans North America. It does not matter what your creed, color, culture, faith or gender is—all stand together in the war for survival. Every Rebel patriot holds Thomas Paine's Common Sense aloft as they take up arms against the British Empire. The city of Boston is occupied by the Red Coats, surrounded by Rebel militias. But as the revolution has begun, something far more mysterious stirs. Agents of the occult entreat both the Continental Army and British Empire. Freemasons conspire in the City of Brotherly Love. Maryland is in the throes of a witch hunt by the Knights Templar. Amid the chaos, other grim fairy tales have emerged. Ghouls have been tunneling beneath Boston. There are sightings of witches in the Great Dismal Swamp. Indigenous sachem speak of devils who walk among the living. The Leeds Devil haunts the Pine Barrens of New Jersey. And worse still, a shadowy collective called "The Mandoag" seeks to consume all, Loyalists and Rebels alike. In this game, most people have either chosen to deny the supernatural or rationalize it away. A rare few accept it for what it is to act. You are among those heroes and destined for greatness... or death.

This alternative history game includes most of what you need to play: a player's handbook, a game master's guide, a bestiary, and an introductory adventure set in Boston. All that's left are a few friends, pencils and a handful of dice. FLAMES OF FREEDOM is an American Gothic horror tabletop role-playing game, based on the award-winning ZWEIHÄNDER RPG.

Ashen Stars - 2011-09-01

Ashen Stars is the newest full-length, stand-alone GUMSHOE product from RPG legend, Robin D. Laws. They call you lasers. Sometimes you're called scrubbers, regulators, or shinestars. To the lawless denizens of the Bleed, whether they be pirates, gangsters or tyrants, you're known in less flattering terms. According to official Combine terminology, the members of your hard-bitten starship crew are known as Licensed Autonomous Zone Effectuators. You're the seasoned freelancers local leaders call when a situation proves too tough, too baffling, or simply too weird to handle on their own. In the abandoned fringe of inhabited planets known as the Bleed, you're as close to a higher authority as they come. In this gritty space opera game, the PCs are Lasers, freelance troubleshooters and law enforcers operating in a remote sector called the Bleed. They're needed in the wake of a massive retreat by the Combine, the utopian empire that colonized it. Amid the ashes of a devastating war, the lasers solve mysteries, fix thorny problems, and explore strange corners of space all on a contract basis. They balance the immediate rewards of a quick buck against their need to maintain their reputation, so that they can continue to quickly secure lucrative contracts and pay the upkeep on their ship and their cyber- and viroware enhancements. Featuring seven new and highly detailed playable species. Ashen Stars also contains extensive, streamlined rules for space combat, 14 different types of ship, a rogues gallery of NPC threats and hostile species and a short adventure to get you started in the Bleed.

[The Official Price Guide to Star Trek and Star Wars Collectibles](#) - Sue Cornwell 1991-09

A guide to merchandise from Star Trek and Star Wars includes descriptions of hundreds of promotional and anniversary items

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback - Modiphius 2019-08-27

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 Adventures - These Are the Voyages](#) - Modiphius Entertainment 2018-10

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.

Starfinder Rpg -

Dungeon Master's Screen - Wizards of the Coast 2002-02-01

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

[Star Trek Roleplaying Game](#) - Decipher 2002 Fantasirollespil.