

Chapter 1 : Decipher RPG | LibraryThing

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Ford , was a book that notably influenced later Paramount productions. Most player characters were assumed to be members of Starfleet, engaged in space exploration missions. They typically held senior posts on a starship bridge, and visited alien planets as part of landing parties. See Official Supplements by era below. Game elements which either were never introduced into what later became canon Star Trek, or which differ significantly from how canon Star Trek presents them, include: Klingons in Star Trek: Ford , [3] differs greatly from later canon. Ford designed his Klingon society to provide a logical basis for the actions and statements of onscreen Klingons in the original TV series, as well as the differing appearance of the Klingons in the original series and those in Star Trek: The Motion Picture the only movie featuring Klingons to have been released when the novel and game supplement were first published. They are guided by a philosophy expressed in their klingonaase language as komerex tel khesterex, roughly translated as "that which is not growing is dying"; komerex, referring to any structure growing and expanding its control over its surroundings, is also their word for their empire komerex Klingon. This leads to a belief that the proper role of species not part of a komerex is to serve those that are, and the Klingons have subjugated many of these servitor species kuve in their conquests. The philosophy also motivates their actions on a personal scale, with individuals engaging in schemes and intrigues to enhance their personal power and that of their extended family, and generates traditions like starship officers being promoted as a result of assassinating their superiors. The Klingons seen in Star Trek: The ones seen in the TV series are "human-fusion" Klingons, a result of genetic engineering combining the DNA of humans and Imperial Klingons into a hybrid better able to work in environments occupied by humans and thought to better understand them for purposes of fighting them. Given the fact that few stars are visible at night on most of Klinzhai due to cloud cover, they have a mystical reverence for "the naked stars" and believe they remember acts of courage performed under them. In contrast, the Klingons in Star Trek: The Next Generation and subsequent TV series, as well as the later movies, have a culture and traditions based more on a cross between the vikings and Japanese Samurai or, rather, Western imaginations of them , focused on personal and familial honor and placing value on sacrificing their lives for the causes they serve. The canonical explanation of the differing appearance of Klingons in the original TV series was first joked about but left unexplained in the Star Trek: Enterprise as being due to a viral infection caused by an attempt to infuse Klingons with the superhuman DNA of Khan Noonien Singh and his followers a variation of the human-fusion idea. Romulans[ edit ] When the game was published the only filmed material featuring the Romulans were the two original series episodes "Balance of Terror" and "The Enterprise Incident". Before developing interstellar travel, Romulan science concluded they were not native to their planet, leading to a social and religious goal of building a "Road to the Stars" to find the "gods" that placed them there, leading to the establishment of the Romulan Star Empire. The Next Generation, featured in many episodes, and a canon explanation of their origin was given in that series. The Triangle supplement later introduced a set of color maps, allowing players to know exactly how long it would take them in game time to travel between star systems. This lawless area was popular with players as it allowed them to escape the strict parameters of a military campaign. Most campaigns with civilian or non-Star Fleet characters were based entirely or in part within the Triangle. Ship classes[ edit ] The game introduced a number of starship classes which were not based on those seen in the series, though many of them borrow heavily from the starship design standards set in the original TV series and first two movies: Federation ships have saucer sections and outboard engine nacelles, Klingon ships have a primary hull with a command section at the end of a long boom, and Romulan ships look like birds to various degrees. They included, but were not limited to: A few

designs were made for ships mentioned in canon but not seen. The distinct design of several of those ships, notably the Chandley-class frigate and the Loknar-class frigate, have made them popular in non-canon Star Trek folklore. The Loknar, which predates the NX-class starship design, bears a more than passing resemblance to the titular ship in Star Trek: The Mission-class transport, a shuttle-style, warp-capable ship designed for small crews and short missions, is similar to the small, long-range, shuttle-style runabouts introduced in later Star Trek series. Dates before use negative numbers before the slash. Beginning with Star Trek: The Next Generation, filmed materials assigned stardates in a different and more systematic way. XX, with the numbers starting just above Subsequent seasons had stardates beginning with 42, 43, etc. Deep Space Nine and Star Trek: Star Trek historical timeline[ edit ] A number of key dates in the FASA Star Trek universe are approximately 60 years out of phase with their equivalent dates in the canonical Star Trek universe. For example, the game dates the original five-year mission of the Enterprise from through, while the canonical dates are through Also, the game takes most of its fictional history between the present day and the 23rd century from the Star Trek Spaceflight Chronology, whose contents are almost totally contradicted by later canonical materials especially the film Star Trek: First Contact and the series Enterprise. Languages[ edit ] Supplements to the basic game introduced players to the rudiments of the Romulan and Klingon languages. Neither language, as expressed in the game, is the same as later depictions in the Star Trek series. System[ edit ] Star Trek: The Role-Playing Game is a skill-based system in which character skills are determined by time spent in previous service. Supplements provided additional rules for characters in the Klingon Empire and Romulan Star Empire, interplanetary trade and commerce, starship design, and campaigns focusing on other non-Starfleet players. There were also rules on buying and selling stock on the Federation stock market. Character generation[ edit ] Like most role-playing games of its era, players had to roll dice to determine the beginning attributes of their character. Vulcans, for example, gained a natural bonus to their Psionic Potential score, a measure of their heightened psionic skill. Two other species introduced in the animated series - Caitians and Edosians [ dead link ] - could also be played. Similar to the character generation procedure in Traveller, players used dice rolls on various tables to determine skills acquired before joining Star Fleet, and then those gained by their shipboard assignment helm operations, sciences, medical, communications, etc. Later supplements allowed players to generate characters in Star Fleet Intelligence, Klingon and Romulan military personnel, Orion pirates, and civilian merchants. McCoy, Scotty, etc. Starship Tactical Combat Simulator game[ edit ] The first edition of the game included a tactical starship combat game, which would later be redeveloped into the Starship Tactical Combat Simulator. The Captain determined the strategy, the Engineer was responsible for power management and allocation to different systems such as weapons and shields, the Helmsman for firing weapons, the Navigator for managing deflector shields, the Communications Officer for damage control and so on. FASA later developed that system into a more complex standalone game, the Starship Tactical Combat Simulator, similar to a tabletop wargame. During a role-playing session, if the adventure called for a space battle, role-players had the option of using this standalone game to determine the outcome of the battle. Controversy[ edit ] FASA developed its game in the mids, when the only new on-screen Star Trek material was the second through fourth movies, and fans received new material in other forms eagerly. Paramount Pictures, the company with the right to grant licenses to produce Star Trek-related materials to other companies, gave its stamp of approval to many printed works, and there were no claims that these materials were or were not canon. They borrowed freely from each other - the game includes background from the book Star Trek Spaceflight Chronology, while the book Mr. Many players therefore were dismayed when Star Trek: The Next Generation began to air in with what they saw as "changes" to a pre-established universe. The decision was sudden, and according to FASA staff, motivated by two factors. The Next Generation was growing increasingly popular and Paramount wished to exert greater control over its property and derivative works. These works contained many extrapolations based on material in the new series and were already beginning to conflict with what was depicted on screen. They mistakenly thought that most players took on the roles of characters from the TV series, not their own new characters, and

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believed that violence-based solutions to problems should not be offered even as a sub-optimal way to solve problems in the game. At this time, FASA was scheduled to publish two products which conflicted with this view: Armageddon, which included a scenario wherein the Federation preemptively attacked the Klingon and Romulan empires. Notwithstanding the avalanche of canon material which has come since the mids - the television series Star Trek: The Next Generation , Star Trek: Deep Space Nine , Star Trek: The rise of the Internet, in particular, has given voice again to fans of the FASA version of the Klingons and Klingonaase , enthusiasm for the komerex zha and Klingon nomenclature epetai, sutai â€” a Klingon worldview and Klingon honorifics respectively, both created by John M. Ford â€” and references to "human-fusion" and "Imperial" Klingons.

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Most player characters were assumed to be members of Star Fleet, engaged in space exploration missions. They typically held senior posts on a starship bridge, and visited alien planets as part of landing parties. See Official Supplements by era below. Game elements which either were never introduced into what later became canon Star Trek, or which differ significantly from how canon Star Trek presents them, include: They had sophisticated nomenclatures, a Klingon Emperor, "thought admirals" and an afterlife known as the "Black Fleet. Deep Space Nine and finally resolved in an episode of Star Trek: Still, the positive portrayal of Klingons as protagonists such as Lt. The Triangle supplement later introduced a set of excellent color maps, allowing players to know exactly how long it would take them in game time to travel between star systems. This lawless area was popular with players as it allowed them to escape the strict parameters of a military campaign. Most campaigns with civilian or non-Star Fleet characters were based entirely or in part within the Triangle. Perhaps as a tip of the hat to The Triangle, Captain Picard mentions a group of Andorian pirates based in the "triangular system" in the 3rd season episode of Star Trek: The Next Generation " The Survivors. They included, but were not limited to: The distinct design of several of those ships, notably the Chandley class frigate and the Loknar class frigate, have made them popular in non-canon Star Trek folklore. The Loknar design bears a more than passing resemblance to the NX class starship featured in Star Trek: It is worth noting the Mission class transport, a shuttle-style, warp-capable ship designed for small crews and short missions, is similar to the small, long-range, shuttle-style runabouts introduced in later Star Trek series. Star Trek historical timeline A number of key dates in the FASA Star Trek universe are approximately 60 years out of phase with their equivalent dates in the more official canon Star Trek universe. Languages Supplements to the basic game introduced players to the rudiments of the Romulan and Klingon languages. Neither language, as expressed in the game, is the same as later depictions in the Star Trek series. System The game system was percentile based, meaning that for every action or test desired, players had to roll two ten-sided dice to generate a random number from 1 to For example, assuming no modifiers, if a player had a skill of 45 and rolled 33, the character was assumed to have been successful in that action. The rulebooks also provided systems for governing personal combat, space and planetary exploration and combat between starships. Supplements provided additional rules for characters in the Klingon Empire and Romulan Star Empire, interplanetary trade and commerce, and campaigns focusing on other non-Starfleet players. There were also rules on buying and selling stock on the Federation stock market. Character generation Like most role-playing games of its era, players had to roll dice to determine the opening attributes of their character. Vulcans, for example, gained a natural bonus to their Psionic Potential score, a measure of their heightened psionic skill. Players had the option of playing virtually any humanoid character introduced in the original Star Trek TV series, the animated series or the first few s movies. Two other races introduced in the animated series - Caitians and Edoans - could also be played. The Captain determined the strategy, the Engineer was responsible for power management and allocation to different systems such as weapons and shields, the Helmsman for firing weapons, the Navigator for managing deflector shields, the Communications Officer for damage control and so on. FASA later developed that system into a more complex standalone game, the Starship Tactical Combat Simulator, similar to a tabletop wargame. During a role-playing session, if the adventure called for a space battle, role-players had the option of using this standalone game to determine the outcome of the battle. Many players therefore were dismayed when Star Trek: The Next Generation began to air in with what they saw as "changes" to a pre-established universe. In effect, what had been assumed to be canon was, in a short space of time, no longer. Both contained material which Paramount later said had been published without the correct clearances from within the studio. Given the rising success of the Star Trek

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franchise, it follows that Paramount now wanted to exert a greater degree of control over the game, to ensure it remained consistent with the TV series. Given the avalanche of canon material which has come since that time - the television series Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: The rise of the internet, in particular, has given voice again to fans of the FASA version of the Klingons and Klingonaase , enthusiasm for "khomelex zha" and Klingon nomenclature *epetai, sutai* a Klingon worldview and Klingon honorifics respectively, both created by John M. Ford and references to "human-fusion" and "Imperial" Klingons. Official publications Star Trek: The Role Playing Game, 1st Ed. The Role Playing Game, 2nd Ed. The Klingon Empire, 1st Ed. Game Operations Manual supplement, Klingons:

Chapter 3 : The Way of Kolinahr | Memory Alpha | FANDOM powered by Wikia

*ST Deep Space Nine Sourcebook \*CX (Star Trek Rpg) May 1, by Decipher Inc. ST Peacekeepers Guide to Soldiers \*CX (Star Trek Rpg) Apr 1, by Decipher Inc.*

By some accounts, first contact between the Federation and the Cardassian Union occurred circa 2362, on the human colony world of Juhrya. The Third Artifact This conflicts with Day of the Vipers, which states that the Cardassians were already engaged in "pointless, unresolved conflicts" with the Federation by 2362. This implies a first contact date sometime before or during 2362. The first official talks between the Cardassians and the Federation took place in 2363, however the Cardassians were using the talks as a pretense to disrupt relations between the Federation and Legarans to make Legara IV susceptible to annexation by the Cardassians. Fortunately the plan was uncovered and the Federation placed extra Starfleet protection around Legara. Oblivion The Cardassian Union engaged in a war against the United Federation of Planets for at least a decade; the hostilities began in earnest in 2363. The Cardassians rejected at least one offer, made by Captain Jean-Luc Picard, to end the conflict diplomatically. The war finally ended in circa stardate 2367. A treaty was signed, but the Cardassians upheld a strong military presence along the border, which included several innocuous-looking starships and facilities that were really serving covert purposes. For some time, it was not considered wise to "stay too long on a Cardassian border without making your intentions known. Echoes from the Past The Enterprise and the CDS Trager, in Hundreds of thousands of Cardassian citizens were killed during the war, which had a very demoralizing impact on the people of the Union. The armistice resulted in several disputed territories being ceded to both parties, with allowances for further negotiations. Another diplomatic resolution between the two powers was the Seldonis IV Convention, which related to the treatment of prisoners. Many Cardassians assumed this to be an undeclared rebirth of the war, and reacted accordingly. During this incident, the Cardassians gained the ability to read Starfleet transponder codes; Starfleet was already capable of reading Cardassian codes. The Cardassian death toll from the actions of the Phoenix numbered over seven hundred. After the Cardassian withdrawal from Bajor in 2369, many forces were redeployed along the Federation border. The Union intended to take possession of several territories that had been ceded to the Federation by the armistice. On stardate 2369, a Cardassian delegation led by Gul Lemec of the Reklar met with Captain Jellico of the Enterprise to negotiate a Federation withdrawal from the border. A Cardassian fleet was stationed in the McAllister Nebula, waiting to attack should it become necessary. Meanwhile, the Cardassians carried off an elaborate ruse involving metagenic weapon signatures on Celtris III for the purposes of capturing Jean-Luc Picard, who would have a pivotal role in the Federation defense plans, should a conflict ignite. A team from the Enterprise surreptitiously mined the Cardassian fleet, and the Union was forced to withdraw and return Picard. The Union had another close call with the Federation days later, when the Bajoran wormhole was discovered. A ship commanded by Gul Dukat entered the wormhole to negotiate for Prophet technology, and was immediately lost when the wormhole disappeared. In 2370, the Cardassians secretly supplied the Alliance for Global Unity, an anti-Federation political movement on Bajor, with weapons. Betrayal After the fall of the Obsidian Order a civilian uprising wanted to change the government of Cardassia. Gul Dukat was called back to Cardassia Prime to be the final guard of the military. In the same time, the main fleet of the Cardassian military was destroyed by the Hive. Bajor Civilian uprising Edit In response to the fear of changeling infiltration sparked by initial contacts with the Dominion in 2371, the Cardassian Union sealed their borders. As a result, other powers in the region, such as the Federation and the Klingon Empire, had limited information coming from Cardassian space. However, reports that a civilian uprising had overthrown the Central Command to instate the Detapa Council as the ruling body did succeed in making it into Federation and Klingon hands. Klingons destroying the CDS Prakesh. The Klingons, already restless for battle, believed this to be due to the influence of the Dominion. They sent a fleet of vessels to Deep Space 9 with the intent of invading Cardassian space. Though the belief that the government had been infiltrated by

changelings proved incorrect, it led to an increased state of tensions between the Klingons and Cardassian for the next year and a half. Due in part to continued hostilities with the Klingons, as well as Maquis activities in the Demilitarized Zone between Federation and Cardassian space, the Detapa Council opened negotiations with the Dominion, with Gul Dukat heading the negotiations. The Dominion sent a fleet of some fifty ships through the Bajoran wormhole and entered Cardassian space. Over the next few days, the Dominion forces successfully forced the Klingons from Cardassian territory and all but wiped out the Maquis. The new threat caused the restoration of the Khitomer Accords between the Federation and the Klingons, and brought together a joint Federation-Klingon-Romulan fleet at Deep Space 9. The Dominion was nearly successful in destroying this entire fleet when a changeling impersonating Dr. Julian Bashir tried to destroy the Bajoran sun. He was stopped by station personnel, however, and war was temporarily averted. New fleets of Dominion ships also arrived from the Gamma Quadrant every week, bringing Cardassia back to its earlier strength. In late 2374, the Federation finally decided to prevent the Dominion threat from gaining more strength, and mined the Bajoran wormhole. This marked the beginning of the Dominion War, as a Dominion-Cardassian fleet attacked and occupied Deep Space 9, but not before the minefield was in place. With reinforcements from the Gamma Quadrant still unable to get through, they could not achieve the victory as quickly as they wished. This looked to change as Gul Corat Damar, an aide to Dukat, found a way to detonate the entire minefield. Without the reinforcements, the Federation Alliance fleet was victorious, and the Dominion and Cardassian forces withdrew into Cardassian space. This resulted in numerous scientific missions to study Badlands-type phenomena in order to seek a means of creating a stable wormhole. Spectre At the very end of the war the Cardassians turned on their Dominion overlords, thus turning the tides in the final battle of war, allowing the Federation allied fleet to make it all the way to Cardassia and end the conflict. There he built a memorial to his dead mother buried in the rubble which became an icon to the local people and the site of a flashpoint between growing political movements in the site; the democratic Reunion Project led by Alon Ghemor and the more traditionalist Directorate. The two parties eventually agreed to compete in a ballot which the Reunion Project won, taking four out of the six sectors of Cardassia City. A Stitch in Time In Cardassian Union forces attempted to negotiate with the Ferengi in order to gain access to the omega molecule. The endeavor was brought to an end when Romulan forces under Admiral Sela took possession of the molecule. The forces under Kentar developed a new technology for Kulinor-class vessels allowing them to open a quantum singularity and summon a Species frigate into normal space. Around the same time, the Borg launched a new incursion into the Alpha Quadrant, which Starfleet responded to by launching a counter strike that put the bulk of Starfleet forces in the Delta Quadrant. Kentar saw an opportunity and made his first strike, destroying the Federation reserve fleet stationed in the Pearl Nebula. While the Cardassian leadership sought a truce with the Klingons, Kentar fled to his last stronghold in the Hurik system. In this same universe, a Cardassian served as the conn officer of the USS Enterprise, suggesting an alliance between the Empire and the Federation. Their extended control over the system led the Cardassian Union to discover the Bajoran wormhole and after discovering such a stable passageway that led to the Gamma Quadrant, they classified its existence to only their highest leaders preventing the other interstellar governments from knowing of its existence. Through their explorations and partnership with the Ferengi Alliance, they learnt of the Dominion and formed an alliance with the Founders who agreed to conquer the Alpha Quadrant. This began a covert campaign where Changelings were dispatched to take over high ranking positions in the Federation, Klingon and Romulan governments whereupon they used their identities to spark a war that would weaken all three powers allowing for the Dominion to easily conquer them. This was followed by increased Cardassian aggression on the Federation border as well as equipping a number of Cardassian ships with polaron based weaponry. However, their plans were discovered by the Federation when Bajoran terrorist Kira Nerys, Ferengi Quark and rogue Changeling Odo revealed the truth of the Dominion involvement. This was followed by the USS Enterprise traveling under cloak into the Bajor system and destroying the wormhole thus severing the Cardassian from their Dominion allies. A Gutted World In one alternate timeline set after which was created by the formation of

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the red wormhole and the star of the War of the Prophets ; the Cardassian Union and its people would be destroyed by the Grigari and the Bajoran Ascendancy. The Hub worlds and the Union Territories would be destroyed and by the year there was nothing left of the Union beyond scattered groups of mercenaries, refugees and madmen. DS9 - Millennium novel: The War of the Prophets Connections.

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## Chapter 4 : Dominion | Star Trek Expanded Universe | FANDOM powered by Wikia

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Las Cruces, NM Dulak said: Probably more accurate information than I can give here via a quick post available via a quick google or wiki search. Also, most of the RPGs listed have some kind of fan based web presence that one could look up to find add on materials of various qualities, but some useable or even rivaling published material. The Next Generation source book before losing their license. Last Unicorn Games published three differently themed but system compatible Trek series sourcebooks, and a variety of supplements for each one before wait for it losing their license. Each series book was based on one of the series at the time, i. The original series, the next generation, and deep space nine. But that is my opinion. Steve Long, one of the games authors created an exceptional supplement to the game that makes the whole game worth looking at, if you are into starships and their statistics in game terms. The core was Stardock which added to the starship rules in the book, and a series of ship recognition manuals that covered ships from various factions. I think there is quite a bit of supplemental material fan based for the game online with a little digging. They really break things down into themes and almost TV like terms, even showing the three act structures etc. Then Decipher acquired the license, and published their star trek rpg in a series of books starting with a players guide, a narrators guide, a Starfleet guide, and I think books on aliens, creatures, starships. I think Decipher simply lost interest in supporting the line due to the low sales in comparison to their Card Game. The Decipher version seems a bit more streamlined to actually play, but the books are poorly organized, which makes character creation and rules look up a bit of a chore. But they are pretty, and the actual character development system is interesting, as far as giving characters abilities within their specialty that mimic those shown by main characters on the shows. Kind of a more militaristic, original series era, with the non-bumpy Klingons an romulans at war with the federation. Also some cool looking miniatures, and custom dice, and a planned line of geomorphic tiles, and more books in the pipeline. It really is the most "feels like a Star Trek show" than any of the other RPGs because I think it was designed specifically with that in mind from the start. And the rules show that they are more interested in creating the feel of star trek, and the drama and story of that, than say a miniature combat tabletop game, or a more combat oriented RPG. There is definitely a feel that solving non-combat problems in a dramatic, interactive way is a big part of the game, and I like that. I hope it helps. I sincerely and greatly appreciate the help.

## Chapter 5 : The Federation | Memory Beta, non-canon Star Trek Wiki | FANDOM powered by Wikia

*Klingon piece released by LUG, a direct sequel to the Star Trek: Deep Space Nine episode "The Sword of Kahless." In mid, LUG was bought out by Wizards of the Coast, and the license was transferred to Decipher, the publisher of the Star Trek Collectable Card Game, effective January*

## Chapter 6 : Transporter Room

*Setting. Star Trek: The Role Playing Game was principally set on board starships in the United Federation of Planets Star calendrierdelascience.com player characters were assumed to be members of Starfleet, engaged in space exploration missions.*

## Chapter 7 : Role Playing Games that include Spaceship List

*Star Trek: The Role Playing Game was set in the Star Trek universe before Star Trek the Next Generation. Most player*

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*characters were assumed to be members of Starfleet, engaged in space exploration missions.*

### Chapter 8 : Star Trek IV Sourcebook Update | RPG Item | RPGGeek

*Publishers Blurb: In the Federation core worlds, life is almost Utopian but on the frontier, it's balanced on a knife's edge! See if you can survive the adventures of Star Trek: Deep Space Nine, where empires clash, smugglers flourish and intrigues run thicker than blood on a Klingon's blade.*

### Chapter 9 : Star Trek: Narendra Station "Continuing Mission

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