

DOWNLOAD PDF DECISION AT MIDNIGHT (STAR TREK ROLE PLAYING GAME)

Chapter 1 : List of role-playing games - Wikipedia

Memory Beta, non-canon Star Trek Wiki is a FANDOM Books Community.

Star Trek: The Motion Picture, 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: The Motion Picture*, [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 Klingon language as *komerex tel khexterex*, 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 Motion Picture* 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 *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

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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 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

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view: Armaggedon, 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 " a Klingon worldview and Klingon honorifics respectively, both created by John M. Ford " and references to "human-fusion" and "Imperial" Klingons.

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Chapter 2 : s FASA Star Trek RPG Modules- Role Playing Game- Your Choice & Set | eBay

Adventure scenario for "Star Trek: The Role Playing Game". Recommended for 6 players. Possible pre-generated PCs and vessel details included. The warble of phaser fire filled the empty corridors.

Please log in to add or reply to comments. Joe M September 13, 2: Brandon P September 10, Would it be possible to re-up the file, please? Brent K August 16, 3: I would actually prefer the black print on white version of the Hardcover. A couple of questions before possibly buy it. Would it be up to date with all current errata? Jack K July 26, 6: Jack K May 20, 3: I really hope that an updated version will be made available soon, as this is really not acceptable. Jeremy M May 20, 5: John D May 21, 2: The bookmarks in earlier versions of the PDFs were excellent, and I am really hoping that Modiphius can restore them and the higher resolution scans; the resolution on the May 16 PDFs is dismal as soon as possible. Samuel W May 22, 1: Thanks for your patience. John D May 23, 7: Jack K May 25, 3: So far I like the game and the book, but I absolutley can not stand navigating PDFs without bookmarks. John D May 29, 1: John D June 26, 8: Could we have the high resolution PDFs with bookmarks that you promised, please, or failing that, could I have my money back? Chris B June 27, 1: Joe M June 29, This is the file I downloaded: John D July 07, 6: Jack K July 11, 3: Chris B July 11, Otherwise, please bear with us while we resolve the issues and get another PDF uploaded. The file sizes are a little bit larger, but the bookmarks are still nearly all missing. John D May 18, 7: Where are the bookmarks? Could we have them back, please? Is it just me, or is the resolution on some of the art poorer than it was in the last version? A lot of the other art looks more pixelated too, including the front and back covers themselves. See more spelling, and overall clarity. A great game deserves better; will the rulebook ever see another editing pass? Thanks in advance, John D May 18, 9: I checked against other, earlier versions of the file, and the difference is clear to the naked eye. In addition to giving us back our bookmarks, could we pretty please have the nice higher-resolution art back? Joe M June 01, John D June 03, The first PDF, released last July, was clearly not ready for prime time. Okay, it happens, and PDFs can be updated. Modiphius has been reasonably good about updating the files as errata become known, but this latest "update" contains no bookmarks, and blurs the otherwise fine art and cartography. This is not how a professional publisher should behave, even in a niche market. Sure, mistakes happen, but Modiphius was made aware of the errorâ€”their error, rememberâ€”a full two weeks ago. Since then, we have not received any updated files fixing the mistakes they introduced. John R March 21,

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Chapter 3 : Set of 9-Star Trek FASA RPG Supplements-Romulans/Imbalance/Decision/Matter/MORE! | eBay

blog.quintoapp.com: Decision at Midnight (Star Trek Role Playing Game) () by Paramount and a great selection of similar New, Used and Collectible Books available now at great prices.

Amidst assorted baseball cards, long-forgotten school projects, sports trophies, and more, I located a small, slender white cardboard box. The box is unmarked, except for a small sticker in the top left-hand corner with my name on it. But I knew what it was the instant I saw it: While I never had any A-List cards I never lucked out on any Enterprise bridge crew for instance, I quickly found the few that I set aside in plastic sleeves: Nostalgia washed over me. The cards were just as I had left them, likely more than two decades ago, replete with slips of paper marking the different types: Cyrus Farivar Apparently this was a valuable card back in the day? Cyrus Farivar This was the closest I ever got to getting an Enterprise card. Cyrus Farivar Even Q is here, too. Its community paled in comparison in terms of size at least to deck-building card games that broke into the mainstream like Magic: These days, many people likely would never even have known this game once existed if not for "The Greatest Generation" podcast. As a regular-listening fan, I sent them some packs from eBay back in April. By summer, those packs became part of a new comedy bit on the show. Further Reading If you grew up watching ST: Months later, they sat dormant, a victim of the same old problems. Eventually, I discovered three amazing facts. However, a group of dedicated CCG fans have banded together online not only to keep its memory alive, but to play and organize tournaments an entire decade later. Second, that group, which calls itself the Continuing Committee, creates new cards to add to the existing universe. And lastly, with the game out of print for so long and the original publishing company on financial life support, CCG is now entirely free to play. This means you, fellow Star Trek fan, can combine an online deck builder, a printer, and some plastic card sleeves to be playing within hours. And a vibrant, welcoming community keeping this game alive will be ready and waiting. As you might expect based on the dedication this card game seems to inspire, the entry on CCG is robust: The very bottom of the Wikipedia entry first introduced me to the Continuing Committee CC, but I still had more questions than answers. What was the lasting appeal of this game; have I been missing out? And if I did get back into it, could I use the cards I already had? The "About Us" page was simply an org chart. But despite its archaic and cluttered design, everything appeared to be active. Players were to this very date organizing themselves into tournaments in locales as varied as a jazz club in Vienna, Austria and a Panera Bread in Highland Heights, Ohio. A link at the bottom of the site labeled "Rulebook" linked to a six-page PDF outlining how to play what appeared to be a spinoff game, Tribbles. I started by explaining my situation and describing the cards now strewn across my desk. In CCG lingo, these are known as "1E" cards. Further Reading No Romulans, just angry volunteers: The first edition of the game still draws players' with a new expansion appearing on January 12, although Second Edition generally has more. So while my cards were neat keepsakes, I would want to get hold of some 2E cards to really explore playing again. At that point, the game was redesigned to make it modern and more streamlined. The Customizable Card Game, which ran from until, has spawned a similar fan site, also called the Continuing Committee. The company evidently had concerns about the bloat and complexity that built up with 1E over time, and this made the game harder to learn and caused gameplay imbalances in certain ways. While I appreciated the history lesson, I was admittedly crestfallen. I had to scour eBay for 2E cards, which seemingly were a bit more expensive than 1E cards? With the license a thing of the past, the CC currently offers a full list of printable cards, pre-made decks, and even an online deck builder. They simply color print the ones they want and slide them in front of old CCG cards or even Magic: The Gathering cards in a plastic sleeve. More cards meant a larger arsenal, but it also meant that it might take longer to get to the heart of it and allow a strategy to unfold. The pre-made decks CC has available come with names like "Khaaaaaaan! She explained that she was taught the game by some friends back in college. My Dad and my Mom are both big Star Trek fans. We would sit around on Friday nights and watch Spike TV and watch reruns. Years later, she found the

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CC and eventually rose through its all-volunteer ranks. The group, which has existed solely as a group of fellow fans with a website to date, is in the process of incorporating as a formal c 3 nonprofit organization. Or, you can use cards on your opponent to keep them from doing what they want to do. The CC tournaments are a series of one-on-one games, sometimes held on the sidelines of GenCon or other conventions. Geppert said she recently brought her husband and two young children on a road trip to Denison, Texas, to play in a weekend tournament. Abrams films or the new series, Star Trek: Listing image by Cyrus Farivar.

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Chapter 4 : Decision at Midnight | Memory Beta, non-canon Star Trek Wiki | FANDOM powered by Wikia

Find helpful customer reviews and review ratings for Decision at Midnight (Star Trek Role Playing Game) at blog.quintoapp.com Read honest and unbiased product reviews from our users.

Just 48 years old, the prolific author has spent nearly half his life immersed professionally in the Star Trek universe, and his personal fandom dates back to when he was a toddler, watching syndicated reruns of Star Trek: The Original Series episodes at home in western Massachusetts. He also, with John J. Ordovery, shared writing credit on the Star Trek: Check out excerpts from our conversation: How did Star Trek come into your life? As a kid, I had that great poster of the cutaway vision of the Enterprise. That poster made the Enterprise so real. I knew where every section was and where the torpedo bays were and where engineering was. Because of the passion and detail that went into that, it became real to me in my mind and made it easy to write later on. How did you end up becoming such a go-to guy for Trek? I started college the same year that Star Trek: I collected the reference books, too. So, I had this sort of encyclopedic knowledge of Star Trek. I continued to be exposed to what was new in Trek, especially the fiction side. I got to do things like write reference materials for the other authors to help them keep their stuff straight; people like Mike Friedman and especially Peter David, for whom I wrote the minipedia to his then brand-new New Frontier series. What was the tipping point? His manuscript had come in very late, right on the crash date and, worst of all, not only did it arrive on crash date, it arrived 5, words short of a publishable length. I said, "Of course. John Vornholt very graciously wrote a framing sequence to integrate it into his novel. They said, "Well, you saved our bacon on Genesis Wave. Do you want to write The Survival Guide? Would you like to pitch to our new line of eBooks, the Starfleet Corps of Engineers monthly eBook novella series? Now here we are, with Desperate Hours. How were you approached about working on it? The meeting went extremely well, but, in the end, it turned out there was only job to be had and three of us. Kirsten, because of her proximity being in L. She was the one they knew the best. They were most comfortable with her. She had the qualifications. I still want to be a part of this. I want to contribute any way I can help. Any way that my expertise can filter through you into the room and help make Discovery the best it can be, I want to do anything I can to be helpful. She knew I could be trusted to hit my deadlines, that I could take feedback and revise to notes, that I had an ear for character voices and prose style, that I could work strictly from scripts, without every seeing film material and understand the character voices they are shaping on the page, just by reading how they execute them in prose. She knew she could trust me to interpret that correctly and return it to them in prose format. So that was how that came about. To be on the stage and have that cover pop up and see the reaction of the crowd was really wonderful. Desperate Hours was crafted specifically to be a companion to the first two episodes of Discovery. Take us through pulling that off! It uses personnel from the Shenzhou specifically and it focuses on how Michael Burnham and her peers got to be where we find them at the beginning of Discovery. We see the moment she goes from being the senior tactical officer of the ship to its acting first officer. But she has an exceptional range of abilities. She is simply an exceptional person. The crew knows this and the crew watches her leapfrog past him, and I can relate to him. So, I really related to Saru. I grew to love him the more I wrote him. Like, when his threat ganglia go up when something happens, he gets a little weary of people seeing it. What happened to her parents? How has that scarred her? There are events I was allowed to depict in the book that will be seen on screen later in season one. The pilot changed every minute of every day. How did that affect you writing Desperate Hours? The book was changing every minute, too. I was very much the tail, not the dog. I had to follow their lead. The first few concepts for the story had to be thrown out entirely. A number of things got tossed because of plans they had but were later abandoned. What are your hopes for picking up later on? There is discussion, but nothing is signed at this point. What is actually next for you? And now we have a race of people trying to take control of that, and the Titan crew trying to prevent this from all going haywire. The first book is The Midnight Front. Click here to listen to an excerpt from Star Trek: Desperate

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Hours, read by Susan Eisenberg.

Chapter 5 : Decision at Midnight | Memory Alpha | FANDOM powered by Wikia

An adventure scenario for Star Trek: The Role Playing Game, from blog.quintoapp.com this scenario, junior crew members of the frigate USS Arkadelphia must make a decision whether to back their commander in an unauthorized blockade of the newly formed Asparax Confederation, a small consortium of 4 planetary systems near the Klingon Neutral Zone that are seemingly ready to ally with the Klingon Empire.

Chapter 6 : How a Star Trek card game quietly continues, 10 years after its official end | Ars Technica

Real World article (written from a Production point of view) This article covers Star Trek role-playing games and reference works which were produced by FASA and a number of related gaming companies.

Chapter 7 : Star Trek: The Role Playing Game - Wikipedia

For other uses, see [Star Trek Roleplaying Game](#).. Deluxe version back cover art.. The Star Trek: The Role Playing Game was a game set released as a series of publications of the FASA Corporation.

Chapter 8 : Star Trek Adventures: Core Rulebook - Modiphius | Star Trek Adventures | blog.quintoapp.com

star trek merchandise. classic star trek classic phaser. conflict of interests: star trek role-playing game. decision at midnight: star trek role-playing game.

Chapter 9 : Star Trek: The Role Playing Game | Memory Alpha | FANDOM powered by Wikia

Star Trek: The Role Playing Game is a role-playing game set in the fictional Star Trek universe published and edited Decision at Midnight (adventure,) The.