At last! The long awaited novel featuring both famous crews of the Starship Enterprise in an epic adventure that spans time and space. Captain Kirk and the crew of the U.S.S. Enterprise NCC-1701 are faced with their most challenging mission yet—rescuing renowned scientist Zefram Cochrane from captors who want to use his skills to conquer the galaxy. Meanwhile, ninety-nine years in the future on the U.S.S. Enterprise NCC-1701-D, Picard must rescue an important and mysterious person whose safety is vital to the survival of the Federation. As the two crews struggle to fulfill their missions, destiny draws them closer together until past and future merge—and the fate of each of the two legendary starships rests in the hands of the other vessel.

Land of Og

Drawing upon her background in Organizational Leadership, the author looks at the various representations of leadership in science fiction programs of the last 50 years. She examines how the various leaders in these programs reflect societal trends in business, religion, spirituality, politics, and the military.

Interacting with Babylon 5

The stand-alone plot of this novel brings a critical new piece to the "Babylon 5" story line. Haunted by the explosive fate of Babylons 1 through 4, the inhabitants of Babylon 5 work together to make the station "our last, best hope for peace".

Role Playing Game

You just melted the barrel of your gun and Your armor is shot full of holes. no cavalry is coming over the hill And you've still got to fly the shatterzone. You thought you were going to get rich and get home. Now it looks like all you may get is dead. All in all, a hell of a bad day. It's a vast and dangerous sea of planets and stars, where a group of adventurers can just as easily improve their own fortunes or meet a swift and brutal death. Explore all its wonder, from the heart of the Core Worlds to the mysterious and deadly shatterzone itself. This classic reprint combines the Rule Book, Players' Guide, and Universe Guide into a single volume and requires two 10-sided dice. MasterDeck (tm) cards optional, but recommended for enhanced play.

Bookseller

The first book in the revolutionary New York Times bestselling Expanse series, a modern masterwork of science fiction. Leviathan Wakes introduces Captain James Holden, his crew, and Detective Miller as they unravel a horrifying solar system wide conspiracy that begins with a single missing girl. Now a Prime Original series. Humanity has colonized the solar system – Mars, the Moon, the Asteroid Belt and beyond – but the stars are still out of our reach. Jim Holden is XO of an ice miner making runs from the rings of Saturn to the mining stations of the Belt. When he and his crew stumble upon a derelict ship, the Scopuli, they find themselves in possession of a secret they never wanted. A secret that someone is willing to kill for – and kill on a scale unfathomable to Jim and his crew. War is brewing in the system unless he can find out who left the ship and why. Detective Miller is looking for a girl. One girl in a system of billions, but her parents have money and money talks. When the trail leads him to the Scopuli and rebel sympathizer Holden, he realizes that this girl may be the key to everything. Holden and Miller must thread the needle between the Earth government, the Outer Planet revolutionaries, and secretive corporations – and the odds are against them. But out in the Belt, the rules are different, and one small ship can change the fate of the universe. "Interplanetary adventure the way it ought to be written." – George R. R. Martin

The Expanse

Leviathan Wakes
Caliban's War
Abaddon's Gate
Cibola Burn
Nemesis Games
Babylon's Ashes
Persepolis Rising
Tiamat's Wrath
The Expanse Short Fiction
The Butcher of Anderson Station
Gods of Risk
The Churn
The Long Night of Centauri Prime
Aliens Colonial Marines Technical Manual
The Babylon Project Earth Colonies Sourcebook
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The Last Days of Myth-Real

Online Library Babylon 5 Rpg Earth Colonies Force Sourcebook Pb Zumleo

Vital Abyss

Strange Dogs

Auberon

The Long Night of Centauri Prime

The book is the basis for the first season of The Expanse, a new original series premiering on Syfy in December 2015. Leviathan Wakes is James S. A. Corey's first novel in the epic series the Expanse, a modern masterwork of science fiction where humanity has colonized the solar system. Two hundred years after migrating into space, mankind is in turmoil. When a reluctant ship’s captain and washed-up detective find themselves involved in the case of a missing girl, what they discover brings our solar system to the brink of civil war, and exposes the greatest conspiracy in human history. The Expanse Leviathan Wakes Caliban’s War Abaddon’s Gate Cibola Burn Nemesis Games The Expanse Short Fiction The Butcher of Anderson Station Grounds of Risk The Churn Drive

Aliens Colonial Marines Technical Manual

Thirty years after global holocaust, the colony of Carthage still struggles to build its new world. While steam engines and other early industrial technology have empowered its economy, the fragile society is undermined by secret crimes, rifts between generations, government censorship, and a legacy of casting out those who suffer from radiation sickness. Embittered survivor Hadrian Boone—once a revered colony founder—has been hounded by despair and the ghosts of his past into a life of drunkenness and frequent imprisonment for challenging the governor’s tyranny. But when a gentle old man, the colony’s leading scientist, is murdered, Hadrian glimpses chilling secrets behind the killing that could destroy the colony. Realizing that he may be the only one able to expose the truth, Hadrian begins a desperate quest through the underbelly of the colony into the wrenching camps of the outcasts, escorted by a young policewoman who struggles to cope with the physical and emotional remnants of the prior world. Ultimately Hadrian’s journey becomes one of self-discovery, and to find justice his greatest challenge is navigating the tortuous path of the human spirit in a world that has been forever fractured.

The Babylon Project Earth Colonies Sourcebook

A novella set in the universe of James S. A. Corey’s NYT-bestselling Expanse series, Auberon explores a new and alien world and the age-old dangers that humanity has carried with it to the stars. Now a Prime Original series. Hugo Award Winner for Best Series Auberon is one of the first and most important colony worlds in humanity’s reach, and the new conquering faction has come to claim it. Governor Rittenaur has come to bring civilization and order to the far outpost and guarantee the wealth and power of the Empire. But Auberon already has its own history, a complex culture, and a criminal kingpin named Erich with very different plans. In a world of deceit, violence, and corruption, the greatest danger Rittenaur faces is love. The Expanse Leviathan Wakes Caliban’s War Abaddon’s Gate Cibola Burn Nemesis Games Babylon’s Ashes Persepolis Rising Tiamat’s Wrath Leviathan Falls The Expanse Short Fiction The Butcher of Anderson Station Grounds of Risk The Churn Drive

Cibola Burn

The fourth book in the NYT bestselling Expanse series, Cibola Burn sees the crew of the Rocinante on a new frontier, as the rush to colonize the new planets threatens to outrun law and order and give way to war and chaos. Now a Prime Original series. HUGO AWARD WINNER FOR BEST SERIES Enter a new frontier. "An empty apartment, a missing family, that’s creepy. But this is like finding a military base with no one on it. Fighters and tanks idling on the runway with no drivers. This is bad juju. Something wrong happened here. What you should do is tell everyone to leave." The gates have opened the way to a thousand new worlds and the rush to colonize has begun. Settlers looking for a new life stream out from humanity's home planets. But, the first human colony on this vast new frontier, is being born in blood and fire. Independent settlers stand against the overwhelming power of a corporate colony ship with only their determination, courage, and the skills learned in the long wars of home. Innocent scientists are slaughtered as they try to survey a new and alien world. The struggle on Ilus threatens to spread all the way back to Earth. James Holden and the crew of his one small ship are sent to make peace in the midst of war and sense in the midst of chaos. But the more he looks at it, the more Holden thinks the mission was meant to fail. And the whispers of a dead man remind him that the great galactic civilization that once stood on this land is gone. And that something killed it. The Expanse Leviathan Wakes Caliban’s War Abaddon’s Gate Cibola Burn Nemesis Games Babylon’s Ashes Persepolis Rising Tiamat’s Wrath Leviathan Falls The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn Drive

Leviathan Wakes

The greatest science fiction adventure ever comes to roleplaying as it has never been seen before! Featuring the space station that changed the destiny of an entire galaxy, the Babylon 5 RPG from Mongoose Publishing allows players to take on the role of characters from the award-winning TV series. (**************************************************************************Additional Text**************************************************************************) Featuring the space station that changed the destiny of an entire galaxy, the Babylon 5 RPG from Mongoose Publishing allows players to take on the role of characters from the award-winning TV series. This all new edition revisits one of the most successful Sci-Fi roleplaying games of recent years, bringing the game to an all new group of fans! Existing fans will not be disappointed, the rules have been tweaked so that the game is even better than before, and most
importantly, is a stand-alone rulebook in its own right with no requirement for the use of another rulebook! The Babylon 5 universe is filled with action-packed adventures that wash the galaxy in tales of heroes, villains, and epic schemes. Not all plots and schemes involve a starship firing console or powered-up PPG, some playout without a single shot fired—battles fought with credits and politics, boycotts and embargoes.

**Babylon's Ashes**

Welcome to Mars

Grab your plasma rifles, spell components, and jetpacks! Name your game; Fate Core is the foundation that can make it happen. Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer. Fate Core is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists of fate.

**GAME INFORMATION**

Number of players: 3-6
Age of players: 12+
Length: 2-8 hours
Type of Game: Roleplaying Game
Languages Available: English
Suggested Retail: $25.00
Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

Deadly Relations

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.

Dining on Babylon 5

Emperor Londo Mollari is helpless to stop the Drakh—an race of malevolent creatures hell-bent on destroying the Interstellar Alliance by first taking control of Londo's homeworld, Centauri Prime. Original.

In Valen's Name

The Techno-Mages Fact Book

A novel based on the television science-fiction series, Babylon 5, set aboard a massive space station in the year 2257. Positioned in a key sector of the galaxy and under the jurisdiction of the Earth Alliance, Babylon 5 serves as a space-borne port of call, open to travellers from anywhere.

Nemesis Games

The fifth book in the NYT bestselling Expanse series, Nemesis Games drives the crew of the Rocinante apart, and as they struggle to survive, the inner planets fall victim to an enemy's catastrophic plan. Now a Prime Original series. A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire, James Holden and the crew of the Rocinante must struggle to survive and get back to the only home they have left. Nemesis Games is a breakneck science fiction adventure following the bestselling Cibola Burn. The Expanse: Leviathan WakesCaliban’s WarAbaddon’s GateCibola BurnNemesis GamesBabylon’s AshesPersepolis RisingTiamat’s Wrath The Expanse Short Fiction The Butcher of Anderson StationGods of RiskThe ChurnThe Vital AbyssStrange Dogs

The Shadow Within

An official guide to the technology of the United States Colonial Marines shares detailed diagrams and technical schematics; a close-up look at the guns, vehicles, and
ships of the USCMC; and a hypothesis of what could have gone wrong on the colony planet known as LV-426. Original.

**Unity - Core Rulebook**

**Clark's Law**

The tyrannical regime of the Psi Corps turns against its creator, Alfred Bester, forcing him to confront his own monstrous legacy.

**Babylon 5**

A novella set in the hard-scrap world of James S. A. Corey's NYT-bestselling Expanse series, The Vital Abyss is the secret history of the cataclysmic events that occurred on Eros station, and the revelation of what came after. . . Now a Prime Original series. HUGO AWARD WINNER FOR BEST SERIES Somewhere in the vast expanse of space, a group of prisoners lives in permanent captivity. The only company they have is each other and the Belters who guard them. The only stories they know are the triumphs and crimes that brought them there. The only future they see is an empty life in an enormous room. And then the man from Mars came along . . .

**The Expanse**

Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath Leviathan Falls The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs Auberon

**The Vital Abyss**

Follows Commander John Sheridan and his wife, Anna, as she embarks on a scientific mission on the rim of known space that can irrevocably alter the future

**Shadows Past & Present**

The sixth novel in James S.A. Corey's New York Times bestselling Expanse series--now a new original series from the Syfy Channel, coming December 14th 2015. The final war has started. The protomolecule, fairly quiescent since the opening of the gates, has identified its enemy and is arming itself for battle. Humanity is at most a tool in its post-human arsenal. When people, ships, and even places begin to disappear, Holden and the crew of the Rocinante have to face the fact that the thing they've been hauling through the depths of space only appears to be Detective Miller. The time when the protomolecule's agenda and humanity's overlapped has passed. As the protomolecule takes control of the ancient networks and relays, the final battle begins. Holden and his allies are faced with the decision of whether to blow the gates, trapping humanity in beads of disconnected worlds, or engage in a battle that they can only lose no matter who wins.

**Caliban's War**

The next book in the massively successful Babylon 5 series, detailing the mysterious group known as The Technomages. Blending a subtle mix of science and sorcery, Technomages are regarded with equal amounts of fear and awe where they are encountered, and wherever they congregate, cataclysmic events are never far behind. This book introduces these enigmatic individuals, providing games masters and players with invaluable information on dealing with them in the Babylon 5 universe.

**Accusations**

**Fate**

Alfred Bester, the child of rebel telepaths annihilated by the Psi Corps, rises to become its most powerful officer, and in his latest mission, threatens the survival of Babylon 5, in a novelization of an original outline by J. Michael Straczynski. Original.

**To Dream in the City of Sorrows**

**Ashes of the Earth**
**Epic**

“This book makes a significant contribution to the growing body of scholarship surrounding the participatory communities—i.e. fandoms—that surround cult television shows and films. . . . It will cut across disciplines, finding a readership among sociologists, anthropologists, media scholars, and performance scholars, as well as among fans and lay readers.” --Henry Jenkins, author of *Textual Poachers: Television Fans and Participatory Culture* Much of the pleasure of science fiction and fantasy stems from the genres’ ability to transport fans into imaginary worlds that often feel more “real” than ordinary life. This pioneering book uses the insights of performance theory to explore how fans of the television show Babylon 5 actively immerse themselves in its imaginary environment by role-playing games and fan fiction, through which the fans perform—make real—fantasies they previously watched on television. Kurt Lancaster opens with a background analysis of Babylon 5, including creator-producer J. Michael Straczynski’s online interaction with fans. Then he thoroughly examines the performance aspects of all the participatory media surrounding the show—the role-playing game, collectable card game, war game, CD-ROM “guidebook,” fan fiction, and web pages. His use of performance theory offers a new way of understanding the enormous popularity of imaginary entertainment environments and the fandom surrounding other popular sites of science fiction and fantasy, including Star Trek, Star Wars, and J. R. R. Tolkien’s Middle-earth.

From Starship Captains to Galactic Rebels

Humans are many things: diplomats, traders, farmers, designers, doctors, explorers, and much more. They are the ones who can do it all. Yet, despite their apparent friendliness and curiosity, they are a race fraught with internal problems. All too often their natural aggressiveness turns inward upon itself. Religious and ethnic groups are still at odds with each other despite centuries of alliance. Good-natured competition between nation-states and colonies all too often turns sour. The government, stable on the surface, internally struggles for control over increasingly independent-minded planets. Telepaths and mundanes remain constantly at odds, separated by genetics and decades of dichotomy. The human race may appear strong and confident from the outside, but internally, they are still struggling to find a measure of stability with themselves. This book will detail the Earth Alliance in its entirety. From the homeworld of Earth to the colonies of Mars, Proxima, Orion, and more, every part of the Alliance can be found in these pages. Vehicles, weapons, equipment, characters, and more are examined in complete detail. The roleplaying possibilities are endless!

The Babylon Project

Centauri Prime declares war on the Interstellar Alliance in Book Three of the epic trilogy that continues Babylon 5’s brilliant legacy . . . Blind to the fact that he is a pawn in the Drakh’s deadly strategy, Centauri prime minister Durla launches an overwhelming blitzkrieg, sending Centauri warships to devastate other races’ homeworlds and pave the way for total conquest. Yet Durla is forced to fight a war on two fronts. Even as he mobilizes the massive space fleet for its glorious attack, resistance leader Vir Cotto works feverishly to counter the Drakh’s evil influence on Centauri Prime. Emperor Londo Mollari possesses the key that can reveal the presence of the Drakh, but to do so would spell disaster, so he is forced to remain silent. But when the Drakh bring another pawn into play—David Sheridan, son of Alliance president John Sheridan—the time for silence may be past. If Vir and the Resistance are to prevail, it will be only through action, and with help from very strange allies . . .

Leviathan Wakes

The Babylon Project RPG Earth Colonies

#WELCOME TO EPIC: PRESS START TO PLAY#. On New Earth, Epic is not just a computer game, it’s a matter of life and death. If you lose, you lose everything; if you win, the world is yours for the taking. Seeking revenge for the unjust treatment of his parents, Erik subverts the rules of the game, and he and his friends are drawn into a world of power-hungry, dangerous players. Now they must fight the ultimate masters of the game -- The Committee. But what Erik doesn’t know is that The Committee has a sinister, deadly secret, and challenging it could destroy the whole world of Epic.

The Earth Alliance Fact Book

The classic science fiction novel of a future dark age and humanity’s new renaissance It is a new dark age of fear and ignorance. An atomic Flame Deluge has ravaged the earth, and humanity’s survivors have turned against science. In the depths of a hellish desert, the Order of St Leibowitz preserves the few remnants of mankind’s knowledge. Then a humble monk makes a miraculous discovery of several artefacts — including a note written by blessed St Leibowitz himself, which reads: Pound pastrami
can kraut six bagels - bring home for Emma Could this holiest of relics hold the key to humanity’s salvation? A Canticle For Leibowitz is a sharp, satirical examination of humanity that is chilling, provocative and endlessly imaginative – an undisputed science fiction classic.

**Final Reckoning**

The colonists aboard the Branch are en route to a new world. During the long journey, they enter the immersive VR world of "Myth-Real." Myth-Real is a place of magic and monsters where anything is possible. However, something has gone wrong. Only the latent Tele-mechanic, Alex, can save everyone aboard the ship . . . Assuming of course that the monsters don’t get him first.

**A Canticle for Leibowitz**

**Out of the Darkness**

The second book in the NYT bestselling Expanse series, Caliban’s War shows a solar system on the brink of war, and the only hope of peace rests on James Holden and the crew of the Rocinante’s shoulders. We are not alone. On Ganymede, breadbasket of the outer planets, a Martian marine watches as her platoon is slaughtered by a monstrous supersoldier. On Earth, a high-level politician struggles to prevent interplanetary war from reigniting. And on Venus, an alien protomolecule has overrun the planet, wreaking massive, mysterious changes and threatening to spread out into the solar system. In the vast wilderness of space, James Holden and the crew of the Rocinante have been keeping the peace for the Outer Planets Alliance. When they agree to help a scientist search war-torn Ganymede for a missing child, the future of humanity rests on whether a single ship can prevent an alien invasion that may have already begun . . .

**Federation**

The Apollo 11 astronaut invites young people to evaluate Mars as a potential planet for human colonization, and describes what Mars residents might experience while traveling to and living on the Red Planet.

**Shatterzone (Classic Reprint)**

**The Last Days of Myth-Real**

One of a series of detailed histories of the Babylon 5 universe designed to appeal to fans of the TV show. This book is designed as a supplement to the earlier Babylon Project Rulebook, providing even more background information to use in the Babylon 5 role-playing game.