

Babylon 5 Rpg Earth Colonies Force Sourcebook Pb

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

A deadly conspiracy from Mars succeeds in stripping Ivanova of her command and forcing the Babylon 5 loyalists into action. Original.

Humanity is at war.....many citizens want no part of it.Governor Antony Lemkin has done the unthinkable as a politician--voluntarily stepping down from his post in protest of Earth's escalating war with the Aryshans.With war drums beating and the machinery of government going full force, there's little he can do to but voice his dissent, until mega-industrialist Fabio DePino presents him with a plan: build a new Earth, far away from humanity's conflicts.But will Earth's government simply let colonists leave their control?Fans of Babylon 5 and Robert Heinlein's classic The Moon Is A Harsh Mistress will love this new space colonization adventure by #1 Bestselling author Jon Del Arroz!

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.

In Valen's Name

Clark's Law

EarthForce sourcebook

Common Sense

Dark Destiny and the Secret of Planetoid 88

Aquarian

Addressed to the Inhabitants of America, on the Following Interesting Subjects, viz.: I. Of the Origin and Design of Government in General, with Concise Remarks on the English Constitution. II. Of Monarchy and Hereditary Succession. III. Thoughts on the Present State of American Affairs. IV. Of the Present Ability of America, with some Miscellaneous Reflections

Cast from their home country by religious intolerance, the Pilgrims' harrowing voyage to the New World was filled with hardships. But through it all they persisted, motivated by the promise of a better life in which they could gather and worship God in their own ways. A collection of ragtag ships carried them across the ocean, among them The Mayflower. Crammed into the ship's hull, 102 people made this most famous pilgrimage. Besieged by illness and Indians and, many of them believed, witches, the Pilgrims eventually flourished, building up colonies and establishing their own rules for the practice of religion. Here is their dramatic story.

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.

An all new sourcebook for Babylon 5: The Roleplaying Game including a new and ready-to-run campaign for Earthforce characters spanning the galaxy.

Sourcebook

Bester Ascendant

The Pilgrims

Land of Og

Prehistoric Role Playing in a World of Limited Words

A Babylon 5 Novel

When a ruthless ambassador is assassinated, Security Chief Garibaldi and Commander Susan Ivanova join the victim's enraged assistant Na'Toth in a search for the killer, only to find themselves the targets of a blood oath. Original.

The Rim Beyond known space, there lies the Rim. There are a million stories about what lies out there - dead worlds, alien civilisations, impossible spacecraft, unimaginable treasures - but there is only one thing that all the tales agree on, and that's the danger. Far from the well-travelled jump routes and civilised planets of the core systems, the Rim is lawless, mysterious and deadly. As the Earth Alliance pushes out towards the Rim, in search of new colony worlds, new resources and new technologies, they risk awakening the ancient powers that slumber in this dark region of space. This is a not a safe place to be. This is the Rim... the Edge of the Abyss. The Rim Sourcebook for Babylon 5 opens up a whole new section of the galaxy for adventure and exploration. From the EarthForce Explorer Corps and the corporations who are funding Humanity's expansion into this region, to many new worlds and strange new races, the Rim expands the setting of the Babylon 5 rpg into worlds only briefly glimpsed during the series.

The United States Colonial Marines. Ultimate troubleshooters equipped with state-of-the-art firepower, capable of power projection across the vast expanse of deep space. They can sharpshoot a man at a thousand meters or obliterate an entire world from the safety of orbit. They reckon they are unbeatable. But on a dirtball colony planet known only as LV-426 the unthinkable happens. The Marines lose. The Aliens - Colonial Marines Technical Manual is your official guide to the equipment and organisation of the United States Colonial Marine Corps. Packed with diagrams, technical schematics and plans, the manual takes a detailed look at the guns, vehicles and ships of the USCMC, and the men and women who use them. A must-have book for any Aliens fan, the Aliens - Colonial Marines Technical Manual examines the technology of the movie's futuristic nightmare in every detail.

Colonial American History Stories - 1215 - 1664 contains almost 300 history stories presented in a timeline that begins in 1655 with the performance of the first documented play performed in British North America and ends with the switch from the Julian to the Gregorian Calendar in 1752. This journal of historical events mark the beginnings of the United States and serve as a wonderful guide of American history. These reader friendly stories include: September 27, 1540 - Society of Jesus (Jesuits) Founded By Ignatius Loyola December 19, 1675 - The Great Swamp Fight September 19, 1676 - Bacon's Rebellion - Bacon Burns Jamestown April 18, 1689 - 1689 Boston Revolt February 29, 1692 - Sarah Good, Sarah Osborne and Tituba Accused Of Witchcraft in Salem, Massachusetts May 22, 1718 - Edward Teach - Blackbeard - Begins Blockade of Charlestown. November 02, 1734 - Daniel Boone Born December 08, 1741 - Vitus Bering Died December 23, 1750 - Ben Franklin Attempts to Electrocute a Turkey December 31, 1752 - Julian/Gregorian Calendar Switch Complete timeline, journal, events, stories, united states, beginnings, guide

The Rim

Buyer's guide

Nemesis Games

Peter Stuyvesant, the Last Dutch Governor of New Amsterdam

Earthforce Campaign Book

Stars Without Number (Perfect Bound)

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 . . .

Galen, a techno-mage, journeys to the ancient capital of the Shadows to uncover the truth about the enemy's evil plans and searches for Elizar, the traitor who had murdered the beautiful mage Isabelle. Original.

Blindsight is the Hugo Award-nominated novel by Peter Watts, "a hard science fiction writer through and through and one of the very best alive" (The Globe and Mail). Two months have past since a myriad of alien objects clenched about the Earth, screaming as they burned. The heavens have been silent since--until a derelict space probe hears whispers from a distant comet. Something talks out there: but not to us. Who should we send to meet the alien, when the alien doesn't want to meet? Send a linguist with multiple-personality disorder and a biologist so spliced with machinery that he can't feel his own flesh. Send a pacifist warrior and a vampire recalled from the grave by the voodoo of paleogenetics. Send a man with half his mind gone since childhood. Send them to the edge of the solar system, praying you can trust such freaks and monsters with the fate of a world. You fear they may be more alien than the thing they've been sent to find--but you'd give anything for that to be true, if you knew what was waiting for them. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

After saving Brooklyn from a nest of vampires, Amanda Colt and Marco Catalano are a little banged up. He's been given a job offer to deal with vampires in San Francisco, and it's a tempting offer - it would get him away from Amanda, his feelings for her, and get her away from the darkness inside him. When a death in the family compels Marco to move to the West Coast, they're both left to fend for themselves. But when a creature known only as "Mister Day" leaves their world in tatters, they must once more join forces against the darkness. Only "Day" is no vampire, but a creature beyond their experience. It will take the combined might of Marco, Amanda, and all of their allies just to slow it down. They have no weapons that can kill him. They have no ways to imprison him. To even fight him is death. But they have to try, or face the end of everything they love.

Forgotten and Famous Historical Events

Blindsight

Colony Launch

To Dream in the City of Sorrows

Bookseller

Will Destroy the Galaxy for Cash is the follow up tale to Will Save the Galaxy for Food from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his childhood hero from certain death. What could go wrong? If you need to

ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the villains hadn't had the right idea all along...

The extraordinary tale of early colonial Australia as seen through the eyes of Mary Pitt and her family, who voluntarily migrated from their home in Dorset in 1801 to live in a penal colony. Killian knows all about vampires and aliens. They're not real. But when a handsome swimmer climbs into her storm-tossed boat an hour from her summer destination, the worlds of fantasy and reality suddenly collide... Cuttylea Island has no mall, no social scene, and no action. But it does have a mysterious stone tower, ageless islanders, and a secret as astonishing as a mermaid's tale... Before the summer is through, Killian will find the truth of her family's past...and the role she is destined to play in a centuries-old curse.

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

Babylon's Ashes

Summoning Light

The Expanse Roleplaying Game

The Long Night of Centauri Prime

The Unofficial Guide to the Universe of Babylon 5

The Fate of Bester

Armchair Fiction presents extra large science fiction double novels with original illustrations. "Dark Destiny" by Dwight V. Swain is the first novel. He was known throughout the system as Sha Haral, a fierce space warrior with a lust for power. He'd blasted his way back and forth across the spaceways many times. However, Haral's fortunes had taken a turn for the worse, and he soon became a downtrodden, bitter would-be conqueror haunting the dives on a backwater planet called Ulna. But his fate took an unexpected turn when a beautiful blonde-haired priestess, fleeing from a space pirate's hordes, fell into his lap. From this priestess Haral learned of an ancient woman-goddess who, according to legend, lay sleeping in a lost city surrounded by a legion of terrifying monsters. This ancient goddess, whose face was half-hidden by a jeweled veil, was known as a woman of ultimate beauty, possessing secrets of great power. And she still lay there, in her crumbling city, waiting for someone to awaken her... The second novel, "The Secret of Planetoid 88," is by Ed Earl Repp. Dane Cabot was just one of many slaves of the dictators--"The Hundred" as they were known--who ruled Earth with an iron hand. After a joy ride to a distant planetoid, Cabot returned to Earth to find himself falsely accused of murder. There was no trial--The Hundred didn't operate that way. He was soon sentenced to die. But when a mysterious stranger interceded, Cabot found himself a stowaway on a space cruiser headed for Io, moon of Jupiter. There Cabot found a tiny colony of rebels with a master plan for the eventual freedom of Earth's enslaved populace. But radiation from Jupiter's Great Red Spot was slowly destroying Io. So Cabot and his fellow rebels found themselves in a desperate race against time. Could they orchestrate their plans before the rising tide of planet-wide disintegration overtook them? Deep in the void of space was a secret, a secret that was the key to freedom--if they could find it in time...

From the bestselling authors of *Wanna Cook?* comes the first and only comprehensive guide to Babylon 5 and its universe. The tyrannical regime of the Psi Corps turns against its creator, Alfred Bester, forcing him to confront his own monstrous legacy. Captain William Sparhawk flies Earth's single starship on a voyage of exploration. His crew of veteran spacers begins the mission with high hopes and the best of intentions, but the universe has other plans. Instead of space merchants and potential allies, they discover Earth's impending doom. Sparhawk must decide whether to hunt down enemy scouts to keep Earth's new starship a secret, or to head home to warn Star Guard of the danger. Either way, he's ignited an interstellar war. *Dreadnought*, the second book of the *Lost Colonies Trilogy*, is a novel of military science fiction by bestselling author B. V. Larson.

A Dream Given Form

The Mote in God's Eye

The Babylon Project RPG Earth Colonies

Colonial American History Stories – 1665 - 1753

Dreadnought

Aliens: Colonial Marines Technical Manual

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.

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.

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. HUGO AWARD WINNER FOR BEST 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 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 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 play 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 it's 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 play-out without a single shot fired - battles fought with credits and politics, boycotts and embargoes.

Out of the Darkness

Murphy's Law of Vampires

Dining on Babylon 5

Final Reckoning

Babylon 5: the Roleplaying Game

Underground Alien Bases

The third book in the NYT bestselling Expanse series, Abaddon's Gate opens the door to the ruins of an alien gate network, and the crew of the Rocinante may hold the key to unlocking its secrets. HUGO AWARD WINNER FOR BEST SERIES For generations, the solar system -- Mars, the Moon, the Asteroid Belt -- was humanity's great frontier. Until now. The alien artifact working through its program under the clouds of Venus has appeared in Uranus's orbit, where it has built a massive gate that leads to a starless dark. Jim Holden and the crew of the Rocinante are part of a vast flotilla of scientific and military ships going out to examine the artifact. But behind the scenes, a complex plot is unfolding, with the destruction of Holden at its core. As the emissaries of the human race try to find whether the gate is an opportunity or a threat, the greatest danger is the one they brought with them. Abaddon's Gate is a breakneck science fiction adventure following the critically acclaimed Caliban's War. 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

Vladia Robespierre, newest member of Earth's prestigious Valkyrie Squad, has always struggled to conceal and come to terms with her unfortunate childhood. She and her charismatic half-brother were raised outside the State Rearing Facilities, making normal Terrans afraid to even touch such 'disease ridden, blood babies'. But when war breaks out between Earth and the Lunar Colonies, Vladia finds herself consumed by a far greater danger: the destruction of every one and thing she holds dear. Faced with declassification and death, Vladia seeks an unlikely ally in the squad's robot, Rehel, as she resists the reality that a reign of tyranny looms near- not at the hands of Earth or Luna, but of her own brother's. Set in the not too distant future, The Valkyrie Profiles is the first in a trilogy that examines the technological and governmental influences on the degeneration of human relations and the elitism of class division. Although Earth is militaristically strong, its social and cultural collapse has become a disease that now threatens to take down the entire solar system.

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".

The Babylon Project RPG Earth Colonies Sourcebook

The Worst Country in the World

Role Playing Game

The Babylon Project

Abaddon's Gate

Blood Oath

Deadly Relations

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.

The accidental killing of a group of emissaries to Earth threatens man's survival

Bizarre stories about alien underground bases and first-hand reports from people who have been abducted, and survived genetic experiments.

The Valkyrie Profiles

The Ultimate Collection of Space Station Cuisine

Accusations

The True Story of an Australian Pioneer Family

Will Destroy the Galaxy for Cash