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Star Trek Deep Space Nine: Roleplaying Game (Star Trek Deep Space Nine: Role Playing Games)



Synopsis

Book by Moore, Christian

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Customer Reviews

Book by Moore, Christian

DS9 (& Next Gen) are my two favorite Star Trek series from TV. DSP specifically had more character development than other series that were on the air. I like the fact that there was one specific place in space that was developed. Now on to the book. LUG (Last Unicorn Games) in my opinion made the best Trek games, I hate that they lost their contract when they were going to put the games together into an Expanded Universe. (The delivery of the book was great by the way from where it was ordered.) LUG reflects the world of Trek very well and the way DS9 games should be run was very helpful.

Got it today in perfect condition love it.

I recieved the package in good time and the condition of the book was great. Was a little disapointed because it didnt have a good selection of Spaceships that dock at the port of DS 9

The "Star Trek: Deep Space Nine Roleplaying Game" by Last Unicorn Games is a stand-alone game which is fully compatible with its [Star Trek: The Next Generation](#) roleplaying game.

Together, they represent one of my favorite roleplaying forays into the Star Trek universe-- on a par with FASA's game, which was based upon the original series; slightly better than Decipher's 'Next Generation' game; and vastly superior to Task Force Games' roleplaying game about Star Fleet covert operations. I have fond memories of all of these game systems, but this 'Trek' roleplaying game had the best rules and was better-supported than any of the others. If you want to roleplay in the Star Trek setting, the Last Unicorn Games system is the way to go. In addition to publishing roleplaying games based upon 'The Next Generation' and 'Deep Space Nine,' Last Unicorn Games also published the Star Trek: The Original Series roleplaying game. These three games are all fully cross-compatible with each other, making each individual product line's supplements useful for all three games. The problem associated with this approach, of course, is that it increases the number of supplements you need to acquire in order to have 'everything.' I'll discuss the various supplements for these games below, but first I want to talk about the game system and mechanics. LUG's proprietary game system, the ICON system, is simplicity itself. The narrator provides a difficulty number, and players roll a number of standard 'D6' dice equal to the appropriate attribute rating, plus any character and situational bonuses (players also roll an additional 'drama die' of a different color). The highest single die result is added to the character's appropriate skill rating, and if the result is equal to or higher than the assigned difficulty number, the character succeeds. If the drama die results in a '6,' the player may also add the second-highest die result, and if it is a '1' there's the possibility of a critical failure. It sounds more confusing than it really is-- in gameplay, this system is fast, easy to learn, and doesn't detract from storytelling in the least. During character creation, players first decide which position their character will fill (e.g., Security Officer, shuttle pilot, etc), choose a race, and then build a character appropriate to that role. The game presumes that the station or base commander will be a non-player character run by the narrator. One drawback to this concept is that it leads to downtime for characters not involved in a specific scene-- the ship's medical officer may not have much to do during a scenario about treaty negotiations, for example, or the crafty Ferengi trader might get bored in an adventure about finding the cure to a Romulan bioweapon. This arrangement can also result in the narrator-as-Captain making all of the important decisions for the players, which can deter your players from acting independently. To solve these problems, I had each of my players create three characters: their primary character, who had to be a bridge officer or head of a ship's department; a secondary character, who was either a warrant officer in a different department or the head of a department not already filled by another player; and another secondary character, an ensign in a third department. Our house rule was that players defaulted to playing their first, or primary character, but whenever

that character wasn't involved in a scene the narrator could have them switch to a backup character as needed. We also allowed a player to create the starbase commander as their primary character, as long as the rest of the group unanimously agreed. This type of troupe-style play worked really well in our campaign. On a side note, the ICON system has very detailed ship-to-ship combat rules. Energy production and allocation is key in any situation where your ship is taking damage ("Do I power down weapons to keep the shields up?"). I strongly recommend that the person playing the Ship's Engineer be somebody who is good with numbers and record-keeping, with good decision-making skills, or these scenes will quickly bog down. If you're a narrator running this game for the first time, I'd suggest assigning this role to somebody who is good with really 'crunchy' game systems-- it will make a huge difference in your campaign, I promise. As previously mentioned, there were a number of supplements for the LUG 'Star Trek' games, and all of them were extremely well-done. Unfortunately, only a couple of titles were released specifically for the 'Deep Space Nine' roleplaying game. The *Deep Space Nine Narrator's Toolkit* is a GM's screen and booklet, and while the screen is worth having, the booklet is really written for inexperienced narrators-- this is the one product in the line which might or might not be useful to an experienced GM. *Raiders Renegades & Rogues*, has rules for creating mercenaries, smugglers, and bounty hunters as player characters, and it includes tons of new equipment and a few new ship designs. There were a couple of supplements published for the other 'Trek' games published by LUG which are also extremely useful. *Among the Clans* is a sourcebook for the Original Series game about the Andorian race, containing background information and new character options for this founding race of the Federation. *All Our Yesterdays* is a sourcebook intended for all three of LUG's 'Trek' games, with rules for time travel in the Star Trek universe-- including rules for creating Timefleet officers from the future! This last supplement was one of the finest titles that LUG ever published, and is strongly recommended. The 'Next Generation' roleplaying game was in print for longer than the other two games, had the most published supplements, and many of these are very useful for your 'Deep Space Nine' games. The hardback *Player's Guide* is good supplement, containing an improved Starfleet character creation system and rules for more highly-specialized character types, including enlisted personnel, a few new player character races, a variety of new skills, and rules for many of the psychic powers which were so common in the Star Trek setting. You really want to pick up a copy. The hardback *The Price of Freedom* is something of an oddball, covering topics ranging from the history and organization of the Federation, rules for creating Starfleet Merchant Marine characters, and most gloriously, stats for dozens of Federation ships. This is another must-have. *Planets of the UFP* is exactly what it sounds like-- a book

containing maps and write-ups of some of the most important (and oddly, some of the least important) worlds which make up the Federation, along with story seeds for each; this is perhaps my least favorite LUG sourcebook for its games, especially for a 'Deep Space Nine' game setting, but still perhaps worth owning. Maybe.

• The First Line details Starfleet Intelligence, including the shadowy Section 31 from "Deep Space Nine" and several of the Trek television series, and

• Holodeck Adventures is an amazing supplement with rules for creating holodeck-based adventures (or even side campaigns, in the manner of the recurring "Bride of Chaotica" holodeck series from Star Trek: Voyager). At first glance, you might think that a sourcebook on Starfleet Intelligence and the ship's holodeck are great, if you're planning on running that sort of campaign, but both supplements are so good that you'll quickly realize that both elements should at least be recurring themes in any 'Trek' campaign.

• The Way of Kolinahr is an excellent sourcebook about the Vulcan race, including new rules for creating Vulcan fleet and security officers, plus several new Vulcan mental disciplines; this book will always come in handy. LUG also published a book of adventures,

• Planetary Adventures, and a campaign book of interconnected adventures,

• A Fragile Peace: The Neutral Zone Campaign; both of these books are very, very good, although the extremely tightly-written campaign in "Fragile Peace" clearly makes it the standout hit of the two. There was also a set of 'Next Generation' miniatures, if that's your thing. Finally, there were two different boxed sets for the 'Next Generation' game:

• Star Fleet Academy was a great set with rules for creating cadet characters and running Academy adventures, and

• Way of D'Era contained everything needed to create Romulan characters and run adventures set on the other side of the Neutral Zone. Last Unicorn Games' ICON system is quick and easy, and works well to facilitate roleplaying adventure in the Star Trek universe. If you want to roleplay in the famous "final frontier" of Gene Roddenberry, there are several gaming options out there-- but this game is the best available choice, with the widest range of excellent supporting products. I highly recommend it!

Worth the buy if you like Star Trek table top RPGs. It was a sad day in the table top RPG world when LUG went out of business. The books were well printed, and well written for their gaming system. This book is a Core Book for this gaming system. Well thought out, and a pleasure to read, and use in game

This is an excellent book for the RPG world of Star Trek which has just so recently come out. A must have for all "Trekkies" and RPG buffs. A great sourcebook to add to your others. Excellent for

MUSHes and the like. It deserves five stars.

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Games Says about Play, Religion, and Imagined Worlds Wraith: The Oblivion Roleplaying Game
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