
Access Free Star Wars Roleplaying Game A Star Wars Core Rulebook

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KEY=A - NEIL HATFIELD

STAR WARS ROLEPLAYING GAME

A STAR WARS CORE RULEBOOK

1.) All the rules of the game, for players and Gamemasters. 2.) Character creation, featuring Fast-track templates and nearly limitless options. 3.) Details on how to play in any time frame-Episode I (The Rise of the Empire), Episodes IV-VI (The Rebellion), or the New Republic era (The New Jedi Order). 4.) Equipment, weapons, vehicles, and aliens from the Star Wars movies and expanded universe 5.) An action-packed starting adventure 6.) Conversion information for previous Star Wars roleplaying game systems. 7.) Game statistics for the iconic charcters in the Star Wars universe.

STAR WARS ROLEPLAYING GAME

REVISED CORE RULEBOOK

This new saga edition encapsulates all six "Star Wars" feature films while presenting a thorough revision of the rules, making the game easier to learn while improving the overall game experience.

HERO'S GUIDE

A guidebook that presents players with new options for Star Wars characters.

ARMS AND EQUIPMENT GUIDE

Fully illustrated, this book is an essential guide to equipping characters inthe "Star Wars" roleplaying game.

THE CLONE WARS CAMPAIGN GUIDE

Bring your Star Wars Roleplaying Game campaign into the epic battles of the Clone Wars. This book includes new information for heroes on both sides of the war, including new talents, feats, prestige classes, and equipment designed to tailor characters to the unique feel of the Clone Wars conflict. More than just information for players, The Clone Wars Campaign Guide provides Gamemasters with descriptions and statistics for starships, vehicles, allies, opponents, and planets and features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

STAR WARS

AGE OF REBELLION RPG CORE RULEBOOK

Fantasy Flight Pub Incorporated **Take on the sinister Galactic Empire as a member of the Rebel Alliance!** The 464-page Star Wars: Age of Rebellion Core Rulebook provides everything you and your friends need to wage guerrilla warfare across the Star Wars galaxy, face down legions of stormtroopers, or steal secret plans and restricted codes. No matter what role you play in the Rebellion, the fate of the galaxy rests in your hands while custom dice help create an immersive narrative with each and every check.

STAR WARS

THE ROLEPLAYING GAME

Bygger på figurerne fra Star Wars filmen

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

LEAD BY EXAMPLE: A SOURCEBOOK FOR COMMANDERS

LEGACY ERA CAMPAIGN GUIDE

In this "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can learn to create exciting adventures against the backdrop of a galaxy ruled by the Sith.

STAR WARS FORCE AND DESTINY RPG - CORE RULEBOOK

KNIGHTS OF THE OLD REPUBLIC CAMPAIGN GUIDE

This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic.

STAR WARS: EDGE OF THE EMPIRE RPG - ENTER THE UNKNOWN

"Explore the hidden corners of the Star Wars galaxy with Enter the Unknown. This rulebook expands upon the Edge of the Empire roleplaying game, adding new content for Explorer characters as well as any character looking to brave the fringes of the galaxy. Jump behind the wheel of a speeder, uncover lost secrets from a forgotten age, and hunt down dangerous beasts among the stars." -- back cover

STAR WARS REVISED RULEBOOK

A STAR WARS CORE RULEBOOK

Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.

POWER OF THE JEDI SOURCEBOOK

"Power of the Jedi" provides the most comprehensive look at the Jedi ever created. It includes details of the origin and rise of the Jedi, as well as information about the Jedi throughout the timeline of the Star Wars universe, including material from "Star Wars: Episode II: Attack of the Clones."

THE DARK SIDE SOURCEBOOK

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that call on the dark side of the Force, and offers details on character classes, specific evil characters, and related topics.

SCUM AND VILLAINY

More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the "Star Wars" setting.

STAR WARS

THE ROLEPLAYING GAME

"Few books or games have had as enduring an impact upon the Star Wars galaxy and its fans as Star Wars: The Roleplaying Game. Originally published by West End Games in 1987, it arrived at a time when the future of the Star Wars galaxy was uncertain, and it captivated a whole generation of gamers with rules and guidelines that made it easy to design and enjoy adventures truly worthy of the Star Wars universe and its ongoing space opera... Star Wars: The Roleplaying Game 30th Anniversary

Edition is a faithful, limited edition recreation of both *Star Wars: The Roleplaying Game* and *The Star Wars Sourcebook*, both printed with higher quality than the originals and packaged in a stylized slipcase"-- manufacturer's website.

CORUSCANT AND THE CORE WORLDS

This in-depth review of the Core Worlds region of the "Star Wars(" galaxy features an emphasis on the capital world, Coruscant. Full-color maps & illustrations.

STAR WARS THE UNKNOWN REGIONS

A STAR WARS ROLEPLAYING GAME SUPPLEMENT

Explore the uncharted reaches of the *Star Wars*® galaxy. Far from the cityscape of Coruscant, beyond the fringe planets of the Outer Rim, lies a vast region of space called the Unknown Regions. The Unknown Regions are mysterious and uncharted. They are home to strange aliens, violent slavers, and the forgotten remnants of ancient civilizations that have lived in isolation for eons. This sourcebook gives players and Gamemasters everything they need to run and play in campaigns featuring scouts, exploration, and adventure in the uncharted reaches of the *Star Wars* galaxy. The Unknown Regions allows Gamemasters to take their existing campaigns in bold new directions, or this book can be used to jumpstart a new campaign that focuses on exploring the unknown.

STAR WARS FORCE AND DESTINY RPG

KEEPING THE PEACE

STAR WARS ROLEPLAYING GAME

GALAXY AT WAR

Warfare is a common theme throughout the *Star Wars* saga. This supplement gives players and Gamemasters everything they need to run games or play characters in a war-torn galaxy.

STAR WARS

THE ROLEPLAYING GAME

STAR WARS, AGE OF REBELLION

FULLY OPERATIONAL

EDGE OF THE EMPIRE BEGINNER GAME

[Fantasy Flight Games](#) The perfect entry point for novice roleplayers, the *Star Wars: Edge of the Empire Beginner Game* features a complete, learn-as-

you-go adventure. Pre-generated character folios keep rules right at your fingertips, while custom dice and an exciting narrative gameplay system make every roll into a story. Detailed rules provide for hours of entertainment in a galaxy far, far away!

STAR WARS, THE FORCE AWAKENS ROLEPLAYING GAME

BEGINNER GAME

"The perfect entry into the Star Wars roleplaying experience for players of all skill levels, The Force Awakens Beginner Game introduces a complete, learn-as-you-go adventure that carries you from the sands of Jakku deep into the heart of a mystery that could change the course of the galaxy."-- Publisher website.

SECRETS OF TATTOOINE

[Lucas Books](#) This sourcebook offers gamemasters information and adventures about Luke Skywalker's home planet of Tatooine through all three Star Wars eras, including brand-new information that has never appeared anywhere.

STAR WARS - EDGE OF THE EMPIRE RPG CORE RULEBOOK

The Star Wars universe is at your fingertips! The 448-page Star Wars: The Edge of the Empire Core Rulebook is a roleplaying experience set in those thousands of places across the galaxy where morality is gray and nothing is certain. It contains everything that players and GMs need to conduct their adventures as smugglers in the Outer Rim, to collect bounties on the scum in the shadows of Coruscant, or to establish new colonies beneath the Empires notice.

STAR WARS : EDGE OF THE EMPIRE ROLEPLAYING GAME

BETA

STAR WARS EDGE OF THE EMPIRE RPG: BEYOND THE RIM

JEDI ACADEMY TRAINING MANUAL

"So, you wish to learn the ways of the Force..." Written as the ultimate Jedi training manual, The Jedi Academy: Training Manual game supplement reveals the secrets of the Jedi across all eras of the Star Wars saga, from the earliest days of the Old Republic to the Dark Times and the reemergence of the Jedi Order after the fall of the Galactic Empire. It gives players exciting new talents, feats, Force powers, and equipment for their Jedi characters. It also elaborates on the known Jedi fighting styles and provides new ways to build your character around a particular fighting style.

STAR WARS

RISE OF THE SEPARATISTS

"Rise of the Separatists is a era sourcebook for Fantasy Flight Games' Star Wars roleplaying game system, featuring brand-new source material compatible with each of Fantasy Flight Games' three Star Wars roleplaying lines [Edge of the Empire, Age of Rebellion, and Force and Destiny]. It is meant to be a spiritual prequel to Collapse of the Republic, with Collapse of the Republic covering the second half of the Clone Wars while Rise of the Separatists covers the first half."--

STAR WARS

GADGETS AND GEAR

STAR WARS ROLEPLAYING GAME

ULTIMATE ADVERSARIES

A guidebook that presents players with new options for Star Wars characters.

STAR WARS FORCE AND DESTINY RPG - GAME MASTER KIT

STAR WARS ROLE PLAYING GAME

REBELLION ERA CAMPAIGN GUIDE

"The Rebellion Era Campaign Guide" brings the Saga Edition rules to the time when tyranny and oppression mark the reign of the Galactic Empire. For players, it provides new character options for Rebel and fringe heroes.

STAR WARS EDGE OF THE EMPIRE RPG: FAR HORIZONS SUPPLEMENT

Fantasy Flight Pub Incorporated

STAR WARS ROLEPLAYING GAME

STAR WARS: THE NEW ESSENTIAL GUIDE TO DROIDS

Del Rey **DIFFERENT KIND OF HEAVY METAL SUPERSTAR** Whether they're doctors or diplomats, soldiers or secretaries, translators or nightclub waiters, the myriad mechanical marvels known as droids are an indispensable part of what keeps the Star Wars galaxy humming. The varieties and classes of droids are nearly as infinite as their designated specialties. In this updated and expanded nuts-to-bolts survey, each and every droid receives its due—from the simplest drones to the most sophisticated automatons, from heroic protocol model, C-3PO, and his multitasking sidekick, R2-D2, to the insidious Separatist leader General Grievous. Inside you'll discover: • All the newest droids: from The Phantom

Menace, Attack of the Clones, and Revenge of the Sith to the Knights of the Old Republic video games and the Clone Wars animated TV series, plus the bestselling multinovel series Star Wars: The New Jedi Order—all catalogued here for the first time • Detailed histories and capabilities of nearly one hundred droids along with full-color computer-generated illustrations and schematics of their construction highlights • Special sections, including “A Layperson’s Guide to Droids,” “Major Manufacturers,” and “A Short History of Droids” • An easy reference at your fingertips—each entry is arranged by Droid Type, including medics and scientists, repair units, battle units, and cyborgs—plus special expanded entries for R-series astromechs, the 3PO protocol series, and battle droids For the definitive debriefing on droids, there’s only one official, authoritative, and absolutely essential technical guide!

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

STRONGHOLDS OF RESISTANCE: A SOURCEBOOK OF ALLIANCE WORLDS

STAR WARS GALAXY OF INTRIGUE

A STAR WARS ROLEPLAYING GAME SUPPLEMENT

New rules and character options for campaigns laced with intrigue. The Star Wars galaxy is rife with treachery and intrigue, from the machinations of Darth Sidious and the Bothan SpyNet to the secret agendas of the Rebel Alliance and the Empire. This supplement gives players and Gamemasters everything they need to run games and play characters in a galaxy of intrigue. This book provides new options and gear for nobles and other sly-minded characters, as well as a host of adventure hooks and campaign seeds that can be used to inject elements of intrigue into campaigns of all eras. It also includes rules for running skill challenges.