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**KEY=EDITION - MOLLY MALIK**

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## 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.**

## 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.**

## 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.**

## 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.**

## 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.**

## 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.**

## The Force Unleashed Campaign Guide

**Unleash the Force and fight the Empire. The Emperor has swept away the last vestiges of the Old Republic. Darth Vader and his dark apprentice hunt down the surviving Jedi one by one, but a few escape capture and find refuge on backwater worlds. Fewer still reach deep into the Force, unleashing powers beyond their wildest imaginings. Meanwhile, other brave heroes rise to oppose the tyranny of the Empire, heralding the birth of the Rebellion. This campaign guide draws its inspiration from The Force Unleashed, a revolutionary new video game from Lucasfilm, Ltd. It presents a complete campaign setting during the period between Episode III: Revenge of the Sith and Episode IV: A New Hope. The guide offers exciting new character options and Force powers for players as well as adventure content, campaign seeds, and ready-to-play adversaries for Gamemasters. This supplement is designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook.**

# 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.

# 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 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: The Skywalker Saga The Official Collector's Edition Book

Titan Books (US, CA) "A long time ago in a galaxy far, far away..." For more than five decades, the Skywalker saga has thrilled generations of fans who have grown up with one of the greatest stories in cinematic history. This

**sprawling epic of nine episodic films covers 67 years of unforgettable action, featuring thousands of iconic characters, from Star Wars: A New Hope to Star Wars: The Rise of Skywalker. And the Star Wars Insider magazine has been there every step of the way, gaining exclusive access to cast, crew, and creators. Now, collected together for the first time, this movie companion chronicles the story behind the making of the Skywalker saga, as told by the writers, directors, designers, and crafts people who built and shaped a legend. From George Lucas' thoughts on embarking on the making of A New Hope to Ewan McGregor on stepping into the shoes of the late Sir Alec Guinness to play Obi-Wan Kenobi to Daisy Ridley taking on the role of Rey in the final trilogy, this is a must-have for anyone touched by this incredible story.**

## Hero's Guide

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

## 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.**

## Star Wars Roleplaying Game

### Starships of the Galaxy

**This supplement contains advanced starship combat rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.**

# Star Wars Scavengers Guide to Droids

## A Star Wars Roleplaying Game Supplement

A guide for players and game masters provides strategies for building droid characters using manufacturer templates and a variety of equipment, modifications and talents, in a supplement that also contains droid profiles for inclusions in adventures and campaigns.

## Threats of the Galaxy

Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement.

## 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.

## A Saga on Home Video

## A Fan's Guide to U.s. Star Wars Home Video Releases

[Createspace Independent Publishing Platform](#) **For four decades, the Star Wars saga has captivated us in both theaters and at home on the small screen. Never before has one volume attempted to provide an extensive guide to all of the saga's various releases for home viewing. From Super 8 to VHS, from DVD to Blu-ray 3D, this unofficial guide to U.S. Star Wars home video releases will thrill and enlighten fans both new and old. With over 300 images from the author's own personal collection, this is a definitive work of fan scholarship on Star Wars home video collecting's first 40 years.**

# Star Wars Gamemaster Screen

An essential Star Wars Roleplaying Game accessory. This product includes the following components designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook: A four-panel Gamemaster's Screen containing important tables and other information GMs need to effectively run Star Wars adventures.

# 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 characters in the Star Wars universe.

# Star Wars

## The Complete Saga

Scholastic Paperbacks The complete epic Star Wars saga--from Phantom Menace through Return of the Jedi--is presented in a single volume that is illustrated with frames taken directly from all six movies. Original.

# Star Wars

## The Prequel Trilogy

Lucasbooks Collects the first three books in the Star Wars series, offering a glimpse of how Anakin Skywalker became aware of his power and turned to the dark side.

# Star Wars

# The Roleplaying Game

Bygger på figurerne fra Star Wars filmen

## The War of the Worlds

First Avenue Editions™ **When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.**

## Star Wars Complete Vehicles New Edition

Dorling Kindersley Ltd **Explore the epic Star Wars saga through incredible cross-sections More than 100 magnificent artworks bring the vehicles of Star Wars to life. New cross-sections, amazing detail, and comprehensive text make this the ultimate reference to the craft of a galaxy far, far away.... SEE - Poe Dameron's X-wing in action - The terrifying power of Darth Vader's TIE Advanced x1 - Obi-Wan Kenobi's fast and agile Jedi starfighter DISCOVER - The inner workings of Rey's speeder - The advanced technology of the Rebel Alliance's U-wing - The devastating weaponry of the Death Star EXPLORE - The famous corridors of the Millennium Falcon - The brutal design of the Knights of Ren's Night Buzzard - The mighty and fearsome Final Order Star Destroyer © & TM 2020 Lucasfilm Ltd**

## TIME Star Wars

## 40 Years of the Force

Time Inc. Books **TIME Star Wars looks at the Death Star-sized impact of the long-running series. This collectible keepsake includes reviews of all the major movies and profiles of George Lucas, J.J. Abrams, and John Boyega, plus a visual guide to the Star Wars/i> universe, a checklist of the 40 greatest moments in the movies, and a look at the future of the franchise.**

# Star Wars: The Age Of Resistance The Official Collector's Edition Book

Titan Books (US, CA) **An all-new hardback deluxe magazine, detailing the making of *The Force Awakens*, *The Last Jedi*, and *The Rise of Skywalker*. With exclusive interviews with the cast and crew that brought you the story of Rey, Finn and Poe, and their struggle against Kylo Ren and the dark forces of the First Order, this is the first book to chronicle the making of a beloved trilogy of smash-hits that brought the epic Skywalker saga to its conclusion. Featuring stunning photography and production art, this indispensable souvenir edition is essential for all fans**

## The Odyssey of Star Wars An Epic Poem

Abrams Image **A thrilling retelling of the Star Wars saga in the style of classic epic poetry "I look not to myself but to the Force, In which all things arise and fall away." Journey to a galaxy far, far away like never before--through lyrical verse and meter. Like the tales of Odysseus and Beowulf, the adventures of Luke Skywalker, Han Solo, Princess Leia, Jyn Erso, Obi-Wan Kenobi, Darth Vader, and the Emperor are fraught with legendary battles, iconic heroes, fearsome warriors, sleek ships, and dangerous monsters. Beginning with *Rogue One's* rebel heist on Scarif to secure the plans to the Death Star and continuing through the climax of *Return of the Jedi*, author Jack Mitchell uses the ancient literary form of epic poetry to put a new spin on the Star Wars saga. Punctuated with stunning illustrations inspired by the terracotta art of Greek antiquity, *The Odyssey of Star Wars: An Epic Poem* presents the greatest myth of the 20th century as it would have been told nearly 3,000 years ago.**

## Star Wars Episodes I - IX Little Golden Book Library (Star Wars)

Golden Books **Little Golden Book retellings of all nine films in the Star Wars Skywalker saga in one collectible boxed set! All nine films in the epic Star Wars Skywalker space saga--*The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*, *A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*, *The Force Awakens*, *The Last Jedi*, and *The Rise of Skywalker*--are retold in this Little Golden Book collection! Featuring stunning retro illustrations, this boxed set of nine Little Golden Books is perfect for Star Wars fans and Little Golden Book collectors of all ages! Star Wars has**

**captivated millions worldwide for over forty years. The phenomenon began with the 1977 theatrical debut of Star Wars, later retitled A New Hope, and has expanded to include nine additional major motion pictures (The Empire Strikes Back, Return of the Jedi, The Phantom Menace, Attack of the Clones, Revenge of the Sith, The Force Awakens, The Last Jedi, Solo: A Star Wars Story, and The Rise of Skywalker), television programming, publishing, video games, and much more.**

## Only War

## Core Rulebook

## The Best of Star Wars Insider

Titan Comics **The making of the Star Wars saga, as told by the cast and crew. Features content previously published in the official Star Wars Insider. Each volume brings together a collection of the best of the official Star Wars Insider magazine content, celebrating the complete Star Wars experience, from movies to books, videogames to comic books and more! Featuring rare cast and crew interviews, and exclusive behind the scenes pictures, this is an essential read for Star Wars fans of all ages.**

## Star Wars Edge of the Empire

## Roleplaying Game

## No disintegrations

## Star Wars Trilogy

Crown Archetype **Luke Skywalker dreamed of adventures out among the stars and alien worlds. But when he intercepted a message from a beautiful captive princess, he got more than he had bargained for--and that was how the adventure of his life began. . . .**

## Starfinder

## Core Rulebook

"Open Game License version 1.0a"--4th unnumbered page.

## Chusan

# The Opium Wars, and the Forgotten Story of Britain's First Chinese Island

**Anchor Books** "We must religiously observe our engagements with China, but I fear that Hong Kong is a sorry possession and Chusan is a magnificent island admirably placed for our purposes." So wrote the home secretary Sir James Graham to the prime minister Sir Robert Peel, as British diplomats prepared to return the island of Chusan to Chinese rule during the winter of 1845. For years, this now little-known island off the coast of Zhejiang province had been home to thousands of men, women and children of all classes and backgrounds, of all races and religions, from across the British Empire and beyond. Before the Union Jack ever flew over Hong Kong, it had been raised on Chusan. From a wealth of primary archives, Liam D'Arcy-Brown pieces together the forgotten story of how the British wrested Chusan from the Qing dynasty, only to hand it back for the sake of Queen Victoria's honour and Britain's national prestige. At a time when the Chinese Communist Party is inspiring a new brand of patriotism by revisiting the shame inflicted during the Opium Wars, here is a book that puts Britain's incursions into nineteenth-century China in a fascinating and revealing new light.

## Rebellion Era Sourcebooks

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that are set during the same timeframe as the three original films, and offers details on specific characters and cultural information.

## Arms and Equipment Guide

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

## 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."

# Star Wars : the Original Trilogy

## A Graphic Novel

**A LONG TIME AGO IN A GALAXY FAR, FAR AWAY...EVERYONE'S FAVORITE TALE of good versus evil takes on a whole new look in this graphic novel! Join Luke Skywalker, Han Solo, Princess Leia, Darth Vader, and the rest of the heroes and villains from a galaxy far, far away in this graphic novel collection that retells the original three Star Wars films: A New Hope, The Empire Strikes Back, and Return of the Jedi. You'll experience the saga in a way you never have before!.**

## Sith Academy

## Acolyte Training

Createspace Independent Publishing Platform **This volume contains the first three books of training for Acolytes of Sith Academy: The Path of Power, Masters of the Will and Lords of the Force. Book One, The Path of Power, describes the events, revelations and ideas that initiated the Sith current on this planet, and invites others to take the first steps toward a new life in the Dark Side as a Sith Acolyte. Book Two, Masters of the Will, is a blueprint for becoming the master your own will, body, mind, spirit and destiny, and the master of your own group of Sith Acolytes. Book Three, Lords of the Force, reveals the nature and source of the Force, the metaphysical laws of its power, and various methodologies for commanding and conquering with it. There is also a complete reference to the Black Tongue of Borgâl-the language of the Dark Side. The Dark Lords make this knowledge available as a record of their revelations and work since the initial Omega Transmission in Imperial Year One. They do this to establish the Acolyte Path to the Dark Side for others to follow who will lead the Empire into the future. They also do this so that if they are ever killed and the Order is destroyed, there will remain a document from which others may rebuild the Order and revive the Sith current on this planet. Study and guard this book well; the knowledge contained herein is potentially more powerful than the ability to destroy planets for those who have faith in the Dark Side.**