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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 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.

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.

Star Wars

The Roleplaying Game

Bygger på figurerne fra Star Wars filmen

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.

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 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 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 History and Politics of Star Wars

Death Stars and Democracy

Taylor & Francis This book provides the first detailed and comprehensive examination of all the materials making up the Star Wars franchise relating to the portrayal and representation of real-world history and politics. Drawing on a variety of sources, including films, published interviews with directors and actors, novels, comics, and computer games, this volume explores the ways in which historical and contemporary events have been repurposed within Star Wars. It focuses on key themes such as fascism and the Galactic Empire, the failures of democracy, the portrayal of warfare, the morality of the Jedi, and the representations of sex, gender, and race. Through these themes, this study highlights the impacts of the fall of the Soviet Union, the War on Terror, and the failures of the United Nations upon the 'galaxy far, far away'. By analysing and understanding these events and their portrayal within Star Wars, it shows how the most popular media franchise in existence aims to speak about wider contemporary events and issues. The History and Politics of Star Wars is useful for upper-level undergraduates, postgraduates, and scholars of a variety of disciplines such as transmedia studies, science fiction, cultural studies, and world history and politics in the twentieth and twenty-first centuries.

Hero's Guide

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

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.

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.

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.

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.

The Best of Star Wars Insider: The Saga Begins

[Titan Comics](#) p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} "Should I take one last shot at Star Wars and tell the backstory? I thought I would regret it if I didn't do it." - George Lucas Star Wars: The Saga Begins celebrates Episodes I-III of the Star Wars saga: The Phantom Menace, Attack of the Clones, and Revenge of the Sith. This collection includes classic interviews with Ewan McGregor, Hayden Christensen, Natalie Portman, Liam Neeson, and George Lucas, as they discuss telling the story of Anakin Skywalker's rise and subsequent fall against the backdrop of a burgeoning galactic war. Also featured are interviews with key members of the visual effects team charged with bringing George Lucas' singular vision to life. "This is the perfect gift for any Star Wars fan in your life." - Seattle Book Review

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 Rpg - Force and Destiny Beginner Game

Thijo - Saga of a Norseman

Join Thijo, a young Scandinavian farm boy, on his childhood adventures as he meets new friends and challenges throughout daily Norwegian life. Through hard days of harvest labor and deadly winter blizzards, Thijo journeys from boyhood pleasures to learning what it means to take his place among the men of the North. Full of child-friendly adventure and excitement, Thijo - Saga of a Norseman is a book that you and your children will want to read again and again!

Alien RPG

Free League Publishing "Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

Threats of the Galaxy

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

Lois McMaster Bujold's Vorkosigan Saga

Sourcebook and Roleplaying Game

Steve Jackson Games

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.

Secrets of Tatooine

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.

Starfinder

Core Rulebook

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

Star Wars Edge of the Empire Roleplaying Game

No disintegrations

D20 Modern Roleplaying Game

This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players.

The Best of Star Wars Insider Volume 2

Titan Inside the greatest movie saga of them all. From interviews with the cast and crew to expert analysis of the characters from leading Star Wars writers, this book showcases the Star Wars phenomenon in exhaustive detail. This essential collection features the exclusive true story of George Lucas's struggle to bring Star Wars to the big screen, and how his love of fast-moving vehicles shaped the saga. A must have for Star Wars fans, this retrospective also includes the cast and crew of Star Wars: The Clone Wars on Attack of the Clones, Mark Hamill on life at a Star Wars convention, and what it was really like to work with Jabba the Hutt.

Dynamic Secularization

Information Technology and the Tension Between Religion and Science

Springer This book discusses secularization, arguing that it may be more complex and significant than is generally recognized. Using a number of online exploration methods, the author provides insights into how religion may be changing, and how information technology might be energized in this process. Working from the premise that the relationship between science and religion is complex, the author demonstrates that while science has contradicted some specific religious beliefs, science itself may have been facilitated by beliefs formed many centuries ago. Science assists engineers in the development of powerful new technologies, and asserts that the universe is based on a set of fundamental principles that can be understood by humans through the assistance of mathematics. The challenging ideas discussed will benefit readers through sharing a variety of Internet-based research methods and cultural discoveries. The book provides a balance between quantitative methods, illustrated by 24 tables of statistics, and qualitative methods, illustrated by 30 screenshots of computer-generated virtual worlds. Analysis interweaves with description, creating a sense of involvement in the experience of exploring online realities at the same time as radical insights are shared.

A Game of Retribution

Bloom Books "Fan favorite Scarlett St. Clair expands her universe of New Greece and the Hades and Persephone retellings with a new series told in Hades's point of view. Rediscover the world of A Touch of Ruin through the eyes of the God of the Underworld, Hades, as he tries to balance the demands of his position while maintaining his relationship with Persephone"--

Ultimate Alien Anthology

This premier guide to alien races in the Star Wars universe, which complements the Star Wars Roleplaying Game, is a revised and updated collection of more than 125 alien species suitable for play as characters in the game.

Iron and Blood

Book Two of the Expansion Wars Trilogy

[Createspace Independent Publishing Platform](#) **The Black Fleet Saga continues... A human planet has been invaded. The enigmatic Darshik have landed troops on a frontier world and have begun subduing major cities even as their blockade repels all attempts by the fledgling United Terran Federation to mount a counteroffensive. The Federation's military command is desperate and with their fleet still in tatters they make a last ditch effort to free the planet: They pull Captain Jackson Wolfe out of retirement and put him in command of a ship they hope can get past the defending armada and provide support to the beleaguered Marines and civilians fighting on the surface of the contested world. There is no reasoning with this enemy. If the Terran Federation wants their planet back, they will have to pay the price. Iron & Blood is the second book of The Expansion Wars Trilogy and the fifth book of the Black Fleet Saga.**

Little Wars and Floor Games

The Foundations of Wargaming

[Courier Dover Publications](#) **Playful illustrated writings by the science-fiction pioneer involve toy soldiers and mock combat. Little Wars provides simple rules for skirmishes. Floor Games offers lighthearted commentary on battles Wells waged with his sons.**

Only War

Core Rulebook

Twilight Templar

A Game of Life and Death (Warning: Contains violence as well as adult situations and language) Ben sat down to play a brand-new MMORPG, Eternal Journey Online. Next thing he knew, he had been transformed into his character, first-level Paladin Hawke Lightseeker, and found himself in a corpse-filled cavern complex crawling with monsters and undead. Armed with a sentient sword, Hawke must learn the rules of a reality where magic and power-leveling are as real as swords and knives, and where you only get a limited number of respawns before you die for good. Follow Hawke as he explores the mysterious Common Realm, meets new friends and foes, battles to survive, and learns more about his growing power and inner strength. Note to LitRPG Fans: This novel concentrates primarily on action-adventure, with a focus on power-leveling and learning new magic and class subsystems. Future novels will deal with town and stronghold management. There is also a harem-lite subplot that plays a part in the story without detracting from it.

Marvel Multiverse Role-Playing Game: Playtest Rulebook

[Marvel](#) **INTRODUCING THE MARVEL MULTIVERSE ROLE-PLAYING GAME!** Take on the roles of Marvel's most famous Super Heroes--or create entirely new ones--to fight some of the most dangerous Super Villains in the Marvel Universe! Join Marvel and Tabletop RPG fans alike in this upcoming playtest of Marvel's new game. Co-created by Matt Forbeck (THE MARVEL ENCYCLOPEDIA, Dungeons & Dragons: Endless Quest) and packed with illustrations by Marvel's amazing artists, the PLAYTEST RULEBOOK features a subset of the rules for the upcoming game--including character creation and combat--plus an introductory scenario and full profiles for some of Marvel's greatest heroes: Spider-Man, Captain America, Captain Marvel, Wolverine, and more. To get started, all you need is this book, three regular dice, and a group of friends. Players who grab the PLAYTEST RULEBOOK will also have the chance to offer official feedback on the rules and help shape the game for its full release. Don't miss out on this chance to influence and enjoy the MARVEL MULTIVERSE ROLE-PLAYING 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."

Games in Libraries

Essays on Using Play to Connect and Instruct

[McFarland](#) "This essay collection discusses innovative uses of games in libraries and focuses on the game making process. The purpose of this book is to bring together distinctive uses of games in libraries or educational institutions and share these ideas with others to inspire the making and use of games by other librarians and educators.]"--