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Rebellion Era Campaign Guide (Star Wars Roleplaying Game)



Synopsis

Classic Star Wars game-play...The Rebellion Era Campaign Guide brings the Saga Edition rules to the time when tyranny and oppression mark the reign of the Galactic Empire, threatening to extinguish the last flames of freedom. In this dark time emerges an alliance of rebellious heroes intent on overthrowing the Emperor and restoring the glory of the Old Republic. This book covers the classic Star Wars films: A New Hope, The Empire Strikes Back, and Return of the Jedi. It also includes material from the Expanded Universe, as featured in novels and comic books. For players, it provides new character options for Rebel and fringe heroes. For Gamemasters, it offers adventure hooks, campaign seeds, and ready-to-use villains, creatures, droids, and vehicles.

Book Information

Hardcover: 160 pages

Publisher: Wizards of the Coast (July 21, 2009)

Language: English

ISBN-10: 078694983X

ISBN-13: 978-0786949830

Product Dimensions: 9.3 x 0.6 x 9.3 inches

Shipping Weight: 1.3 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #584,815 in Books (See Top 100 in Books) #14 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars](#)

Customer Reviews

The Rebellion Era Campaign Guide for the Star Wars Roleplaying Game (Saga Edition) focuses on roleplaying in the time of the original trilogy, a key era for many of us that grew up with the movies and loving Luke, Leia, Han, Chewie, R2, and Darth Vader. Chapter 1, "Heroic Traits," introduces an Alliance cell party concept and then moves to one of the best features of the book, the addition of backgrounds. Mechanically, these generally reflect skills tied to the background but ideas for fleshing out characters also provide a nice boost to character development. The chapter includes additional class talents and sample concepts as well as regular and species feats before introducing the Kilian Rangers as an additional Force-using tradition. Chapter 2, "Prestige Classes," contains additions for Ace Pilot and Officer as well as two new prestige classes, Improviser and Pathfinder. The former basically seems like the MacGyvers of Star Wars: "Improvisers can quickly grasp the needs of a situation, analyze what tools are at hand, remember relevant information, and combine

all these factors into a hasty (though not necessarily elegant solution." Pathfinders really consist of extensions to the Scout class, using Jan Ors as an example. Chapter 3, "Equipment and Droids," has a few minor weapons, armor, equipment, and droid listings, but much of that type of content actually shows up in factional chapters 6-8. Chapter 4, "Vehicles and Starships," holds particular interest for the remaining players of the MMORPG Star Wars Galaxies. In addition to a few speeders, this chapter lists statistics and background for most of the SWG Freelance faction starfighters and a few other ships, including some space transports.

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