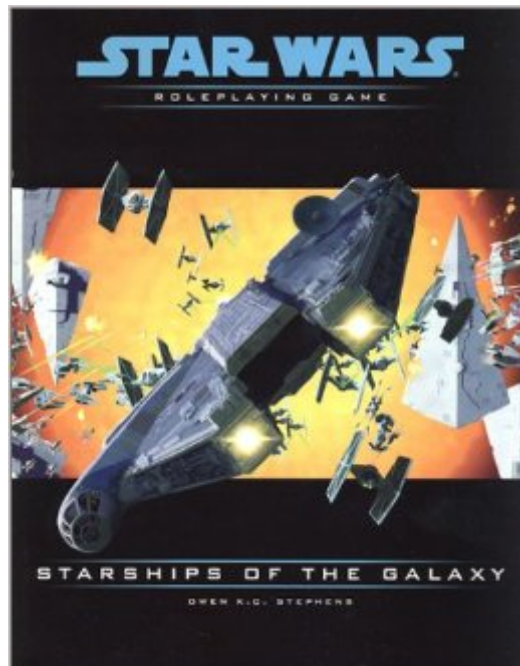


The book was found

Starships Of The Galaxy (Star Wars Roleplaying Game)



Synopsis

This is the ultimate guide for players and Gamemasters who wish to build custom starships for the Star Wars Roleplaying Game. In addition to newly expanded rules to enhance starship combat, this guide contains new ship types, templates, and powerful systems to add to your character's ship. Covering everything from laser cannons to defensive shields, it has what your character needs to make your ship a heavy cruiser or a nimble fighter.

Book Information

Series: Star Wars Accessory

Paperback: 96 pages

Publisher: Wizards of the Coast (December 2001)

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Product Dimensions: 10.8 x 8.4 x 0.3 inches

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Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (15 customer reviews)

Best Sellers Rank: #1,034,312 in Books (See Top 100 in Books) #36 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars](#)

Customer Reviews

As an avid Star Wars fan and game master / player in several role playing games (Star Wars and others) I was thrilled when Wizards announced this title last year. The wait is finally over with mostly good results. The sections in the book are well written and Wizards has used the space well. They seem to be supplementing the material in their source books with their magazine "Star Wars Gamer" Which is cool - so we should see a "Star Ship" adventure in the current magazine and not wasting space in this book. The sections on ship construction, costs and modification are worth the price alone AND the deck plans are GREAT! They are modulare and can be used for making plans for a limitless number of ships. There are new prestige classes, skills, feats, manuvvers AND ways to incorporate some old skills and feats into starship combat. With a few slick uses for some Jedi abilities to boot. The section with hints and advice for running combat situations was welcome, but not anything that a good G.M. wouldn't have already thought of. The list of ships statistics was fairly thorough and covered the whole range from Star Wars canon to expanded universe stuff and beyond. The only thing that I don't care for and the reason I only gave this book four stars instead of

five is the "new" combat system that was promised I think that was deceptive because it's not new at all, just an expanded version of the "abstracted combat already published". I have not talked to one person that cares for the "abstracted combat" from the core rules. It was hard for my group of players to wrap their brains around and we created our own "house" version of starship combat instead.

It is out of date. The Starships of the Galaxy worked with the original rules for Star Wars RPG d20. Since the revised rule book came out, many of the things in this book are no longer valid, just as the range increment or even the Starship record sheet. But is it still worth it? well that's for you to decide. I write many different types of campaigns, and one of the types I write cater towards those people who put a lot of points in Pilot and Astrogate skills, as well as those who ventured into the Ace Pilot or Jedi Ace prestige classes. With this book I have managed to come up with so many varieties of craft and made so much available to my heroes. This book gives you guidelines for creating small craft (starfighters and transports) capital class (Star Destroyers, Frigates) and space stations (Executor, Hosk). It comes in very handy when for a reference on how to modify a craft. I use it a lot when writing these types of campaigns to try and provide a craft for the heroes on a budget. It lists out many things about creation of starcraft that I wouldn't be able to write these modules without it. It lacks in many departments as well, partly due to the outdated rules it was based off of. First of all, the combat system for space combat and airspeeder combat has changed dramatically, from abstract to a grid. So range increment is no longer needed and now the Speed needs to signify how many squares the ship can move. Since Ramming is the fastest Ion engine in this book, you're left wondering why a Ramming-class ion engine in the X-wing only moves 10 squares while the Ramming-class ion engine in the Millennium Falcon moves 12 squares. (RCR p 277 & 230). There is no clarification for this. As well many craft have a different atmospheric speed, this book doesn't even mention that.

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