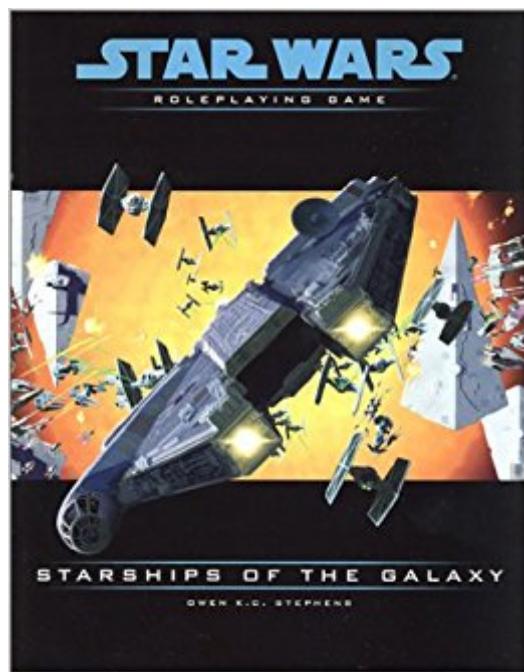


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# Starships Of The Galaxy (Star Wars Roleplaying Game)



## 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

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## Customer Reviews

Starships of the Galaxy (Star Wars Roleplaying Game)It is as it is described. Easily the best addition to the star wars ship of the galaxy thus far. everything from your basic stats to building your own and the big name manufacturers that get the job done

Son's rating

It works for how the game is. It's not "precise" like Traveller's laborious rules but flexible for how more abstract Star Wars d20 was.

Starships of the Galaxy finally delivers some truly new content for WotC d20 Star Wars rpg. Unlike many of the previous supplements, which while nice to look at, SoG is not a re-tread of West End Games material or a retelling of things most fans know from the movies and novels. Let me say it now, the old Smugglers Guide was one of my favorite West End supplements for their SW game, if

only because it allowed us to customize our starships (would Han Solo be as cool w/o the Millenium Falcon?). However, you couldn't build your own, and you could only modify light transports like the YT-1300. SoG, however, gives you the tools to create new ships from scratch, from a small fighter to a massive space station, and then follows up with rules to modify existing ships. The book also includes updated, more detailed ship combat rules that are a great improvement over the ones included in the core-rulebook. Things I would have liked, but weren't included: Economic rules, like how to finance your purchase, or deal with loansharks, blackmarket cargos, etc. I can do without the rules, since it would add at least another chapter to the book. Things I think they should have included, and cannot fathom why not: They provided stats, cost and flavor text for a various ship types. Some are new to d20, some are merely updated. What they did not do, however, was include the build points for given ships, which would make comparisons and modifications much easier. This would only require a few more lines per ship. As it is, you know how many guns a stock YT-2400 mounts, but you don't know how many it could mount after modification. Also, a ship building worksheet would have been nice. Much nicer than the add for other SW products that takes up the last page of the book... All in all, I'd have to say it's well worth the money, esp if you like to go beyond the movies in your game.

awesome

Campaigns set on one planet are fine, but what if you want to step offworld, or duke it out with Tie Fighters? You could hop into a Corellian YT-1300 or an X-Wing Fighter for the Nth time, but what if you want some spice? Starships of the Galaxy gives you all sorts of options. That's what most of this book is about. There are a few new feats, the mandatory prestige classes, etc., but most of SoG is dedicated to building starships and giving stats to Established ships of the Star Wars Universe. SoG is an excellent reference book, and great for building your own ships. The rules for modifications are scant, but they are there and can be worked with. The new space combat rules are about 50/50--They can help as much as they hurt. It's nice to have the options, though, and they are strictly at the GM's discretion. This is a must-have for any Star Wars D20 GM/Gamer who wants to keep it fresh or build their own ship for gaming purposes.

If you want a book to tell you all about different starships in the Star Wars universe, give you plenty of D20 RPG stats, and tell you how to modify ships, this book is for you. If you want a book that gives you playable rules for space combat, you are out of luck. The new combat system is just as

screwed up as the main RPG version. For Space Combat, go see Star Wars Gamer magazine #8.

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 modulure and can be used for making plans for a limitless number of ships. There are new prestige classes, skills, feats, manuvers 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 and 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. All this book does is clarify the "abstracted combat" rules a little bit more (which was welcome) and add a new system of "abstracted distance" for combat. I was very dissapointed in the fact that they didn't have a optional version of ship combat with hard numbers using grids or miniatures for those of use who would prefer this. Other then the "abstracted combat" part of the book - it's a gem and worth the wait. I would highly recommend Starships of the Galaxy for your Star Wars game.

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