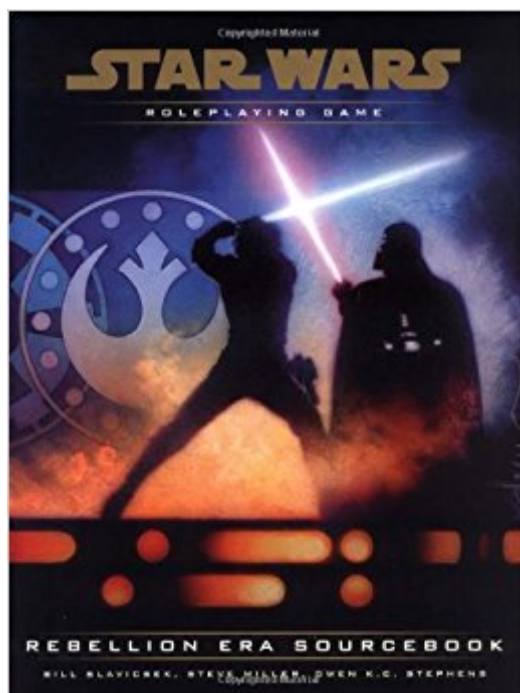


The book was found

Rebellion Era Sourcebook (Star Wars Roleplaying Game)



Synopsis

Everything you need to know about the Empire and Rebel Alliance from the classic Star Wars universe can be found in this one sourcebook -- from weapon and ship statistics to information on non-player characters. Han Solo, the Death Stars, TIE interceptors, Princess Leia, stormtroopers, Luke Skywalker . . . it's all here in detail.

Book Information

Series: Star Wars Accessory

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Average Customer Review: 4.4 out of 5 stars 9 customer reviews

Best Sellers Rank: #1,364,259 in Books (See Top 100 in Books) #33 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars #16078 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

I am a huge fan of the Star Wars RPG and I collect all the associated books - from the core books to the supplements. While many are of course optional, this is one of the ones I think every Star Wars RPG'er would really enjoy having in their collection of reference books. It's amazingly illustrated, with great maps, and it sets the stage for any number of adventures/scenarios you might want to plan based on the Rebellion Era. Definitely recommended.

Awesome Book! A must have for anyone who wants to hang on to the original history of Star Wars before Disney decides it never existed.

Loved this book, great fun!

Now, maybe you like having a sidebar at the bottom of almost every page that doesn't directly relate to that page. Some of the time I didn't mind it so much. But when some of the sidebars go on for

several pages, it's quite annoying. WotC may have been better off grouping these lengthy sidebars onto their own pages for easier reading. Such as the case with some of the adventure hooks that span four, five or more pages. Other than that, this is a great sourcebook. You get coverage of all 3 movies, including characters, ships, planets and a little beyond. The Ssi-ruuk from Truce at Bakura and many of the characters from Shadows of the Empire. Of course, not much new info is presented on the more well-known characters, but there's been so much written about them, it wasn't really expected. As usual, the place where books like this shine is the amount of info they provide on the background players of the Star Wars galaxy.

The Rebellion Era Sourcebook is the first hard cover supplement from Wizards of the Coast since their release of their version of the role playing game. It should not be confused with the West End Games Rebel Alliance Sourcebook as just being the regurgitation of the same information in a different book, it isn't. The Rebel Alliance book is a breakdown of the Rebellion, major players, vehicles, vessels, tactics and history, whereas the new book is a survey of the time period from A New Hope, The Empire Strikes Back, and Return of the Jedi, with Shadows of the Empire, Truce at Bakura, plus it includes data on Emperor's Hands- background for the Thrawn trilogy. Each section is laid out under the time period it covers- A New Hope outlines how the Empire came into being and the New Order, the beginnings of the Rebellion by Mon Mothma, Bail Organa and Garm Bel-Iblis. It briefly covers the anti-alien sentiment held by the Empire, the Death Star (no stats, however, but if they are needed, it can be generated). It also has stats for all the major character, (and some minor ones like Tarkin and Lemelisk- the man who designed the Death Star). It does quite a good job in explaining events, concepts, and has loads of additional data, Game Master hints and ideas, plus flowing through the book along side the general data are mini adventures for players. The Dark Time section covers events from the Battle of Yavin up to the Empire Strikes Back, detailing Imperial intelligence, propaganda, supply fleets, Alliance bases, bounty hunters, the Corporate Sector, Kessel, and the Prophets of the Dark Side. The Empire Strikes Back is mostly character data, with key events described, but also includes probe droids, AT-ATs, Imperial and Alliance forces of the time, Vader's fleet, but no stats for the Super Star Destroyer. More bounty hunters, Dagobah, and the Dark Trooper project from the first Dark Forces PC game- sadly, almost no mention of Kyle Katarn or Jan Ors. Shadows of the Empire (a book I have yet to read) covers the period immediately after The Empire Strikes Back, the creation of Rogue Squadron, Bothans and their SpyNet, Coruscant, Prince Xizor and the Black Sun syndicate, however no mention is made of Dash Rendar or his Outrider. I suspect Wizards might be planning a separate, more detailed

Shadows of the Empire book. Finally, the last section is of course Return of the Jedi and they wasted nearly five pages on Ewoks! When will people learn that no one likes the furry little buggers? It ends leading into final main character updates and the New Republic Era and the Ssi-Ruu. A solid piece of work in full color. Lots of stills from the movies, and some top notch art as well, including a great picture of Xizor. Once again, however, the book fails to provide anything but mediocre low-detail and very small maps. A minor gripe, but one that I hope Wizard's addresses soon. Beyond that, this is great book. Granted, most people who have played the game under the West End rules and have read some of the novels, would know most of the information, but it's all here in one volume- very neatly laid out, clean, clear and to the point. I suspect that Wizards will produce sourcebooks for both the Rebel Alliance and the Empire, until then, there is this book, and a good book it is.

This is a great buy if you plan on gamemastering Star Wars, great info, great ideas for plot and very nice visuals, but people who do not plan on gamemastering wont benefit as much, since the era notes and information on the star wars universe is so readily available from other sources, unless you live out of the U.S. and such information is scarce to begin with, but still i think it is a gamemaster tool.

I haven't read the entire thing, merely skimmed it, but it looks excellent. New stats on virtually every page, plus more insight into situations and characters than did previous Wizards Star Wars sourcebooks. More than anything else, the Rebellion Era Sourcebook captures the essence of the Era, the perfect guide for anyone roleplaying in the Rebellion Era. My main complaint is the limited amount of information about the Early New Republic Era, which is only alluded to in the last ten pages of the book.

This book explains so many things about the classic trilogy, even little details and other things that I couldn't even imagine existed inside star wars world. You can read lots of pages and there's only pure information instead of thousands of rules. I would like this title even if I wasn't a RPG player, just because of the amount of information this book brings to it's owner's hand. Long live to the Rebellion!

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