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Star Wars Roleplaying Game Core Rulebook, Saga Edition



Synopsis

Immerse yourself in the excitement of the greatest space fantasy of all time! This new edition of the Star Wars Roleplaying Game encapsulates all six feature films while presenting a thorough revision of the rule, making the game easier to learn while improving the overall game experience. This new edition includes new character abilities and options, a world gazetteer, statistics for key characters from all six Star Wars films and the Expanded Universe, and guidelines on how to use Star Wars miniatures and battle maps in play.

Book Information

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Customer Reviews

The 30th Anniversary Saga Edition is the latest update for the Star Wars D20 RPG (with the latest rules and content from all six films). This one Core Rulebook still contains all the information both players and Gamemasters need to start playing. And though the structure of the book is very similar to the previous edition (see list of chapters at the end of this review), some of the rules themselves have changed quite a bit (i.e., most are much simpler -- especially character creation and the combat rules). However, the new rules are still similar enough to the old rules that those who have been playing for a while should have little trouble adapting. Overall, the book looks great (it is printed in full-color on high quality paper, and contains lots of great full-color photos and illustrations). However, this new edition is surprisingly compact (not only are the dimensions of the book smaller, but it contains about 100 less pages than the previous edition). A character template is still included at the end of the book. If there is one drawback to the appearance of the new edition it's that some of the introductory text and many of the photos were taken from the previous edition. This book includes a double-sided battle map. However (and unfortunately), both of the maps were previously

released (one in the Rebel Storm Ultimate Missions book and the other in the Attack on Endor Scenario Pack). Further, NONE of the terrain is properly marked on either side of the map (i.e., walls, hindering terrain, etc.). Perhaps they did this because it is meant to be used with the RPG, but it will unfortunately make it harder to use the maps with the regular minis game (i.e., Rebel Storm, etc.). The shorter length has also led to a few other minor drawbacks over the previous edition.

I have to admit that I wasn't happy when Wizards of the Coast announced they were, once again, revising their Star Wars RPG. I've been generally frustrated with WotC's re-release schedule and this, at first glance, seemed like just another ploy to plumb my pockets. But as they started releasing previews of the new system I became more and more intrigued. As a veteran of the old West End Games version of Star Wars I remember a day when the game was fast and furious and not so formulaic. Its adoption into the d20 RPG machine, I felt, deadened some of its spirit. While I felt there were some features that the d20 system brought that made it worth the effort the game often became too cumbersome and too sluggish for me to enjoy. I longed for the old day. Well, the old days have returned with the Saga Edition of the Star Wars RPG. They've shed many of the trappings of the d20 system that held it down for so many years, and even freed themselves from many problems that have continually plagued the RPG since the d6 days. They started with a fresh new take on core concepts like The Force, starships, and character creation. The rules have been streamlined while still adding more flexibility for character creation. But most importantly (and I can't stress this enough) after 20 years of the Star Wars RPG, this may be the first time they've truly nailed it in regards to the spirit of the films. From a design layout standpoint the product is the best Star Wars RPG book since the pre-revised second edition d6 book. They finally moved away from cramming the book full of images from the movies and went back to filling the book with rich, original artwork that shows us that the Star Wars universe is more than what you see on the screen.

There are plenty of reviews written by experienced role players for other experienced role players. If you want the perspective of a complete newcomer, read on. Although I immensely enjoyed both versions of Knights of the Old Republic, I had never played a pen and paper role playing game until my brother-in-law introduced me to Dungeons & Dragons a few months ago. While I continue to enjoy D&D very much, after buying this book and gamemastering a couple games, I wish Star Wars Saga Edition had been my first introduction to role playing games. First of all, character generation is very simple and flexible. One of my players had zero role playing experience of any kind. However,

he said he wanted to play a character like Greedo, and we were able to easily come up with exactly what he wanted. We have a standard jedi in the party, but we also have a force-using noble and a very skilled pilot. In this game, you think about what kind of character you want then find the rules to support that kind of character, rather than seeing what kind of character the rules will allow you to build. There are rules to cover anything you can think of to do or be from the movies, and there are explicit examples for many of them. For example, there is a stat block for the trash compactor from the Leia prison rescue scene, and there are feats to cover the scene where Darth Vader absorbs Han's blaster shots, then makes the gun fly into his hand.

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