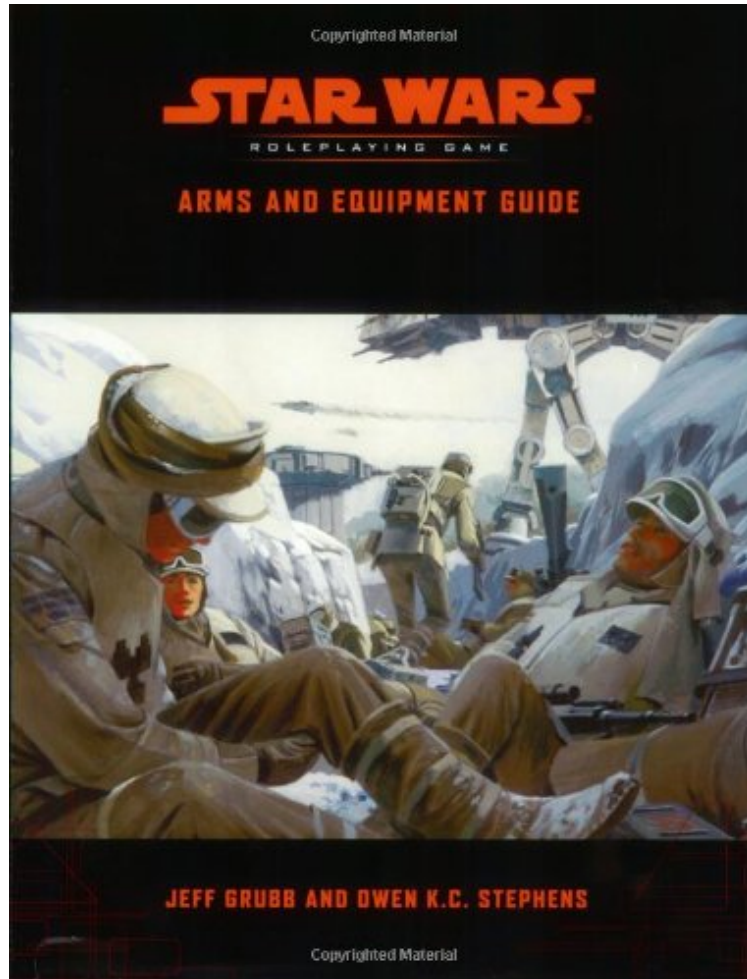


(Ebook pdf) Arms and Equipment Guide (Star Wars Roleplaying Game)

## Arms and Equipment Guide (Star Wars Roleplaying Game)

*Jeff Grubb, Owen K.C. Stephens*  
*ebooks | Download PDF | \*ePub | DOC | audiobook*



DOWNLOAD



READ ONLINE

#264611 in Books Unknown 2002-10-01 2002-10-01Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 .22 x 8.42 x 10.741, .50 #File Name: 078692782896 pages | File size: 78.Mb

**Jeff Grubb, Owen K.C. Stephens : Arms and Equipment Guide (Star Wars Roleplaying Game)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Arms and Equipment Guide (Star Wars Roleplaying Game):

0 of 0 people found the following review helpful. Playing SWRPG? Get this...By Allan E Thompson JrFor those SWRPG players who want a good selection of standard and alternative equipment, this is the first and most valuable guide to get. Personal arms, armor, common droids, personal vehicles, equipment for hostile environments, sensors, medical gear, security gear, tool kits, and more. It includes descriptions of the equipment, legality of that equipment, rules for modifying or jurying rigging, and so on.1 of 1 people found the following review helpful. One of the must-have books for the Star Wars RPG gaming experienceBy TomHunter1968I 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 diagrams of weapons and equipment. Definitely recommended. 0 of 0 people found the following review helpful. Book was in very good condition no marks or other problems and pleased with ...By David MichaelBook was in very good condition no marks or other problems and pleased with shipping time. Yes I would recommend to others.

Hokey religions and ancient weapons are no match for having a good blaster at your side. The galaxy is a dangerous place, and even the most capable heroes need the right equipment to get the job done. Outfitting for a rescue mission on a frigid ice planet differs from gearing up for an assault on a crime lord's jungle world headquarters. But with the right connections, and enough credits, heroes can acquire all the weapons and tools needed to survive any situation. This sourcebook features: An arsenal of weapons and armor, along with rules for customizing and personalizing them. A wide variety of droids from across the galaxy, including the legendary R-Series astromech droids, binary load lifters, and the RA-7 "Death Star" droid. An array of vehicles from landspeeders to military walkers. Essential survival equipment, including breathers, comlinks, scanners, medpacs, and tools. To use this sourcebook, you also need the Star Wars Roleplaying Game Revised Core Rulebook.

About the Author Jeff Grubb helped build the Forgotten Realms (r) and Dragonlance (r) settings for the DD (r) game. His recent credits include contributing to Manual of the Planes and Enemies and Allies for DD and the Ice Age Cycle novels, which are set in the Magic: The Gathering (r) universe. Owen K. C. Stephens has recently contributed to The Rebellion Era Sourcebook and Alien Anthology. Stephens also authored Starships of the Galaxy.