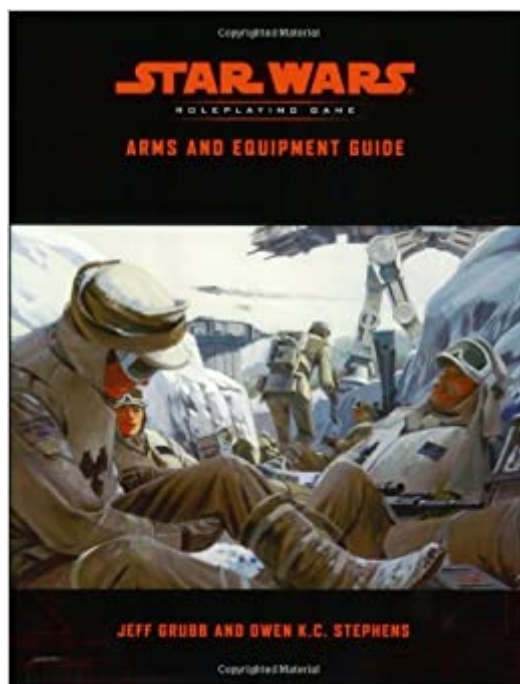


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# Arms And Equipment Guide (Star Wars Roleplaying Game)



## Synopsis

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*.

## Book Information

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## Customer Reviews

Jeff Grubb helped build the *Forgotten Realms* (r) and *Dragonlance* (r) settings for the *D&D* (r) game. His recent credits include contributing to *Manual of the Planes and Enemies and Allies for D&D* 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*.

For 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.

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 diagrams of weapons and equipment. Definitely recommended.

Book was in very good condition no marks or other problems and pleased with shipping time. Yes I would recommend to others.

Exactly the item depicted and described. Also delivered on time.

as its

the only thing lacking in this book is more detailed artwork. Yes, it has pictures, and lots of them, but it is simple line art lacking shading and flair. Not a major complaint, and some readers might not even care. As far as game mechanics, there are tons of weapon options for flamers, disintegrators, sith weapons, as well as droids. A great accessory any player or GM can use.

This is a very useful volume filled with lots of information and ideas for gear. My GM has already used it to modify some of the ships in our game with information from the book. Thanks to that our survival percentage has just gone up. (I'm not thinking about how the danger quotient of the bad guys has gone up too.) ;-)

Glad I bought this book. The Star Wars RPG left many questions about weapons and technology open. This book answers about 30% of those questions, which is a lot of material.

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