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# The Clone Wars Campaign Guide (Star Wars Roleplaying Game)



## Synopsis

Bring your Star Wars Roleplaying Game campaign into the epic battles of the Clone Wars. This book includes new information for heroes on both sides of the war, including new talents, feats, prestige classes, and equipment designed to tailor characters to the unique feel of the Clone Wars conflict. More than just information for players, The Clone Wars Campaign Guide provides Gamemasters with descriptions and statistics for starships, vehicles, allies, opponents, and planets and features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

## Book Information

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## Customer Reviews

Chapter by Chapter breakdown: Chapter I: Species: New species include Dug, Gen'Dai, Iktochi, Kaleesh, Kaminoan, Kerkoiden, Nautolan, Nelvaanian, and Vurk. Some really great species here that have been missing for too long; most notably the Iktochi, Kaleesh, and Nautolan. Gen'Dai is a little bit overpowered in my personal opinion, and I would be hesitant to let a player make one. Chapter II: Heroic Traits: Every base class receives new talents, most notably a couple that allow you to gain and command followers. Unfortunately, Jedi and Scoundrels are left out on the follower love here. I think the real reason is because they're going to put Jedi followers in the upcoming Jedi Academy book, but it's still disappointing. In my opinion, the coolest talents belong to the new soldier tree: Trooper. Really awesome stuff. There's a lot of new feats here also, with a little bit of something for everyone. Chapter III: Prestige Classes: Ace Pilot, Elite Trooper, Force Adept, Gunslinger, Jedi Knight and Officer all get new talents. Elite trooper and Jedi Knight get entirely new trees (Melee Specialist

Republic Commando for ET, and Jedi Archivist and Jedi Healer for JK). I have mixed feelings on these new trees. Melee Specialist would have been better suited for the Melee Duelist PrC that was introduced in the KoTOR book. Republic Commando is really cool, as is Jedi Archivist, but Jedi Healer really steps on the toes of Force Adept. I mean FA arguably doesn't have much going for it already, and now Jedi Knight has one of their best talents (Force Treatment). Three new prestige classes: Droid Commander, Military Engineer, and Vanguard.

As my first actual campaign guide, this book blew me away with the amount of information it contains (in a good way). There are discussions on what the Force and Jedi were like in this time period, the Republic including both the military breakdown of units and the factions of the Galactic Senate, and a detailed description of the entities that make up the Confederacy of Independent Systems (Banking Clan, Techno Union, etc.) The much-advertised "mass-combat system for resolving large-scale battles" is interesting to read, but it seems pretty complicated. I haven't put in the time to learn the rules, which looks to be a LOT of time and effort. I dare say that these rules are almost as confusing as the infamous grappling rules of other roleplaying games. Okay, not that bad, but, daunting enough that as a GM I will have to spend a few more hours studying the system before I feel comfortable throwing mass-battles at my players. The rules for Followers on the other hand, are pretty easy to grasp. Followers are inherently weaker so they don't overshadow other players' characters. It looks like it could be fun, but personally, I would not want to spend my precious talents on acquiring followers. The only other thing that was disappointing (albeit something I expected) was the lack of famous Republic and Confederacy starships. They have plenty of the less well-known ships (and some popular ones like the Invisible Hand and Malevolence), but most of the silver-screen ships like the Venator-class Star Destroyer and the Banking Clan (Munificent-class) Frigate, are in the

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