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Inferno: Star Wars Legends (Legacy of the Force) Berkley

This supplement contains advanced starship combat rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.

Star Wars, Edge of the Empire Roleplaying Game Epic Ink

Darkness engulfs the galaxy. Under the rule of the Dark Lords of the Sith, the Empire controls countless star systems through fear and oppression. With the Jedi destroyed, seekers and sentinels, wardens and warriors, pathfinders and peacekeepers must learn to use the Force and restore peace and justice to the galaxy.

Star Wars: the Last Jedi (Legends) Titan Publishing Company

Luke Skywalker wanted to unify the Jedi order and bring peace to the universe. Instead his wife Mara lies dead at the hands of an unknown assassin, his wayward nephew Jacen has seized control

of the Galactic Alliance, and the galaxy has exploded in all-out civil war. With Luke consumed by grief, Jacen Solo works quickly to consolidate his power and jumpstart his plan to take over the Jedi. Convinced he's the only one who can save the galaxy, Jacen will do whatever it takes, even ambush his own parents. With the Rebel confederacy driving deep into the Core to attack Coruscant and the Jedi under siege, Luke must reassert his position. Only he can lead the Jedi through this crisis, but it means solving the toughest problem Luke's ever faced. Does he fight alongside his nephew Jacen, a tyrant who's illegally taken over the GA, or

does he join the rebels to smash the Galactic Alliance he helped create?

Knights of the Old Republic Campaign Guide Lucas Books

New droids, plus new options for droid heroes! The Scavenger's Guide to Droids gives players and Gamemasters access to a variety of droids from across the Star Wars saga. It includes new options for droid characters including talents, feats, equipment, modifications, quirks, and prestige classes, as well as other ways to customize droid characters, including templates based on different manufacturers. This supplement also contains scores of new droids that Gamemasters can include in adventures and campaigns set in any Star Wars era, as well as tips for building unique droid models.

Wookieepedia - Battles of the Core Worlds Random House Worlds

A wide-ranging review of more than two dozen worlds on the outer rim of the Star Wars galaxy.

The Essential Reader's Companion: Star Wars Century

Qui-Gon Jinn and Obi-Wan Kenobi come to the aid of Qui-Gon's old friend, restaurant

owner Didi Oddo, who is the target of a mysterious bounty hunter who wields a long whip.

Galaxy at War Random House Worlds

At long last, the New York Times bestselling series that launched the Star Wars saga into the next generation and into thrilling new territory reaches its spectacular finale. Side by side, Luke Skywalker, Han Solo, Leia Organa Solo, their children, and their comrades in the Galactic Alliance rally for their last stand against the enemy that threatens not only the galaxy, but the Force itself. The Galactic Alliance's hard-won success in countering the Yuuzhan Vong onslaught has proven all too brief—and the tide has turned once more to the invaders' advantage. Having overcome the sabotage strategies of the Jedi and their allies, the marauding aliens have pushed deeper into the galaxy and subjugated more worlds in their ruthless quest for domination. Coruscant has been remade into a Yuuzhan Vong stronghold. The remnants of the resistance are struggling to form a united front. Luke, Mara, and Jacen are missing in action. Clearly the stage is set for endgame. Now, as Han and

Leia receive the chilling news that hundreds of high-ranking Galactic Alliance prisoners face slaughter in a sacrifice to the enemy's bloodthirsty gods, Luke and his team try desperately to convince the living world of Zonama Sekot to join the Jedi's final campaign against the Yuuzhan Vong. Yet even as they speak, a lone space station is all that stands between Alliance headquarters on Mon Calamari . . . and wave after wave of ferocious enemy forces waging their most decisive assault. At the same time, the Jedi's alliances throughout the galaxy are being tested—and the chances of victory jeopardized—by rogue factions determined to deploy the lethal weapon that will exterminate the Yuuzhan Vong . . . and perhaps countless other species. And among the Yuuzhan Vong themselves, the threat of revolt has reached a boiling point—as the oppressed underclass and powerful officials alike fear their Supreme Overlord's mad actions will provoke the wrath of the gods. Ultimately, for both the forces of invasion and resistance, too much has been sacrificed—and too much is at stake—to ever turn back. And now, nothing can stand in the way of seizing

victory . . . or facing annihilation. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

[The Dark Lord Trilogy: Star Wars Legends](#)
Random House Worlds

This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic.

[Star Wars: Thrawn](#) Scholastic Paperbacks
No sooner has Darth Vader's funeral pyre burned to ashes on Endor than the Alliance intercepts a call for help from a far-flung Imperial outpost. Bakura is on the edge of known space and the first to meet the Ssi-ruuk, cold-blooded reptilian invaders who, once allied with the now dead Emperor, are approaching Imperial space with only one goal; total domination. Princess Leia sees the mission as an opportunity to achieve a diplomatic victory for the Alliance. But it assumes even greater importance when a vision of

Obi-Wan Kenobi appears to Luke Skywalker with the message that he must go to Bakura-or risk losing everything the Rebels have fought so desperately to achieve. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Star Wars Independently Published
For the first time in one thrilling volume, three novels—Labyrinth of Evil, Revenge of the Sith, and Dark Lord: The Rise of Darth Vader—that follow an epic chain of events: the last days of the Republic, the creation of the Empire, and the ultimate transformation of Jedi Anakin Skywalker into the notorious Darth Vader. On the planet Neimoidia, Jedi Knights Obi-Wan Kenobi and Anakin Skywalker seize an unexpected prize: intelligence capable of leading the Republic forces to the elusive Darth Sidious, who is ruthlessly orchestrating a campaign to divide and overwhelm the Jedi forces. As combat escalates across the galaxy, and Darth Sidious remains one step ahead of his pursuers, the stage is set for an explosive

endgame. Tormented by unspeakable visions, Anakin edges closer to the brink of a galaxy-shaping decision, while Darth Sidious plots to strike the final staggering blow against the Republic—and to ordain a fearsome new Sith Lord: Darth Vader. Once the most powerful Knight ever known to the Jedi Order, Anakin becomes Darth Vader, a disciple of the dark side, a lord of the dreaded Sith, and the avenging right hand of the galaxy's ruthless new Emperor. As a few surviving Jedi lead a charge on a Separatist stronghold, the deadliest threat still rests in the swift and lethal crimson lightsaber of Darth Vader—behind whose brooding mask lies a shattered heart, a poisoned soul, and a cunning, twisted mind hell-bent on vengeance. For the handful of scattered Jedi hunted across space, survival is imperative if the light side of the Force is to be protected and the galaxy reclaimed. LABYRINTH OF EVIL by James Luceno
REVENGE OF THE SITH by Matthew Stover, based on the story and screenplay by George Lucas
DARK LORD The Rise of Darth Vader by James Luceno
[Coruscant and the Core Worlds](#) Random House

This book consists of articles from Wikia or other free sources online. Pages: 74. Chapters: Attack on Coruscant, Battle of Centerpoint Station, Battle of Centerpoint Station, Battle of Chandrila, Battle of Coruscant, Battle of Coruscant, Battle of Coruscant, Battle of Duro, Battle of Duro, Battle of Duro, Battle of Duro, Battle of Imperial Center, Battle of Metellos, Battle of the Gem of Alderaan, Battle of the World-Well, Battle over Coruscant, Bombing of the Senate Hall, Coruscant Insurrection, Duel in the Senate, Fifth Battle of Coruscant, First Battle of Coruscant, First Battle of Coruscant, First Battle of Coruscant, First Battle of Duro, First Battle of Metellos, First Duel in the Jedi Temple, Fourth Battle of Coruscant, Invasion of Dearic, Invasion of Kar'a'katok, Invasion of the New Jedi Temple, Mission to Coruscant, Mission to Coruscant, Mission to Coruscant, Mission to Coruscant, Raid on Coruscant, Raid on the Jedi Temple, Raid on the New Jedi Temple, Sacking of Coruscant, Second Battle of Coruscant, Second Battle of Duro, Second Battle of Metellos, Second Battle of Xa Fel, Second Duel in the Jedi Temple, Senate hostage crisis, Showdown on Coruscant,

Siege of the New Jedi Temple, Skirmish at Coruscant's power core, Skirmish in the Koornacht Cluster, Skirmish on Coruscant, Skirmish on Shinarcan Bridge Extension, Third Battle of Coruscant, Third Battle of Duro, Undercity Ambush. Excerpt: The attack on Coruscant was an offensive by the Duinuogwuins during the Duinuogwuin Contention that ravaged the planet. It occurred in 15,500 BBY when frightened scouts of the Galactic Republic discovered the Duinuogwuins. Hundreds of Duinuogwuins followed the scouts back to Coruscant, where they began attacking the city. A peace treaty was soon worked out between the Republic's Supreme Chancellor, Fillolean, and the Duinuogwuin philosopher, Borz'Mat'oh. Following the end of the battle, the two founded the University of Coruscant. The Battle of... *Tempest: Star Wars Legends (Legacy of the Force)* University Press of Kentucky Crime in the galaxy is a constant—whether it's seedy deals made on the lower levels of Coruscant or organized crime syndicates in the outer rim—but how galactic law enforcement has defined those crimes has shifted with each change of power. *Star Wars: Scum and*

Villainy profiles the misdeeds of infamous smugglers, pirates, gamblers, bounty hunters, and thieves throughout galactic history. Page through the case files of three generations of galactic law-enforcers and explore their case reports, surveillance images, warrants, artifacts, and much more in this lavishly illustrated and in-world narrated book that is showcased in a slipcase. Introducing all-new details and characters, this collection sheds new light on the galaxy's most notorious.

Threat of Peace National Geographic Books

Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most

extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

Star Wars Edge of the Empire RPG
Random House Worlds

As a beleaguered galaxy fights its way back from the brink of destruction, the Jedi's most fearsome enemy plots to end the war—and claim victory—with a final act of domination. . . . The troubles for the embattled living planet Zonama Sekot have just begun. As Luke Skywalker and Jacen Solo negotiate its place in the galactic struggle against the Yuuzhan Vong, one of its organic ships is taken by the alien invaders. Scientist Nen Yim is ordered to use the captive to find weak spots in Zonama Sekot's technology. But what Nen Yim discovers about the planet and its mysteries shocks her to the core.

Clearly her people have gone terribly astray. For the peace-loving planet harbors not only the key to its own destruction, but the long-forgotten secrets of the Yuuzhan Vong themselves. Meanwhile, General Wedge Antilles, commanding one fleet in a three-pronged campaign to retake the Bilbringi system, is suddenly stranded deep in Yuuzhan Vong space, cut off from all contact. Wedge and his ships must rely on trickery and brilliant battle tactics if they are to survive long enough to ensure the success of one of the deadliest and most crucial missions the Galactic Alliance forces have ever seen. . . . Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Arms and Equipment Guide University-Press.org

As representatives of the Galactic Republic and the Sith Empire attempt to negotiate a peace treaty, deception by the Sith puts the Jedi in an unfortunate position.

Star Wars Random House Worlds

"Explore the hidden corners of the Star

Wars galaxy with *Enter the Unknown*. This rulebook expands upon the *Edge of the Empire* roleplaying game, adding new content for Explorer characters as well as any character looking to brave the fringes of the galaxy. Jump behind the wheel of a speeder, uncover lost secrets from a forgotten age, and hunt down dangerous beasts among the stars."--Back cover.

Computer Gaming World Disney Electronic Content

A detailed look at one hundred of the most exotic locales in the Star Wars cosmos.

Legacy Era Campaign Guide Random House Worlds

Forty years after the Battle of Yavin a dangerous new era in the Star Wars epic begins— the revelations are shocking, the stakes desperate, and the enemy everywhere. As civil war threatens the unity of the Galactic Alliance, Han and Leia Solo have enraged their families and the Jedi by joining the Corellian insurgents. But the Solos draw the line when they discover the rebels' plot to make the Hapan Consortium an ally— which rests upon Hapan nobles murdering their pro-Alliance queen and her daughter. Yet the Solos' selfless determination to save the queen

cannot dispel the inescapable consequences of their actions, that will pit mother against son and brother against sister in the battles ahead. For as Jacen Solo's dark powers grow stronger under the Dark Jedi Lumiya, and his influence over Ben Skywalker becomes more insidious, Luke's concern for his nephew forces him into a life-and-death struggle against his fiercest foe, and Han and Leia Solo find themselves at the mercy of their deadliest enemy . . . their son. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Star Wars Revised Rulebook

THE DEFINITIVE WORD ON STAR WARS

FICTION The legendary motion picture Star Wars has spawned two big-screen sequels and three prequels—and decades of bestselling fiction. From the original movie tie-in novel through the monumental Fate of the Jedi series, legions of devoted readers have helped expand science fiction's most celebrated film saga into a page-turning print sensation. Now, for the

first time, a comprehensive overview of these sweeping Star Wars adventures is presented in one beautifully illustrated volume. *Star Wars: The Essential Reader's Companion* spans the entire galaxy of published Star Wars fiction—movie novelizations, original stand alone and series novels, short stories, eBook novellas, young adult titles, and comics—and features: • a concise synopsis of each story, including key characters and planets • exclusive behind-the-scenes facts and anecdotes about authors, plot and character development, continuity notes, and significance in the Star Wars Expanded Universe • details on which novels are linked to Star Wars comic books from Dark Horse and Marvel • a chronological listing of titles, spanning the 25,000-year history of the Star Wars universe and placing each story in its proper context • more than one hundred original paintings throughout by some of fans' favorite artists Whether skimming through fateful eras from the Old Republic to the New Jedi Order; delving deep into the ancient history of the Lost Tribe of the

Sith or the tumultuous Clone Wars; crossing paths—and lightsabers—with Dark Lords such as Plagueis or Bane, Sidious or Vader; helping the Millennium Falcon with Han Solo; or mastering the Force with Luke Skywalker, this one-of-a-kind, one-stop reference is a must for fans looking to maximize their knowledge of the sprawling Star Wars Expanded Universe.

The Lost Ones

Praise for the Coruscant series: "Original and expertly plotted hard-sci-fi" Publishers Weekly BookLife. For fans of *Altered Carbon*, *Blade Runner* or *Leviathan Wakes*, *Core Drift* is a sci-fi noir suspense thriller that features murder and revolution on a world watched over by an enigmatic AI, The Core. Fan Zhaofeng is a hybrid human-cybernetic citizen in the People's Republic of Coruscant colony. Five years ago, he was little more than a slave. Now he's a citizen. Three years ago, he was a soldier. Now he's a healer. Two years ago, he was a killer. Now he's a fully reformed member of society. Unfortunately, his past won't stay behind him, and his only ally may be the woman who is trying to put him away.

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