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# Galaxy At War: A Star Wars Roleplaying Game Supplement



## Synopsis

New rules and character options for war campaigns. Warfare is a common theme throughout the Star Wars saga. From the Clone Wars to the Galactic Civil War to the Sith-Imperial War, soldiers have their work cut out for them. This supplement gives players and Gamemasters everything they need to run games or play characters in a war-torn galaxy. This book provides rules for military units as well as new character options, new gear and starships, and a host of adventure hooks and campaign seeds that can be used to inject military flavor into campaigns of all eras.

## Book Information

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## Customer Reviews

A must have for a GM, extremely helpful with guides on building bases and stations. As a player, you'll find plenty to chew on as well, with new class talent trees and feats geared towards making a more synergistic party. Includes in depth rules on cybernetic replacement and enhancements, even total cybernetic replacement surgery to avoid death. Very good supplement.

Amazing!

The book is designed to inject a military atmosphere into your campaign. This can take the form of being an all military campaign or to flesh-out military characters and organizations in your current campaign. Much of the history of Star Wars (all time periods) is based on warfare, so this book is a

natural fit. The book begins with 7 new PC species (the Trianii are my favorite). The next section has the obligatory new talents, feats, and prestige class feats. They all seem to be useful in large battles. The martial arts feats are quite useful and can make unarmed fighting much more interesting. The obligatory weapons section is excellent - new melee, ranged, and incendiary devices are added. Casualties will mount. Speaking of mounts, droids and animal mounts are the next section. Following this vehicles and starships are next. This section is kind of weak in that it doesn't add many vehicles, but it does add vehicle fire effects, which have proven to be useful (assuming that you have the vehicles on hand). The remainder of the book, naturally, focuses on the military. The book provides a glimpse into military life including ranks, discipline, purpose, and jargon. These principles are applied to Imperial military forces and used as an example of how to set up other forces. The next chapter introduces us to other military forces in the Star Wars Universe. Many of these forces have been mentioned in the expanded universe and now we have the stats to play them. We are given layouts of bases and battlestations-great places to fight in. Chapter VI -Military Encounters is the most useful part of the book for me. It has a number of mini-adventures that represent typical types and locations of battles. These adventures can be customized to fit any campaign. The book's last chapter is a full-scale mission from beginning to end set during the Clone Wars. Overall, I really like this book and it will add much carnage to the game. The artwork is on par with other Saga Edition books and provides a nice touch. Some people that are not interested in a heavy military presence in their campaigns may not find this book as useful as others. I say buy it and let the blasting begin!

Bought this for boyfriend. He Loves it.

A great supplement for the game with a lot of useful material, and, as with all the books, some not so useful material.

This guide is perhaps less useful for a player than a GM, but does have some ways to make your less combat oriented character more useful in a battle, often by using skills or feats you may already have selected. For those of you who like such things, it also helps make better martial artist PC's.

Product as described.

This is a great option for Battle field orientated campaigns, including plenty of tips and samples of

missions. It has a new prestige class and lots of feats and talents for the previews classes. If you want to improve your game experience, go for it.

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