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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**

Arrived in pristine condition....the artwork is gorgeous! Definitely a book to be treasured.

Yes!

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 Starships of the Galaxy (Star Wars Roleplaying Game) supplement, so they didn't include them in here. They don't even have the V-19 Torrent, which has been made more popular by the animated series. I'm just glad I already have the Starships supplement so I can recreate exciting starship battles like the engagement over Ryloth as seen in the Clone Wars animated series. But then if you like starships like I do, you probably already own that book, too. There isn't enough space in a review like this to cover all the awesome bits of info and new gameplay actions that make this book a good buy. Simply stated: if you want to play a Roleplaying adventure set in the Clone Wars era, this book is a must. Literally. You can't run a half-way decent campaign without this. If you aren't planning on having Clone Wars era adventures anytime soon, it won't hurt you to skip out on this one.

Great expansion book that expands the Saga Edition rules. Proving once again that you don't need special dice for a great Star Wars RPG.

Great book great condition

This is a great book for fans of the clone wars era. Lots of new classes and feats. One of the coolest things is the ability to make your character a clone. The mass battle rules are good, but may be confusing in the heat of battle. My only main complaint is the layout. Stuff is just thrown all over the place and the index doesn't help at all. Overall it's a great product and worth the price, although I think the store list price of \$40 is a bit much.

This book is very well written and easy to understand. I did not understand the setting as well until reading this book.

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. At first I thought Droid Commander should have just been an Officer tree, but their class ability is actually really unique and useful. Military Engineer should have just been combined with The Force Unleashed's Saboteur for a Tech Specialist prestige class. Vanguard is a unique concept, but I think that a lot of the talents are fairly weak for a prestige class and it probably could have functioned as a Scout tree. Chapter IV: The Force: Lots of new Force Powers here (Cloak, Levitate, Malacia, Morichro, Phase, Rend, Shatterpoint, and Technometry). Some of these are really cool, specifically Cloak, Phase, and Technometry. I think that Shatterpoint is somewhat overpowered (potentially dropping a target's damage threshold down 20 points) while Rend (which deals 3d6 damage, 5d6 with a force point) is really weak. There's a whole bunch of new force talents, techniques, and secrets, as well as three new Force Tradition trees. Chapter V: Equipment and Droids: Lots and lots of weapons and droids. The coolest thing here, in my opinion, is Vibroknucklers and new Wrist Rocket ammo. Chapter VI: Starships: A couple of new ships here, only one of which gets a deckplan (the Barloz-class freighter). It's actually a pretty cool ship, and fairly affordable, and I think my players will be purchasing one as their first vessel. Chapter VII: Clone Wars Campaigns: This is where the book gets awesome in my opinion. There's lots of advice on how to capture the feel of the Clone Wars through subtle details,

as well as rules for Mass Combat (which are simplified, though extremely effective). There's also a sidebar on playing as a Clone, which has embarrassingly bad stats, 21 point buy I think :(.Chapter VIII: Galactic GazetteerUpdated Information for all the planets, as well as several new ones. These chapters tend to bore me. Moving on.Chapter IX: The JediAfter about five pages of fluff on the Jedi Service Corps and the various Jedi Councils, this chapter dives straight into predominantly stat blocks. There's the obvious guys (Anakin, Obi-Wan, Mace Windu, etc.) and a few cooler ones (Aayla Secura, Saesee Tiin, Quinlan Vos). The chapter ends with a few Jedi-oriented starfighters.Chapter X: The RepublicThis is a really great chapter with tons of valuable information to give a sense of authenticity to your Clone Wars campaigns. It details a lot of the bureaucratic inner workings of the Republic, even going so far as to give the colors for Clone ranks. Then the necessary stat blocks and lots and lots of vehicles. Most of which are awesome.Chapter XI: The ConfederacySame general layout as the Republic chapter, detailing the different factions of the Separatists and then lots of droids and vehicles.Chapter XII: The FringeReally really short chapter. We're talking under ten pages. Just a few stat blocks (young Boba Fett, Chewie, a few others) and some vehicles.Overall, this is an awesome book but it's got a lot more fluff than previous supplements. The mass combat rules are invaluable to any era really, but you might want to consider how much you're willing to spend on those rules before you buy this. Almost the entire book is very Clone Wars specific and unless you're playing in that era (or an era very close to, such as the Dark Times or Rebellion), you're probably only going to be using four or so chapters of this book.

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