

## Chapter 1 : West End Games Supplements and Sourcebooks

*The Arms & Equipment Guide is a sourcebook for the Star Wars Roleplaying Game published by Wizards of the Coast and LucasBooks in October. The cover art was done by Ralph McQuarrie. The book covers information on a plethora of weapons, protective gear, droids, vehicles, and general equipment.*

The game was streamlined to be easier to play and a greater emphasis was placed on miniatures. Some of the major changes include: Characters then roll a hit die for additional hit points as they progress in level. Characters also have a Condition Track which measures how much they are currently impaired. If Damage from a single attack exceeds the damage threshold, the PC is moved down the condition track. Each level of the track enforces progressively worse penalties until the PC is knocked out. Further damage can kill the character. The number of character classes have been reduced to five – Jedi, Noble, Scoundrel, Scout and Soldier. Each class progresses along "character trees" similar to the d20 Modern system where characters are built with talents and feats. This allows for greater customization and more variety amongst characters of the same class. Prestige Classes are still available, but they each also have one or more talent trees. Saving Throws have been changed to a series of "Defenses". Virtually all attacks and offensive powers now require a roll against one of three defenses – Reflex Defense, Fortitude Defense, or Will Defense. These Defenses are analogous to both Saving Throws and Armor Class or Defense as in the previous system in other d20 games. Skill points have been eliminated. Characters have a number of "trained" skills they can pick based on their class and Intelligence bonus. Skills themselves have been simplified and integrated, with such skills as Deception covering the former skills of Bluff, Disguise, and Forgery. The Mechanics skill now encompasses Repair, Disable Device, and Demolitions as well as crafting devices in the expansion books. Force sensitive characters now have a single "Use the Force" skill, which allows them to do a number of things such as moving small objects and searching their feelings. Force Powers are special abilities such as Force Choke or Move Object that form a "suite" of powers, similar to a hand of cards, which are used up, and recharge between encounters; all Force Powers involve a "Use the Force" skill check, and a greater margin of success on the check will produce a stronger effect. Force users can also select Talents related to the Force, and prestige classes grant Force Techniques and Force Secrets which further improve their ability to use the Force. The game includes an optional Destiny system. Characters receive "Destiny Points" which are more powerful than Force Points. They allow such things as scoring an automatic critical hit without rolling, gaining 3 Force Points, or automatically succeeding at a virtually impossible task. Destiny Points are used to help characters with a predetermined fate usually determined during character creation eventually fulfill their specific overarching goal. The character class Attack Bonus progressions no longer allow for multiple attacks during a full-round action. Instead, a character wielding a single weapon must pick the new "Double Attack" feat for one extra attack and "Triple Attack" feat for two extra attacks, but both incurring significant attack roll penalties uniformly to all attacks that turn. Multiple attacks are, in general, less common, streamlining and speeding up combat turns. Rules and stats for NPCs have been refined. There is only one non-heroic class for NPC characters. Many minor bonuses have been eliminated. Alien races and classes now rarely grant bonuses to skill checks; instead they often allow a reroll of the check under particular circumstances. The following books were released:

## Chapter 2 : Star Wars Arms & Equipment Guide

*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.*

It is written by Jeff Grubb and Owen K. A New Hope Though the Jedi might be ones to disagree, this is a credo that has kept many smugglers, bounty hunters, and even soldiers alive. The galaxy is a dangerous place, full of hazards both unseen and unexpected. You never know when your life may depend on the equipment you carry and when it comes down to the wire, you want to know exactly how much weight that synthrope can hold or whether those binder cuffs are going to be sufficient to contain that raging wookiee. Each item is covered in expansive detail and many are illustrated. The chapters are divided into weapons, protective gear including armor, droids, vehicles, and general equipment. Yes, it can be done and this book tells you how. Modifications come in two categories: Customization means that anyone who uses the item can make use of the modifications, while personalization improves performance only for the owner. An item can either be customized or personalized, but not both. Modification can be costly and time-consuming, but is often worth the extra effort put into it. Availability helps you determine if anybody could own one or if it is restricted to certain groups of people or even if the item in question is considered illegal. Obtaining restricted or illegal items may even require calling in a favor. The weapons chapter is pretty expansive, covering everything from swords to the basic blaster to the best that military science has to offer. The section on armor also offers a wide selection, though I did notice certain staples like the aforementioned Madalorian battle armor or the clone trooper armor which would later become the infamous storm trooper armor missing. As with weapons, all game essential data is included with each entry. The section on droids is the one that immediately caught my attention. Those who own the revised rulebook know that droids are now available as hero characters, so any new material on these beings is welcomed. There is a lot of variety provided here, with a selection of over 50 droid templates to choose from, including the fan-favorite from A New Hope, the mouse droid. A sidebar provides details on playing droids as heroes, particularly useful when a player wants to introduce an infantry droid or other high-level droid into a low-level campaign. Airspeeders, landspeeders, watercraft, speeder bikes, personal flight devices, and walkers are all statted out, ready to drop into your campaign. Critical Hits I like having a solid set of rules to handle weapon, armor, and vehicle modification. My players can expect to see a lot more customized and personalized weaponry in my games. In addition, the availability guide and the era codes are an invaluable resource for the GM, who will no doubt be besieged by players wanting to know if they can have this, that, or the other thing for their character. Now you can give them a definitive answer without having to reference it or making a decision that might be later proven wrong. An additional detail that might have otherwise been overlooked in a book filled with science-fiction weapons was the sidebar that discusses alternate ammunition for slug-throwers, including explosive, mercy, and pyro. Kudos to the design team for thinking to put that in there. Finally, while Hardness, Wound Points, and Break DCs are provided for weapons, they are not given for general equipment except for a few notable exceptions. This is a good resource, but in my opinion, not a great one. I would have been willing to pay a little more for completeness, even if it meant rehashing some things that have appeared elsewhere, if only for the sake of having everything in one place.

## Chapter 3 : Star Wars Arms and Equipment Guide

*D20 Star Wars - Clone Wars Sourcebook - The Jedi Order. Documents Similar To D20 - Star Wars - Arms and Equipment Guide. Star Wars d20 - Ultimate Alien Anthology.*

## Chapter 4 : Arms & Equipment Guide: A Star Wars Accessory by Jeff Grubb

*West End Games. Free Digital Sourcebooks and Supplements. From to , the Pennsylvania based company West End Games released official Star Wars roleplaying game sourcebooks, adventure supplements, guides, and the Star Wars Adventure Journal, all of which contained new stories set in the Star Wars universe, some as prose, but most as adventure scenarios for use in the game.*

## Chapter 5 : A complete WEG collection? | Jedi Council Forums

*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.*

## Chapter 6 : Arms and Equipment Guide | RPG Item | RPGGeek

*I currently run a Star Wars Saga Edition game, and I still find this book useful even though it's from a previous version that's not entirely compatible with Sage Edition. Since the book was published shortly after Episode 1 was released (and before Episode 2) there is little mention of the Clone Wars, and no mention of Count Dooku at all.*

## Chapter 7 : Star Wars Roleplaying Game (Wizards of the Coast) - Wikipedia

*The Arms and Equipment Guide Supplement, Issue 1, Vol. 1 being a challenge to the commercial viability of Star Wars: The The Arms & Equipment Guide Supplement.*

## Chapter 8 : Arms and Equipment Guide | Jedipedia | FANDOM powered by Wikia

*Der Arms and Equipment Guide ist ein im Oktober erschienenenes Nachschlagewerk für das Star Wars Rollenspiel von Wizards of the Coast und beschäftigt sich mit Waffen, Schutzpanzerungen, Droiden, Fahrzeugen und sonstiger Ausrüstung aus der Star Wars-Saga.*

## Chapter 9 : G-2RD series guard droid | Wookieepedia | FANDOM powered by Wikia

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