

Chapter 1 : Dan's Top 19 RPGs - #2 - Star Wars (West End Games)

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.

Expanding that Galaxy Far, Far Away! Learn more about the hidden archives that stored the untold stories of the galaxy! The West End Games books were the first publications to expand greatly beyond what was known from the vintage era of the movies, and they mesmerized Star Wars fans with their incredible amount of new information. Novelists such as Timothy Zahn turned to these books for inspiration when they wrote new spin-off novels. Three of those guides are specifically dedicated to the classic trilogy, and they included the first ever character biographies. Next to the biographies of characters, Galaxy Guides one, three, and five contained a number of short stories written from an in-universe perspective. They may have been a bit forgotten, but some of these stories explain important events that were never shown onscreen. Other sourcebooks of West End Games also regularly included short stories written from the in-universe point of view, but those represented in this article remain very close to the events from the movies. These interviews made the characters more accessible to the reader and to the players of the RPG. Two stories feature residents from the Mos Eisley Cantina. It also explains the horribly-scarred face of Evazan. The book features about nine short stories, a few of which illustrate the horrors on Hoth with tales about wampas and life in the trenches. Two stories are about Rebel pilots. A different tale about the mutiny was later told in the comic series Star Wars: The last two interesting stories take place on Cloud City. Allania gets lost in the Ugnought tunnels during the evacuation of the city and somehow she manages to become a witness of the duel between Darth Vader and Luke. Return of the Jedi Michael Stearn, The last Galaxy Guide to concentrate on characters and events from one of the classic movies has about 10 short stories, many of them focused on Tatooine. Other short stories take place on Endor. Two final stories take place before and during the Battle of Endor. Although a lot of short stories related to the movies were published in the three main Galaxy Guides, some of them also appeared in other books. Some of these tales tell events that took place off camera during the events of the classic trilogy and are still interesting to track down after all these years.

Chapter 2 : Star Wars: Star Warriors | Board Game | BoardGameGeek

Star Wars: The Roleplaying Game is a role-playing game set in the Star Wars universe, written and published by West End Games (WEG) between and The game system was slightly modified and rereleased in as D6 Space, which used a generic space opera setting.

The Marine rolls her Sneak skill and scores a The Stormtrooper rolls his Perception and scores a The Marine is spotted in the last vital seconds and the ambush is foiled! The Stormtrooper and Marine are on opposite sides of the conflict and both roll Perception to determine initiative. The Marine rolls a 15 and the Stormtrooper a The Marine has won, and chooses to go first. The Marine declares that she will take two actions. The Stormtrooper declares he will also take two actions. Both characters will roll all their checks at -1D for this round. The Marine chooses to fire on the Stormtrooper twice. The Stormtrooper is in the open at short range on a well lit day, and rolls 2D to determine how hard he is to hit. Unimpressed by this result, the Stormtrooper declares that he will Dodge. He considers using one of his two actions, but decides he will instead count dodging as a third. His penalty to all actions this turn increases to -2D and he rolls his dodge skill with this new penalty. He scores a The Marine must now roll a 16 or greater on her attacks to hit the Stormtrooper. She rolls her Blaster skill at a -1D penalty, twice. She scores an 11 and a 15, failing to hit the Stormtrooper. The Stormtrooper chooses to run for cover with his first action, and then opens fire on the Republic Marine with his second. She rolls 4D and scores a Confident that she will not do any better by dodging, the Marine chooses not to Dodge and lets the score stand. The Stormtrooper rolls his Blaster Skill with a -2D penalty and scores an He fails to hit the Marine. This time the Stormtrooper wins. He chooses to go first and takes only one action this round. The marine, confident in the protection of her superior cover, chooses to take two. She scores a The Stormtrooper rolls his Blaster Skill at its full value and scores a He rolls 5D and scores The difference is She is incapacitated and falls unconscious for 10D minutes. More than enough time for the Stormtrooper to secure his captive. Characters heal either naturally, under first-aid care using medpacs, and in long-term care using bacta tanks also known as rejuvenation tanks. Natural Healing Edit A character can heal naturally, but this process is both slower and much more hazardous than healing with medical attention. Characters attempting to heal naturally are well advised to take plenty of bed-rest. A character who tries to work, exercise, or adventure must subtract -1D from their Strength when they makes their roll. A wounded character must rest for three standard days before rolling to heal. A character who is wounded twice must rest for three days before rolling to heal. Mortally wounded characters must rest for one month before making a healing roll. Strength Roll Result Character dies Character remains mortally wounded. Medpacs Edit A standard medpac contains a combination of healing medicines, synth-flesh, coagulants, body chemistry boosters, adrenaline drugs, and computer diagnostic hardware to treat seriously injured individuals. Medpacs are very common around the galaxy and can be found aboard most starships, in most buildings and homes. Using a medpac requires a Medical check. Each use of a medpac fully expends it. A character can use a medpac on themselves, but suffers an additional -1D penalty to their Medical check, in addition to any other penalties they may be suffering from. Bacta Tanks Edit Bacta is a specially formulated treatment liquid which promotes rapid healing and acts as a disinfectant. On most planets, only licensed doctors can administer bacta treatments. A Very Easy Medical check is necessary to use a bacta tank - regardless of the wound level. A character attempting to use a bacta tank without points assigned to the Medical skill must make a Heroic Technical roll.

Chapter 3 : West End Games - Wikipedia

West End Games managed to turn the lives of many Star Wars fans upside down from to During those years, West End Games published an avalanche of Star Wars roleplaying game material such as sourcebooks, gamebooks, RPG adventures, miniatures, and even some cool board games.

In the mid s, Star Wars entered a lull. I still loved it but popular interest in it had waned. But it began picking up steam slowly. The first reason is that it feels like how I picture Star Wars. No character is incompetent. No skill in starship piloting? Make a roll anyways. This version of Star Wars uses what would later be called the D6 System. Every character has a bunch of attributes and skills. Every skill falls under an attribute. The ratings are simply the number of dice you roll, plus possibly adding one or two "pips" to the total. You use six-sided dice. Characters can take as many actions as they want in a round, though they every action after the first takes one die away from all actions that round. My favorite version of the game is, oddly, one that is not often even considered one. The versions of the game are: Star Wars Introductory Game - Boxed set, returned to the simplicity of the 1st edition but in a much more polished format. Space and vehicle battles are just an extrapolation of normal combat rules - something nice, not requiring you to learn a whole new system. If the game has one weakness, it is the Force rules are a little wonky. Beginning Force users are pretty mediocre, but if they get to a high enough skill level they become extremely dominant. West End Games really did a fantastic job in production values. Though the 1st edition was primarily in black and white, it had color plates with advertisements from the Star Wars universe. With just three movies, a few novels and comic books at the time the game came out , they did a fantastic job filling in details of the universe. These details still find their way into modern Star Wars productions. Fantasy Flight Games has a reprint of the 1st edition coming out, albeit extremely delayed. How does it compare with the Fantasy Flight Games version? Fantasy Flight Games gives your character a lot of interesting nuggets and abilities. But the West End Game version is more along the line of "spend five minutes making a character or less and get playing".

Chapter 4 : West End Games | Wookieepedia | FANDOM powered by Wikia

of results for "west end games star wars" Star Wars: The Roleplaying Game by Goldberg, Eric; Murphy, Paul; Stavicsek, Bill (editors).

Their edition of the Roleplaying Game " expanded the Star Wars universe in ways fans had only dreamed of. Other publishers, the prequel production, and The Clone Wars production used the names of West End Games for characters, species, technology, and weaponry. They also produced metal-lead-free millimeter miniatures. It actually was Grenadier that sculpted and cast the miniatures for West End Games. After Grenadier went out of business, Simtac continued to sculpt the figures. Miniatures can be used for several purposes. They can be collected, used in RPG sessions, or used in tabletop games. You may be familiar with some West End Games miniatures since the original Star Wars Monopoly used the same miniatures as pawns, but these few were only the tip of the iceberg. Star Wars RPG boxed sets. The first West End Games miniatures were sold in sturdy, but beautifully decorated rectangular boxes. These boxes, which have become rare, feature poster art from the movies, a photo, or concept art. Onwards, West End Games released sets of usually three figures on small blisters. These sets consisted of repacked miniatures from the boxed sets, but eventually new figures emerged, such as two sets from Heir to the Empire, another Cantina set Ponda Baba, Dr. Ultimately there were also larger blisters with creatures tauntaun and bantha and vehicles a T, two sets of speeder bikes, an X landspeeder, an AT-PT walker and an Imperial storm skimmer from Dark Empire. The rancor, which was packed with Malakili in a box, was never re released on a blister because it was too big. Like they did with all their products, West End Games had original and fan-appealing ideas for their miniatures. Instead of releasing generic and anonymous characters for their RPG, West End Games decided to use the movies as the cornerstone for the series. Because of that decision a lot of different characters heroes, villains, and aliens have been immortalized as miniatures. Revvien and McQuarrie Wookiee miniatures. Therefore, the miniatures also make excellent collectibles. With a bit of imagination, you can just use the Tessek miniature as a Quarren smuggler or even a hero miniature can be used to impersonate a character of the players. Interesting to note is that the boxed set of the Cantina labeled the Gotal as Kerru and the bartender as Cedo Partu. Not every miniature came straight from the movies and some were indeed developed to fit right into your own RPG adventures. The Rebel Characters box contains ten different Rebel Alliance allies and the three DarkStryder packs carry figures who play an important part in the DarkStryder campaign, a series of adventures that takes place in the Kathol Sector. The miniatures contain a lot of details, but of course can be painted. The best customizers will even be able to create new poses for some figures, but a new or surprising paint job can already do wonders. Miniatures of aliens, droids, and troopers make excellent fodder to be customized with nearly endless possibilities. Ewok and Chewie miniatures. Photo by Tim Veekhoven. Every RPG session benefits from using miniatures since they can visually explain a delicate ambush by pirates or the exact position of stormtrooper guards near that high security building. To improve the value of their miniatures, West End Games also released three books for a special tabletop game. The Star Wars Miniatures Battles Core Rulebook appeared in and contains a lot of stats that can be used with the Roleplaying Game or used separately in the tabletop game. It even has rules and info about creating your own environment for your miniatures such as hills, buildings, and trees. The companions contain information about different scenarios, new groups of characters and expanded rules or statistics. Some of the books and miniatures were repacked in a Vehicles Starter Box set. The West End Games miniatures can be collected or used in Roleplaying adventures and in the tabletop wargame. Their impact may not have been as decisive as the sourcebooks, but the miniatures will always remain a part of the legacy left behind by West End Games. For further information, see this complete list of released miniatures.

Chapter 5 : The Big Impact of West End Games' Star Wars Miniatures | calendrierdelascience.com

Star Wars Rebels featured a number of things first seen in the West End Games incarnation - Imperial Inquisitors,

DOWNLOAD PDF WEST END GAMES STAR WARS

Interdictor-class ships, Shantipole being the source of the B-wing fighter, etc. Fantasy Flight Games has a reprint of the 1st edition coming out, albeit extremely delayed.

Chapter 6 : West End Games Supplements and Sourcebooks

This category is for individual books published by West End Games for use in Star Wars: The Roleplaying Game.

Chapter 7 : West End Games | RPG Museum | FANDOM powered by Wikia

Find great deals on eBay for west end games star wars. Shop with confidence.

Chapter 8 : West End Games: Expanding that Galaxy Far, Far Away | calendrierdelascience.com

West End Games (WEG) was the publisher of Star Wars: The Roleplaying Game between and , when the company's financial problems forced them to give up the license. Their headquarters was in Honesdale, Pennsylvania.

Chapter 9 : The Star Wars Collector's Bible (West End Games)

West End Games (WEG) was a company that made board, role-playing, and war games. It was founded by Daniel Scott Palter in in New York City, but later moved to Honesdale, Pennsylvania. Its current and past product lines include Star Wars, Paranoia, Torg, DC Universe, and Junta.