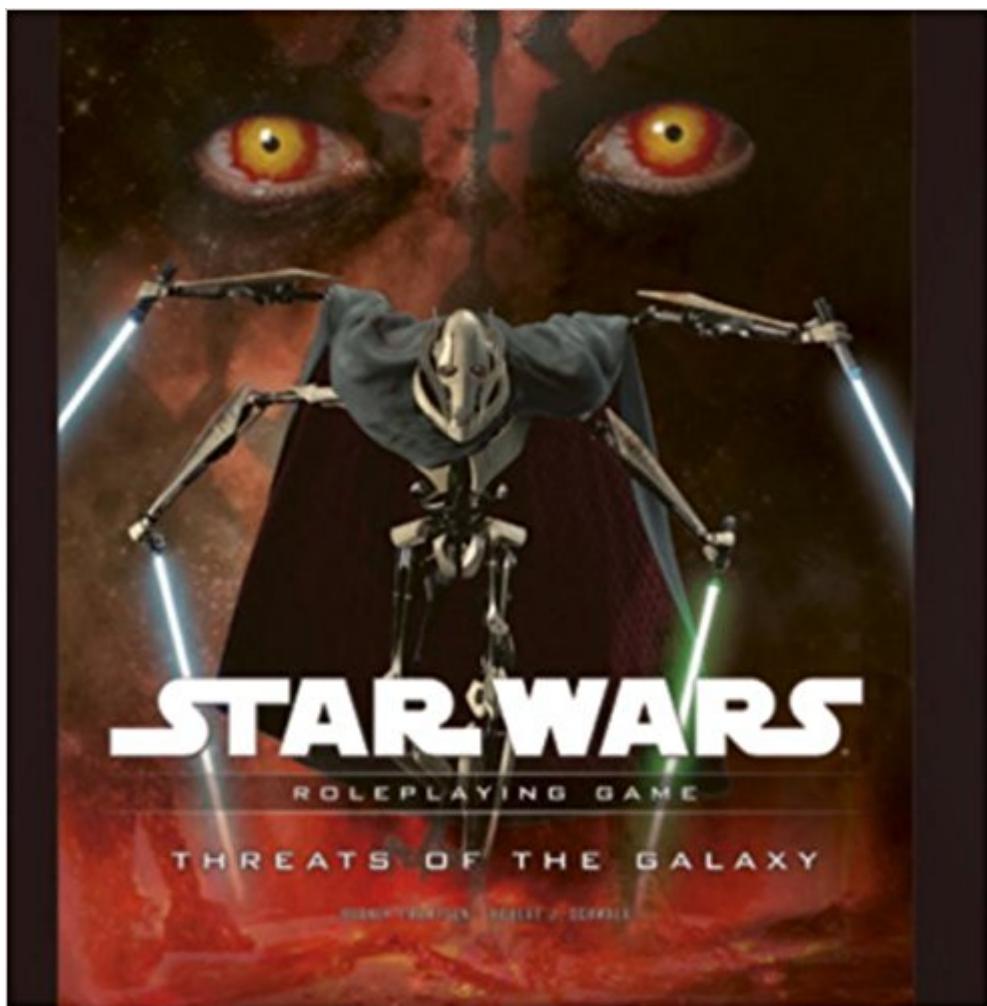The book was found

Threats Of The Galaxy (Star Wars Roleplaying Game)

Synopsis

Ready-to-play characters, creatures, and droids for your Star Wars campaign.This supplement gives Gamemasters an assortment of galactic denizens to populate their Star Wars Roleplaying Game adventures. Nowhere will you find a more useful hive of scum and villainy! This book presents scores of nefarious characters, fearsome creatures, and droids of various levels and across all Star Wars eras. Each character, creature, and droid entry includes game statistics, tactics, and encounter tips.

Book Information

Hardcover: 160 pages

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Average Customer Review: 3.9 out of 5 stars   26 customer reviews

Best Sellers Rank: #1,159,682 in Books (See Top 100 in Books)   #25 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars

Customer Reviews

RODNEY THOMPSON recently joined Wizards of the Coast's R&D team as a game designer after several years of freelance writing. His most recent work includes Star Wars Roleplaying Game Saga Edition core rulebook and the Starships of the Galaxy(TM) game supplement.

This is my first monster book and I was excited to look through it getting ready to start playing some Star Wars...Content:I would have frankly liked to have seen more generic creatures and/or characters. I agree with other reviews that grouping species together rather than putting them throughout the book in harder to find locals would have been nice. That said there is very useful information and at least some good visual referencesQuality:The book feels nice and looks pretty but the pages feel a little thin and "feel" tear-easy to me. Also, the ink in my copy was a little off I guess and while there was no cross inking on the pages, there was a residue that I wiped off with slight smears and page sticking I had to be careful of on my first go-through.

I held off on buying this book. I wasn't sure I needed it. After all, the core rulebook has rules for generating NPCs and there are plenty of generic characters described in the other books. But after creating a spreadsheet that automatically calculated attribute values and their related statistics, skills, feats, talents, etc., I came to one conclusion: this is a lot of work. Especially without the spreadsheet, I'd be spending hours getting an NPC just right and looking up values, calculating other ones. So I thought, "why not just buy a book loaded with NPCs other people have spent the time fleshing out and assigning CL values to?" Great idea! That's what the book is: a bunch of generic characters (and a few unique ones), creatures, and droids that you can easily drop into an adventure and throw at players. Plus, their CL values are already calculated, which is not as easy as it sounds. There's a little extra information on designing encounters, but it's nothing crucial. Anyway, if you already have the core rulebook, Starships of the Galaxy, and Scum and Villainy, you should just pay for this book and have the four core books on the shelf - it's worth it.

I saw this book and had to have it. For I am GM who constantly does things on the fly, and doesnt preplan adventures. Face it, you have no idea where the group is going to go, and I hate "railroading" them. This book is perfect if you need some quick stats or just some random encounters. A lot of Useful info in this book. Only bad thing is that it is very small in pages, and I do not think its worth its full price, even at the discounted prepaid price I got. This book is maybe a 14.99 - 19.99 type book.EDIT: (Dec 2008)Now that I have used this book more since I first purchased it, I am quite happy I did, this is a great tool for GM's. Its full of great ideas for mini-adventures as well as enough to pre-plan a full blown out campaign. If I could re-rate this, I would give it 4 stars. Still, I wish it was bigger as in more pages, thus I can't give it 5 stars.

Purchased as a gift. Well received.

The book you must have if you want to kill those pesky jedi explorers in the most extravagant ways possible.

What "Threats of the Galaxy" provides is tons of character types and a few creatures and droids for your characters to beat up and dispose of. You could think of this as the Monster Manual for the Star Wars universe. GMs will find this to be very useful for their campaigns. However, there isn't much help for scaling the levels of NPCs or creatures, so you'll still have to bit of work. Also, there isn't much support for creating your own characters or creatures. You'll have to hunt and peck for

types of characters that will be able to match the levels of the characters in your campaign. It's a bit of inconvenience, but the characters that are in this book are very solid.

I'm a fan of both the Star Wars Saga Edition, and the new 4th Edition of Dungeons and Dragons. I picked up the new 4th Ed material including the Monster Manual (MM) before picking up Threats of the Galaxy (TotG, a Star Wars "Monster Manual"). Unfortunately, the quality of the two could not be further apart. While I understand the intent of the authors of TotG, I certainly feel that they could've borrowed much more heavily from the style and layout that the MM offers to the GM. The layout isn't nearly as tight, and the lack of pictures for the NPCs is glaring when put side by side. The way the MM displays each race, giving you information and tactics for every iteration of that monster really helps the GM in crafting tactical, intelligent, believable enemy NPCs. TotG does none of this.TotG also intersperses actual game mechanics throughout the NPC entries, instead of compiling this into a "New Game Mechanics" section at the end. This requires the reader to hunt and peck throughout the whole book to find that game mechanic that now wants to be used. Bad layout! What makes this most frustrating is that since the book was released in May of '08, the authors must have had access to what was being produced for 4th Edition, and could've seen the improved layout and incorporated it into their product. Either this is a horrible lack of communication, or a horrible oversight of WotC's product management. I'm obviously not suggesting that they should've updated Saga Edition to 4th Edition, but layout and tactics is not a 4th Edition game mechanic. It's just good sense.While I plan on using TotG as a reference, I am certainly going to have the MM right next to it, trying to cross-reference Star Wars NPCs with similar monster tactics and powers in the MM. It's a pain for the GM that the TotG authors could have alleviated by taking a look around at the new direction RPGs at WotC are taking.

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