



Arms and Equipment Guide (Star Wars Roleplaying Game)

Jeff Grubb, Owen K.C. Stephens

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Hokey religions and ancient weapons are no match for having a good blaster at your side.

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. But with the right connections, and enough credits, heroes can acquire all the weapons and tools needed to survive any situation.

This sourcebook features:

- An arsenal of weapons and armor, along with rules for customizing and personalizing them.
- A wide variety of droids from across the galaxy, including the legendary R-Series astromech droids, binary load lifters, and the RA-7 "Death Star" droid.
- An array of vehicles from landspeeders to military walkers.
- Essential survival equipment, including breathers, comlinks, scanners, medpacs, and tools.

To use this sourcebook, you also need the *Star Wars Roleplaying Game Revised Core Rulebook*.



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Joseph Anderson:

In this era globalization it is important to someone to find information. The information will make you to definitely understand the condition of the world. The condition of the world makes the information simpler to share. You can find a lot of sources to get information example: internet, newspaper, book, and soon. You will see that now, a lot of publisher in which print many kinds of book. The book that recommended to you is Arms and Equipment Guide (Star Wars Roleplaying Game) this reserve consist a lot of the information with the condition of this world now. This particular book was represented how can the world has grown up. The words styles that writer use to explain it is easy to understand. The particular writer made some exploration when he makes this book. That's why this book ideal all of you.

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