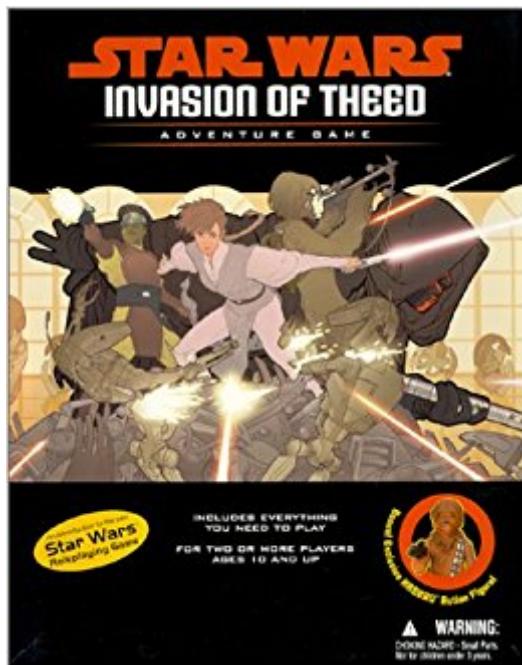


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Invasion Of Theed (Star Wars Sci-Fi Roleplaying)



Synopsis

The worlds most popular film series combines forces with the makers of the worlds most popular roleplaying game to bring the Star Wars universe to life. The Star Wars adventure game gives everyone a chance to play a part in the most popular movie adventures of all time. Star Wars fans can actually create new adventures set in the mysterious city of Theed from Episode I The Phantom Menace. Players can take part in the momentous events that led up to the liberation of Naboo and the death of the evil Darth Maul. This is epic gaming!

Book Information

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Customer Reviews

I am an experienced role playing gamer and have seen all of the Star Wars movies. So how do I get involved in Star Wars role playing without buying a huge book. . .this boxed set. The set has the basic character classes, races, equipment, weapons, and explains d20 role playing. Most of the set is very detailed about the aforementioned list with the exception of weapons. It didn't really describe what they were, just what classes they were available to and the damage. This is a minor issues if you have seen the movies. Also, if you saw the movies, the setting and theme should be very familiar. You almost instinctively know what to do with this set. the set just gives you the rules to make it happen. This boxed set is similar in size and scope to the Dungeons and Dragons boxed set that was released a short while ago. Sure, one day soon I'll outgrow the limited scenarios and skills provided for lower level characters. With a little imagination, I should be able to squeeze enough out of it to train other players how to play Star Wars. All in all this is a great start for the uninitiated.

The Invasion of Theed introductory boxed set was the very first supplement for the Star Wars Roleplaying Game, and even though .com isn't stocking it any more, it is still widely available. This is a good thing, because despite the passage of time it is still a great accessory for introducing new people to the game. This boxed set contains several components, all of which go hand in hand. Firstly, you have the Rulebook, which uses a simplified version of the Original Core Rulebook's ruleset. Within the space of a few minutes a new player is taught the basic nuts and bolts of the game, which prepares them to move on to the second portion, the Adventure book. The Adventure book contains a simple mini-campaign that allows a GM to guide two or more players through the events of the invasion of the city of Theed, during Episode I. Players have the choice of several characters, all featured on stylish, custom character sheets. In addition there are also six dice, several color maps to be used during the adventure, and two cardboard sheets full of punch-out tokens featuring battle droids, civilians, vehicles, and even the characters themselves. And of course, we can't forget the one thing that has been understated so far, which may really make this game worth buying for a collector: it includes a unique Star Wars action figure of Rorworr the Wookiee. The figure is a nice treat. It features six points of articulation, a bowcaster accessory weapon, and as a Wookiee, it's noticeably taller than other human-sized figures. When I ran the Adventure component in mid 2002, my test subjects were two Star Wars fans who had never played the game before. However, it seemed that the simple rules and relatively quick-paced mini-campaign easily facilitated their entry into the universe. As an introductory game, it is best to keep in mind that there really isn't a whole lot of role-playing to be done here. But this didn't bother my players at all, because they just wanted a chance to kill battle droids with their lightsabers! In that respect, the game definitely delivers, and fortunately the game has a *lot* of battle droid tokens. We completed the module in about two nights of gaming, and all in all it was an enjoyable experience for everyone that left us wanting more. Of course, such a simplified approach may not interest more experienced gamers. Even if you aren't interested in the Rorworr figure, the wide array of tokens could be infinitely useful in a Rise of the Empire era campaign. The maps, to a lesser extent, may also be useful as well. Being the fanboy that I am, I also enjoyed the game for its artistic content, particular the excellent comic-style artwork that fully maintains the feel of Star Wars. If you're lucky, your box might still include the special Preview Issue of Star Wars Gamer, an excellent magazine that sadly is no longer with us. All said and done, I really enjoyed this boxed set, and I continue to make use of the figure and the cardboard tokens. Because of this I'm rating the box a 5. As advertised it's a great tool for introducing people to the game, but keep in mind that experienced gamers will almost certainly be left unsatisfied.

The 'Invasion of Theed' boxed set is designed more for younger players or people new to role playing. It provides everything you need to start playing the new Star Wars role playing game, but suffers from a lot of same problems that a lot of Phantom Menace merchandise does in that we have already seen this. A lot of writers and game designers have simply been retelling the Episode I story line in order to sell products. When the original West End Games Star Wars RPG came out, they didn't get you to replay A New Hope or the Empire Strikes Back, no, they gave you new adventures. But as an introduction to the new game mechanics, it works quite well. Players use pre-generated characters that include two Jedi Guardians (the character class that eventually becomes a Jedi Knight at 7th level) Sia-Lan Wezz and Rann I-Kanu, a young Wookie scout named Rorworr, Deel Surool, a Twi'lek scoundrel, and a member of Naboo's security force, Galak. All of these characters are well-rounded, but more experienced players who still want to familiarize themselves by playing the adventure may wish to create their own characters. The scenarios themselves revolve around the players escaping the initial attack by the droids of the Trade Federation and join the underground. From there they must rescue captured pilots and leaders, aiding Queen Amidala and finally a swamp adventure against swamp monsters a low-level Dark Jedi, (Darth Maul's assistant, no doubt). All in all, not bad, but too linear in scope and story or perhaps not enough meat for more experienced gamers. It does however come with free dice and a Wookie action figure, which you shouldn't open because it might be worth something in a few years. Also, I really liked the color character art by Adam Hughes, it has a nice clean and unfettered look to it. If you have an interest in the new Wizard's of the Coast Star Wars RPG, buy the hard cover rules instead of or with this boxed set. It is worth the money, for what you pay compared to what you get, and even if you don't like it, the action figure is cute and everyone can use the dice. The Force will be with you, always.

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