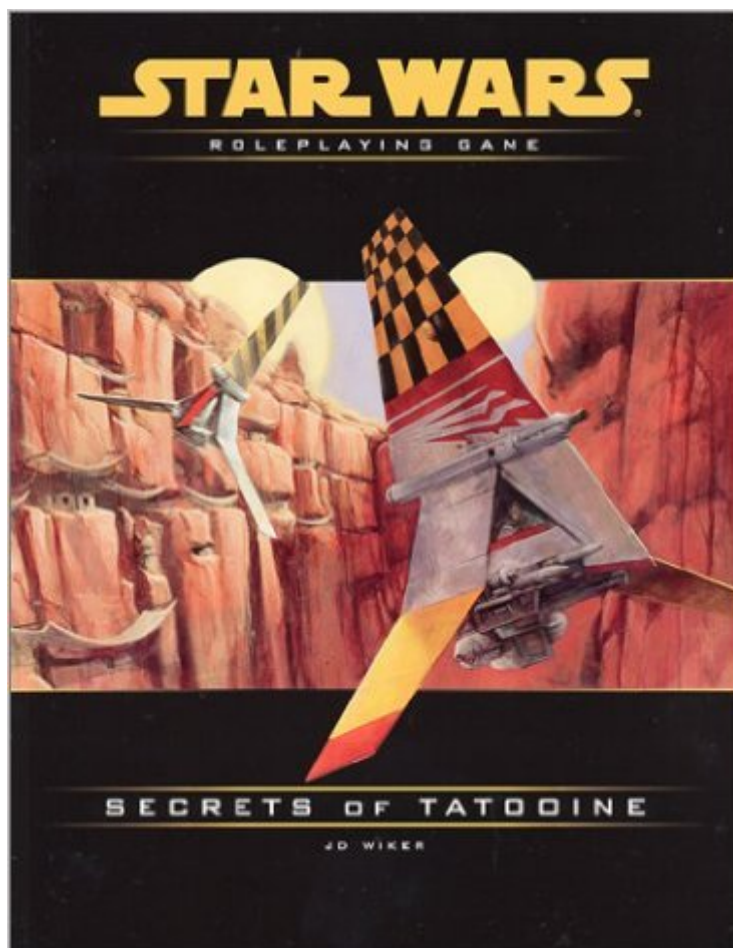


The book was found

Secrets Of Tatooine (Star Wars Roleplaying Game)



Synopsis

Few Star Wars locales have been as pivotal to the epic adventure as Tatooine. *Secrets of Tatooine* offers gamemasters information and adventures about the planet through all three Star Wars eras, including brand new information that has never appeared anywhere.

Book Information

Series: Star Wars Roleplaying Game

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Publisher: Wizards of the Coast (May 1, 2001)

Language: English

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Product Dimensions: 10.7 x 8.4 x 0.2 inches

Shipping Weight: 8.5 ounces

Average Customer Review: 3.5 out of 5 starsÂ Â See all reviewsÂ (2 customer reviews)

Best Sellers Rank: #1,196,222 in Books (See Top 100 in Books) #39 inÂ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars #14095 inÂ Books > Literature & Fiction > Action & Adventure > Science Fiction #45815 inÂ Books > Science Fiction & Fantasy > Science Fiction

Customer Reviews

I must admit that I was justifiably skeptical that the `Secrets of Tatooine' source book would be any better than the previous two offerings from Wizards of the Coast. The first, `Secrets of Naboo' was well-written, but held no real secrets, nor enough detail to make it of any real use. `Living Force' was a limp, flaccid retread of a great many things we had seen before-pod races, cloud city gas mines, Force-resistant creatures and even a Sith Temple had all been done elsewhere and better, but instead of giving us something new, the RPGA saw fit to simply cram it all into one star system. That being said, the `Secrets of Tatooine' has broken the mold of mediocrity and as it turns out, is a pretty good deal for your Star Wars role playing gaming dollar. After a brief introduction, *Secrets* moves into the basics with a description of the planetary data and make-up of the Tatooine System, but provides no system map. It then describes climate (really hot), geography-like the Jundland Wastes, Beggar's Canyon and the Dune Seas, explaining that complete cartography of the planet is difficult because of the sand storms. The survival section gives handy rules for heat prostration, thirst, and sand storms-the most dangerous of which, gravel storms, are a nightmare for aerial

transport. Next up are native inhabitants-the sand people (Tusken Raiders, named for the first human settlement they destroyed), and the Jawas-which the author seems to patronize somewhat, describing them not really smart enough to do anything, but somehow makes things work. Finally are the creatures-the bantha, ronto, eopie, rock wart, scurrier wamp rat and krayt dragon-a creature with a combined Vitality and Wound Point total of 470 and attacks that can cut land speeders in half.

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