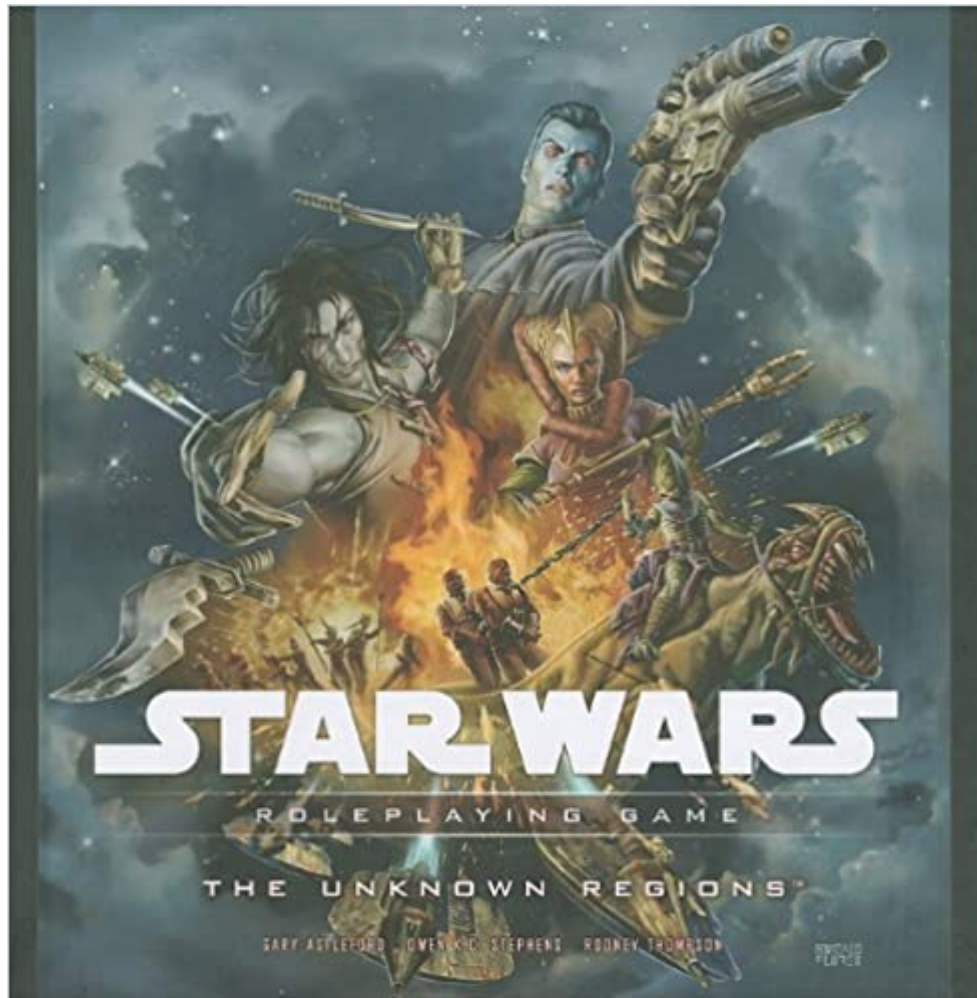




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# The Unknown Regions: A Star Wars Roleplaying Game Supplement



## Synopsis

Explore the uncharted reaches of the Star Wars® galaxy. Far from the cityscape of Coruscant, beyond the fringe planets of the Outer Rim, lies a vast region of space called the Unknown Regions. The Unknown Regions are mysterious and uncharted. They are home to strange aliens, violent slavers, and the forgotten remnants of ancient civilizations that have lived in isolation for eons. This sourcebook gives players and Gamemasters everything they need to run and play in campaigns featuring scouts, exploration, and adventure in the uncharted reaches of the Star Wars galaxy. The Unknown Regions allows Gamemasters to take their existing campaigns in bold new directions, or this book can be used to jumpstart a new campaign that focuses on exploring the unknown.

## Book Information

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## Customer Reviews

Great splat book. Some really nice additions to the game.

Awesome

A really great book for GM's and players alike.

Great book. A really good book for Star Wars SAGA. Too bad it was the last one.

I think this is one of the best books from the saga edition. The whole book tied together then end of WotC's contract nicely. They threw in rules for making your own races and monsters. They tried to put in enough for you to continue to keep the game fresh, even with a lack of new books coming

out. Definitely a must have for any Saga Gamemaster.

This was a great supplement -- it almost seems like since they knew this would be the last book they released for the Star Wars Saga Edition roleplaying game, they filled it chock full with all the things that were missing so far from the game.

A great addition to the RPG. Too bad it's the last book in this incarnation of the game. There is some great info in here, mostly what you'd expect: new races, weapons, planets, etc. We've all created our own worlds for Star Wars, but this is a good way to not have to do the work. My major complaint is it is too short. But then I say that about all the books. I wish they could all be a hundred million pages with everything about everything. But, alas, it would be not a good thing to have to lug around. This has actually impressed me more than some of the other books in the set (and I own every single one). Not that they are bad, they do well for what their slant is, but some have seemed a little tossed together. This one seems well thought out and put together. It gives some easy ideas for your adventures if you want to get off "the beaten path" in your game. I can see this getting heavy rotation in my campaign.

Though the cover art on the back has a Yuuzhan Vong warrior on it there is no mention of them in this book. That was one of the key reason I personally bought this book.

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