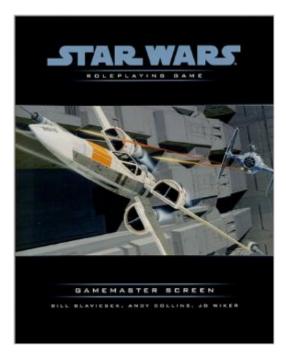
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Gamemaster Screen (Star Wars Roleplaying Game)





Synopsis

The Star Wars Gamemaster Screen is a shield that allows gamemasters to hide their notes, maps, and charts from players. This new screen comes packed with eight panels of the most useful tables and charts from the Star Wars Roleplaying Game rulebook. Designed for easy access and comprehensive utility, this screen will allow gamemasters to have the most important information right at their fingertips at all times.

Book Information

Series: Star Wars Accessory Paperback: 8 pages Publisher: Wizards of the Coast (February 1, 2001) Language: English ISBN-10: 0786918330 ISBN-13: 978-0786918331 Product Dimensions: 8.3 x 0.2 x 10.8 inches Shipping Weight: 4 ounces Average Customer Review: 3.2 out of 5 stars Â See all reviews (4 customer reviews) Best Sellers Rank: #2,466,416 in Books (See Top 100 in Books) #56 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars #28419 in Books > Humor & Entertainment > Puzzles & Games #148107 in Books > Teens

Customer Reviews

It seems as though every game out there has developed a GM"s screen. I can still remember the oooold AD&D screens: back then, there was a player's screen and a DM's screen, and my personal DM had taped the two together into a huge shield that covered almost half of our card-table gaming area. Those days, it seems are long gone. Modern games (especially the D20 system) require less and less charts, graphs and tables to run. The "new-wave" games are slick, streamlined, and make sure that very little of the storytelling experience is slowed down by chunky rules and the flipping of pages. Thusly, there are fewer instances where a GM needs to glance at charts.Nonetheless, it is indeed helpful to have a screen to secure the GM's "secret notes" from the all-prying eyes of her greedy players. In this respect, the Star Wars screen is alright, but not "awesome". It, like the game itself, is very similar to the D&D screen. In fact, most of the charts are SW versions of D&D charts. For instance, the Fundamental Actions in Combat chart is the exact same chart as on the D&D screen, but instead of the column that lists "5-foot step?" (allowed), it reads: "2-meter step?"

(allowed), with "yes" or "no" listed for each action. The SW screen also lacked any of the important Force- and Starship- tables. I was dissapointed to find that Vitality-point costs and starship size modifiers were not present on this screen (luckily I typed up the tables myself a few weeks before I purchased the screen). The main saving grace for my four-star rating was the presence of the "Multiple Ranged Attacks" table, taken straight from the Combat section of the rulebook.

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