

Star Wars Edge of the Empire RPG: Lords of Nal Hutta Sourcebook

I don't know why, but playable Hutts are really divisive among the Star Wars rpg player base. Me, I think they are great to have in a game, but then again, I never have to worry about a player Hutt in my game. Lords of Nal Hutta gives you lots of great information on Hutt history, and on some of the powerful clans, as well as a number of planets. This really makes me want to make some Hutt NPC's outside of the mainstream. Perhaps a throwback to the more militant Hutts of the past.... If you own Tempest Feud, you might be happy to see that the Anjiliac Kajidic makes an appearance, with Popara and Bago as one of the other Kajidacs. New races are the Hutts (shocking!), Ganks, Niktos and Sakiyans. There is also new weapons, gear (including some cybernetics) and even a few ships. There is also 5 modular encounters thrown in. Great deal for 144 pages. Also, the typical great art, though lots of it is Hutts, heh. A must pick up for me for EotE.

Extremely pleased with this supplement! Owning several of these (Dangerous Covenants, Suns of Fortune, Enter the Unknown, Beyond the Rim) - this might be the best one for the price. These books to date are best broken up into three categories: class books, campaign guides, and adventures. Where Dangerous Covenants provides ways to expand the Hired Gun career (class book) and Beyond the Rim is an adventure, this book is essentially a ton of information for that region of the galaxy known as Hutt Space. You get info on 4 playable races (including the Hutt), excellent background on the history and culture of these guys, as well as many of their subjugated races. What is overlooked in a lot of the summaries leading up to the release - there are around THIRTY new adversaries included in this book! Also included are some additional weapons, ships, cybernetics, etc.

Lords of Nal Hutta is an expansion sourcebook for the Star Wars Edge of the Empire roleplaying game (RPG) from Fantasy Flight Games (FFG). It details the corner of the galaxy ruled by the highly corrupt Hutts - those giant sentient slugs first seen in Return of the Jedi. The book is fully compatible with the Age of Rebellion and Force and Destiny games, and comes in at 144 full-color pages. So, what's inside? Content includes four new playable races/species (the

controversial and slug-like Hutts, the deadly Sakiyans, the five sub-races of the hearty Niktos, and the mysterious and cybernetically-enhanced Ganks), new weapons (Weequay Blaster Lance, Sartek D-29 Repulsor Rifle, Beastmaster's Vibro-Glaive, Morgukai Cortosis Staff, and many more), new equipment (much of it shadowy and illegal), cybernetics (9 new pieces including the legendary Repulsor Fist), new vehicles (a huge list including some seen in Return of the Jedi such as the Bantha-II Cargo Skiff and the Sail Barge), descriptions of notable planets/places (including Saki, Kwenn Space Station, Vodran, Toydaria, Nar Shaddaa, and Nal Hutta), and modular encounters for the GM to insert into his/her campaign. From a game master's (GM) perspective, Lords of Nal Hutta (LoNH) has been a joy to read through, and I'll be putting many items from it into my game. Why? Because the Hutts lend themselves to shadowy transactions and double-dealings, and that is what Edge of the Empire is all about. Besides containing some new rules and stats, the sourcebook really does its job of inspiring new storyline ideas. Along with Suns of Fortune (the EotE sourcebook for Correllian space) I recommend this as one of the two core supplements every Edge of the Empire GM should have. From a player's perspective, the book is decent but not necessary (a lot of the content is more for GMs). The selection of cyberware and ships is definitely nice, though. Equipment-wise, I would say there is actually more here for smugglers than in their own expansion sourcebook - LoNH has items like loaded chance cubes, marked sabacc decks, credit cleaners, gunjack spice, ryll, and more, but none of it is particularly necessary. The new player races/species are well done and interesting, but they probably won't be on the top of most players' want lists (though there are a few people that REALLY want to try being young Hutts attempting to make names for themselves). It would have been nice if the book had contained more info on the Morgukai (legendary force-using hunters), but the stats for their Cortosis staffs and the inclusion of the Red Niktos at least give a grounding for them in the rules. Rating: 5 out of 5 Stars. Highly recommend for GMs of Edge of the Empire, Age of Rebellion, and Force and Destiny - also a decent expansion for players as well. See all 8 customer reviews...

Product Description Lords of Nal Hutta is a Hutt Space sourcebook for the Edge of the Empire™ Roleplaying Game that allows you and your friends to escape the oppressive rule of the Empire and engage in devious schemes with the galaxy's slimiest and most notorious gangsters: the Hutt's. In its 144 pages, Lords of Nal

Build over the internet customers all over the world. Just click here forthrough which Huttta offers Game Masters all the information they need to bring the most corrupt and lawless stretch of the galaxy to life, including its history, new playable species, new creatures, challenges, and plot hooks.

Product Details Sales Rank: #23485 in Toys & Games Brand: Fantasy Flight Games Model: SWE11 Released on: 2014-12-31 Original language: English Dimensions: 11.25 h x 8.75 w x .75 l, 1.70 pounds Features A Hutt Space sourcebook for the Star Wars: Edge of the Empire Roleplaying Game Provides information on the planets of Hutt Space and their inhabitants Introduces four new playable species: Nikto, Ganks, Sakiyans, and Hutt's Features many interesting items from the galaxy's black markets, including cybernetics Five modular encounters enhance your campaign or serve as the seeds of new adventures

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