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Star Wars Knights of the Old Republic Campaign Guide Star Wars: Smuggler's Guide Star Wars the Old Republic Encyclopedia The ARRL General Class Instructor's Guide Star Wars: Commencement Annihilation: Star Wars Legends (The Old Republic) Deceived: Star Wars Legends (The Old Republic) Sith Academy Fatal Alliance Star Wars: the Galactic Explorer's Guide The Art of Star Wars Jedi: Fallen Order Ultimate Alien Anthology Stone Cold Space shuttle student experiment guide I Am a Sith (Star Wars) Anima Prime Aerospace Curriculum Resource Guide The Freedom Nadd Uprising Star Wars: The New Essential Guide to Droids Star Wars: Force and Destiny RPG Core Rulebook Field Instruction Guide & Thnkg Abt Soc Pkg Board of Trade Journal Star Wars Padawan Scum and Villainy Star Wars Villains Guide to Physical Characteristics Computer Simulations of Space Societies Introductory Skills for the Crew Leader Annotated Instructor Guide Power of the Jedi Sourcebook Age of Ashes Star Wars: the Princess and the Scoundrel Legacy Era Campaign Guide Student Guide Standards to Guide Implementation of Comprehensive School Safety Programs Star Wars: Battlefront II: Inferno Squad Shadows Rising (World of Warcraft: Shadowlands) Pepsi's Harrier Jet Commercial The Guardian of the Republic Resource Guide Elem&tchr Tstd Clss&tchr Pkg

This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in *The Force Unleashed* debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don't bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged. A tense, exciting thriller combined with a perceptive and harrowing portrait of life on the streets as a serial killer preys on the young and vulnerable homeless. 17-year-old Link is distrustful of people until he pairs up with Deb, homeless like him. But what Deb doesn't tell him is that she's an ambitious young journalist on a self-imposed assignment to track down the killer and that she's prepared to use herself as bait ... Winner of the Carnegie Medal Set in the aftermath of *Rogue One: A Star Wars Story*, this action-packed prequel to the hotly anticipated videogame *Battlefront II* introduces the Empire's elite force: Inferno Squad. After the humiliating theft of the Death Star plans and the destruction of the battle station, the Empire is on the defensive. But not for long. In retaliation, the elite Imperial soldiers of Inferno Squad have been called in for the crucial mission of infiltrating and eliminating the Partisans—the rebel faction once led by notorious Republic freedom fighter Saw Gerra. Following the death of their leader, the Partisans have carried on his extremist legacy, determined to thwart the Empire—no matter the cost. Now Inferno Squad must prove its status as the best of the best and take down the Partisans from within. But the growing threat of being discovered in their enemy's midst turns an already dangerous operation into a do-or-die acid test they dare not fail. To protect and preserve the Empire, to what lengths will Inferno Squad go . . . and how far beyond them? The Rebellion may have heroes like Jyn Erso and Luke Skywalker. But the Empire has Inferno Squad. The second novel set in the Old Republic era and based on the massively multiplayer online game *Star Wars®: The Old Republic™* ramps up the action and brings readers face-to-face for the first time with a Sith warrior to rival the most sinister of the Order's Dark Lords—Darth Malgus, the mysterious, masked Sith of the wildly popular “Deceived” and “Hope” game trailers. Malgus brought down the Jedi Temple on Coruscant in a brutal assault that shocked the galaxy. But if war crowned him the darkest of Sith heroes, peace would transform him into something far more heinous—something Malgus would never want to be, but cannot stop, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. And now she's going to find out what happened to him, even if it means breaking every rule in the book. Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years! At the intersection of astronautics, computer science, and social science, this book introduces the challenges and insights associated with computer simulation of human society in outer space, and of the dynamics of terrestrial enthusiasm for space exploration. Never before have so many dynamic representations of space-related social systems existed, some deeply analyzing the logical implications of social-scientific theories, and others open for experience by the general public as computer-generated virtual worlds. Fascinating software ranges from multi-agent artificial intelligence models of civilization, to space-oriented massively multiplayer online games, to educational programs suitable for schools or even for the world's space exploration agencies. At the present time, when actual forays by humans into space are scarce, computer simulations of space societies are an excellent way to prepare for a renaissance of exploration beyond the bounds of Earth. Fight for love and vengeance. Wield megaswords and magic guns. Battle on top of airships. Summon powerful eidolons. Walk between dimensions. And that's just the beginning. Anima Prime is a tabletop roleplaying game that combines narrative freedom in character scenes and combat maneuvers with elemental powers, Soulbound Weapons, and the summoning of eidolons to allow you to create your own stories and action scenes rivaling those usually seen in video game cut scenes and anime. A flexible goal system lets you infuse any fight with meaningful story decision points and unlimited tactical options. This game text is licensed under a Creative Commons-Attribution-Share Alike 3.0 License. A complete copy of the text can be obtained for free from www.AnimaPrimeRPG.com. Winner of the Indie RPG Awards' Best Free Game of 2011 Award! This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic. Lets you meet the deadliest villains in the LEGO Star Wars Galaxy and explore their evil schemes and plots. Based on the LEGO Villains, this book includes colourful images and easy-peel stickers. It features more than 250 stickers from the LEGO Star Wars line of toys. How to take care of people in our part of the world is different from that described in this book; this way is still in force in some countries. Here, people have little or no knowledge of the guards. But forever lights, for example, each population particularly knew his guardians and vice versa, and that philosophical knowledge is so special that the guards know each of them individually by their cultural identities, the population knows their worldview and respond at any time, at the call of their guardian. As wonderfully illustrates the close relationship between democracy nation builders and their supporters: the national community. They sacrifice for them--they know our particular way of seeing things in society, our strengths and our weaknesses--they all know. They take care of us, they help us in the trials and difficulties, they protect us from the social crises that are too strong for us. Their speech is a call to brotherhood than any other speech resembles them. Their speech sounds the chord of Justice melee rope of solidarity and all resonant with humanity and Authority. Other economic theories, projects, financial arrangements or occult, do not have a harmony of tone similar to the message that the universalist people sent us by humanist's philosopher's light centuries. His speech speaks on social just for the crime--the national decline; he speaks of brotherhood, opening the path to social cohesion, by justice. This democratic demonstration forced all good citizens like no other message or speech could. In addition, when the good citizens hear the speeches of the nation guards, this discourse meets their desires, expectations like no other could. Follows the adventures of Zayne Carrick, one lone Padawan who becomes a fugitive hunted by his own Masters for the charge of murdering every one of his fellow Jedi-in-training and his desperate race to clear his name. Jabba the Hutt lives to negotiate, and the art of the deal is his only discipline. But the goods he trades are the lives of others, and in that line of business you can't lose your head. These stories hold a valuable lesson: In a deal with the devil, you can always refuse. In a deal with Jabba, it's not advised. Follow his adventures into the seediest corners of the galaxy as he encounters vile gangsters, hungry princesses, and back-stabbing opportunists. You've seen how Jabba handles negotiations -- but how will he handle betrayal? This is the second book from Sith Academy, a dark side school founded by the first real Sith Order on this planet. The writings and exercises contained in this book are designed to

strengthen your Willpower and inspire your Will - the second requirements of all would-be Dark Lords. This book will reveal more about inner nature of the Sith Path, Sith Mind and Sith Will, to guide Acolytes on their quest to becoming darker and more powerful beings. It contains the second Echelon in our "Nine Echelons of Sith Mastery" training program, which are nine levels of training that will test your powers of mind and body to command yourself, the Force, and the world around you. It profiles several great Masters of the Will from this planet's history to inspire greatness in the Acolyte, and contains praxis exercises designed to put power theories to the test. This book also reveals more about the Dark Lords' vision of the coming Sith Empire, and the means by which they will conquer this planet and spread their dark religion. It contains a radical new concept called Dâgz, which shall become the seeds of the Empire. Whether you are a dedicated disciple of the Sith Path, are looking to strengthen your Will, or are simply curious about the new way of life Sith Academy is bringing to this planet, you will find this book indispensable. Read Sith Academy: Masters of the Will and be endarkened, empowered, and one step closer to the summit of Sith! This fact-packed book-plus-app is an interactive guide to key planets from the Star Wars galaxy. It contains plenty of information, photographs, and diagrams on the page, and the latest Augmented Reality technology brings many interactive elements to enhance the reading experience. The traveler's guide to some of the key planets, places, and events from the Star Wars galaxy is a unique tool and a fun reference work. Observe, wonder, and engage with these amazing elements and immerse yourself fully into the galaxy that's far, far away. An atlas to the game "Star Wars: the Old Republic" with maps to navigate every planet. Includes concept art. "Power of the Jedi" provides the most comprehensive look at the Jedi ever created. It includes details of the origin and rise of the Jedi, as well as information about the Jedi throughout the timeline of the Star Wars universe, including material from "Star Wars: Episode II: Attack of the Clones." More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the "Star Wars" setting. A guided tour of the mysterious Star Wars™ galaxy during the turbulent times of the Old Republic Enter the world of The Old Republic, the new online Star Wars™ game franchise, with Star Wars™ The Old Republic Encyclopedia. Explore the characters, weapons, vehicles, events, locations and planets of the galaxy in the times of the Old Republic. Created in collaboration with LucasArts, this is more than just an encyclopedia - it is a guided tour of a dangerous, compelling and mysterious universe featuring amazing stills and plans from the groundbreaking video game. Star Wars™ The Old Republic Encyclopedia is a must-have for Star Wars™ fans of all ages. Darkness engulfs the galaxy. Under the rule of the Dark Lords of the Sith, the Empire controls countless star systems through fear and oppression. With the Jedi destroyed, seekers and sentinels, wardens and warriors, pathfinders and peacekeepers must learn to use the Force and restore peace and justice to the galaxy. This premier guide to alien races in the Star Wars universe, which complements the Star Wars Roleplaying Game, is a revised and updated collection of more than 125 alien species suitable for play as characters in the game. An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment's legendary online game World of Warcraft "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong. Meet Darth Vader, Darth Maul, Darth Sidious, and all of the villainous Sith from the epic Star Wars space saga! Featuring stunning retro illustrations, this book is perfect for Star Wars—and Little Golden Book—fans of all ages. BEING A TEENAGER IS HARD ENOUGH WITHOUT ALSO TRAINING TO BE A JEDI... Obi-Wan Kenobi has not been apprenticed long to Qui-Gon Jinn, and he is chafing at Qui-Gon's training style: all meditation, no action. Obi-Wan yearns to prove himself on a mission, but when he and Qui-Gon are finally set to leave on an assignment, Qui-Gon is nowhere to be found. Angered by his master's abandonment, Obi-Wan sets out on the mission alone, determined to prove himself. On a mysterious planet he encounters a pack of feral, Force-wielding teens who seem to be the planet's only inhabitants. As he experiences wild freedom with them and wonders if this isn't the life he was meant for, Obi-Wan can't escape the nagging sense that something is wrong with the Force there. Romantic complications, startling revelations, and a looming threat to both the planet and his new friends will bring Obi-Wan face-to-face with his worst fear: that maybe he was never supposed to be a Jedi at all. Can he connect with the living Force in time to save himself and everyone around him? It's the star of the Obi-Wan Kenobi Disney+ limited series as you've never seen him before.... DIFFERENT KIND OF HEAVY METAL SUPERSTAR Whether they're doctors or diplomats, soldiers or secretaries, translators or nightclub waiters, the myriad mechanical marvels known as droids are an indispensable part of what keeps the Star Wars galaxy humming. The varieties and classes of droids are nearly as infinite as their designated specialties. In this updated and expanded nuts-to-bolts survey, each and every droid receives its due—from the simplest drones to the most sophisticated automatons, from heroic protocol model, C-3PO, and his multitasking sidekick, R2-D2, to the insidious Separatist leader General Grievous. Inside you'll discover: • All the newest droids: from The Phantom Menace, Attack of the Clones, and Revenge of the Sith to the Knights of the Old Republic video games and the Clone Wars animated TV series, plus the bestselling multinovel series Star Wars: The New Jedi Order—all catalogued here for the first time • Detailed histories and capabilities of nearly one hundred droids along with full-color computer-generated illustrations and schematics of their construction highlights • Special sections, including "A Laysperson's Guide to Droids," "Major Manufacturers," and "A Short History of Droids" • An easy reference at your fingertips—each entry is arranged by Droid Type, including medics and scientists, repair units, battle units, and cyborgs—plus special expanded entries for R-series astromechs, the 3PO protocol series, and battle droids For the definitive debriefing on droids, there's only one official, authoritative, and absolutely essential technical guide! Part of the bestselling Jedi Path series by Daniel Wallace, Star Wars®: Smuggler's Guide reveals previously untold stories of the galaxy's underworld. Recovered from a strongbox on the Millennium Falcon, this guide started as a simple logbook with a piece of valuable information. But it was soon stolen, traded, and smuggled around the outer rim and shady ports, until it ultimately ended up in the hands of the outlaw Han Solo. • The infamous logbook passed through the hands of such notorious characters as Maz Kanata, Hondo Ohnaka, Dryden Vos, and Lando Calrissian • With each pirate, thief, gambler, and criminal who took possession of the book, new insights and details were added • The result is a coveted collection of hidden treasure locations, advice, and hard-earned data A must-have handbook to the galaxy's underworld, Star Wars®: Smuggler's Guide is a crucial and hugely entertaining read for fans seeking a deeper understanding of the saga. Readers explore the checkered pasts of the galaxy's smugglers, thieves and pirates, with numerous tie-ins to the films. • Reveals secrets and other juicy morsels of new information in the Star Wars® lore • Perfect gift for Star Wars® fans of all ages who are eager to learn more about the Star Wars® universe • Great for those who loved Star Wars: The Visual Encyclopedia by Adam Bray, Star Wars Encyclopedia of Starfighters and Other Vehicles by Landry Q. Walker, and Star Wars: 5-Minute Star Wars Stories by Disney Lucasfilm Press © & TM LUCASFILM LTD. Used Under Authorization. This teaching note describes an entertaining, engaging, and informative class activity that illustrates numerous aspects of contract formation, including advertisements as offers, the objective theory of contract formation, the reasonable person standard, mutuality of obligation, legality, statute of frauds, and even potential tort liability. Furthermore, this activity provides an excellent opportunity to illustrate a legal principle that is often overlooked, and that is the distinction between "winning" a lawsuit and the far more advantageous outcome of avoiding the lawsuit in the first place. This teaching note is intentionally not a step-by-step guide for performing the class exercise. Instead, all the necessary information is provided with some suggestions. This way the reader is better equipped to customize the activity to best suit their teaching style, class format, semester timing, and student makeup. In this "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can

learn to create exciting adventures against the backdrop of a galaxy ruled by the Sith. You are cordially invited to the wedding of Princess Leia Organa and Han Solo. The Death Star is destroyed. Darth Vader is dead. The Empire is desolated. But on the forest moon of Endor, amongst the chaos of a changing galaxy, time stands still for a princess and her scoundrel. After being frozen in carbonite, then risking everything for the Rebellion, Han is eager to stop living his life for other people. He and Leia have earned their future together, a thousand times over. And when he proposes to Leia, it's the first time in a long time he's had a good feeling about this. For Leia, a lifetime of fighting doesn't truly seem over. There is work still to do, penance to pay for the dark secret she now knows runs through her veins. Her brother, Luke, is offering her that chance -- one that comes with family and the promise of the Force. But when Han asks her to marry him, Leia finds her answer immediately on her lips . . . Yes. But happily ever after doesn't come easily. As soon as Han and Leia depart their idyllic ceremony on Endor for their honeymoon, they find themselves on the grandest and most glamorous stage of all- the Halcyon, a luxury vessel on a very public journey to the most wondrous worlds in the galaxy. Their marriage, and the peace and prosperity it represents, is a lightning rod for everyone in the galaxy -- including Imperial remnants still clinging to power. Facing their most desperate hour, the soldiers of the Empire have dispersed across the galaxy, retrenching on isolated worlds vulnerable to their influence. As the Halcyon travels from world to world, one thing becomes abundantly clear- The war is not over. But as danger draws closer, Han and Leia find that they fight their best battles not alone but as husband and wife. Dawn of A New Age Fires burn atop the ruined citadel on Hellknight Hill, sending plumes of red smoke into the air that could be a call for help. Within the old keep, strange invaders from a distant land, mysterious long-lost ruins, and the machinations of a shadowy organization await discovery. Something dire is building toward an apocalyptic event, and it falls to your characters to stop the end before it begins. The Age of Ashes Adventure Path begins with "Hellknight Hill"-a complete adventure for 1st- to 4th-level characters. PZO90146 Pathfinder Adventure Path Age of Ashes: Cult of Cinders ISBN 978-1-64078-188-7 Stand Against the Darkness The citadel atop Hellknight Hill has been claimed, along with the ring of ancient portals in its basement. What dangers lie beyond this magical portal, and what do the cultists who've used it before have in store? There's only one way to find out: the heroes must travel through to the lands beyond, where they will make new allies, face new enemies, and do much, much more! The Age of Ashes Adventure Path continues with "Cult of Cinders"-a complete adventure for 5th-8th level characters. NEW YORK TIMES BESTSELLER • Join Republic spy Theron Shan as he faces off against the Sith Empire itself in this epic installment of The Old Republic. Light side, dark side—these are just empty words. . . . There are only two sides I care about: us and them. Republic or Empire! The Sith Empire is in flux. The Emperor is missing, presumed dead, and an ambitious Sith lord's attempt to seize the throne has ended fatally. Still, Darth Karrid, commander of the fearsome Imperial battle cruiser Ascendant Spear, continues her relentless efforts to achieve total Sith domination of the galaxy. But Karrid's ruthless determination is more than matched by the steely resolve of Theron Shan, whose unfinished business with the Empire could change the course of the war for good. Though the son of a Jedi master, Theron does not wield the Force—but, like his renowned mother, he has the spirit of rebellion in his blood. As a top covert agent for the Republic, he struck a crucial blow against the Empire by exposing and destroying a Sith superweapon arsenal—which makes him the ideal operative for a daring and dangerous mission to end Ascendant Spear's reign of terror. Joined by hot-headed smuggler Teff'ith, with whom he has an inexplicable bond, and wise Jedi warrior Gnost-Dural, Darth Karrid's former master, Theron must match wits and weapons with a battle-tested crew of the most cold-blooded disciples of the Dark Side. But time is running brutally short. And if they don't seize their one chance to succeed, they will surely have countless opportunities to die. A full-color oversized hardcover volume that captures the development of the newest canonical and interactive addition to the Star Wars universe. A galaxy-spanning adventure awaits in Star Wars Jedi: Fallen Order, the new action-adventure videogame from Respawn Entertainment. Explore the artistic creation of Cal Kestis's quest to rebuild the Jedi Order as he learns the ways of the Force, travels to exotic worlds, and battles tyrannical foes. With detailed concept art of all-new characters, exciting weapons and equipment, and locales both familiar and new, this tome offers a behind-the-scenes look at the production of a hit game--all accompanied by intimate artists' commentary that reveals how this incredible universe is brought together. Dark Horse Books, Lucasfilm Limited, and Respawn Entertainment are honored to present The Art of Star Wars Jedi: Fallen Order, guiding readers on Cal's odyssey. This uniquely designed work is sure to thrill dedicated Jedi acolytes and gamers alike.

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