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**MORRIS DUDLEY**

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**Star Wars: the Last Jedi (Legends)**

## Del Rey

As Civil War between the Republic and the Separatists rages across the galaxy, nowhere is the fighting more fierce than on the swamp world of Drongar, where a beleaguered mobile hospital unit wages a never-ending war of its own . . . A surgeon who covers his despair with wise-cracks; another who faces death and misery head-on, venting his emotions through beautiful music . . . A nurse with her heart in her work and her eye on a doctor . . . A Jedi Padawan on a healing mission without her Master . . . These are the core members of a tiny med unit serving the jungle world of Drongar, where battle is waged over the control of a priceless native plant, and an endless line of medlifters brings in the wounded and dying—mostly clone

troopers, but also soldiers of all species. While the healers work desperately to save lives, others plot secretly to profit from the war—either by dealing on the black market or by manipulating the events of the war itself. In the end, though, all will face individual tests, and only those of compassionate hearts and staunch spirits can hope to survive to fight another day.

*Star Wars: The Old Republic Volume 2—Threat of Peace* Del Rey

"The Star Wars universe is at your fingertips! The 'Star Wars: Edge of the Empire Core Rulebook' is a role playing game that explores the places across the galaxy where morality is gray and nothing is certain. It contains everything that players and GMs need to conduct their adventures as smugglers in the

Outer Rim, to collect bounties on the scum in the shadows of Coruscant, or to establish new colonies beneath the Empire's notice."--From publisher description.

*Star Wars: The New Essential Guide to Alien Species* Del Rey

THE DEFINITIVE WORD ON STAR WARS FICTION The legendary motion picture Star Wars has spawned two big-screen sequels and three prequels—and decades of bestselling fiction. From the original movie tie-in novel through the monumental Fate of the Jedi series, legions of devoted readers have helped expand science fiction's most celebrated film saga into a page-turning print sensation. Now, for the first time, a comprehensive overview of these sweeping Star Wars adventures is

presented in one beautifully illustrated volume. Star Wars: The Essential Reader's Companion spans the entire galaxy of published Star Wars fiction—movie novelizations, original stand alone and series novels, short stories, eBook novellas, young adult titles, and comics—and features: • a concise synopsis of each story, including key characters and planets • exclusive behind-the-scenes facts and anecdotes about authors, plot and character development, continuity notes, and significance in the Star Wars Expanded Universe • details on which novels are linked to Star Wars comic books from Dark Horse and Marvel • a chronological listing of titles, spanning the 25,000-year history of the Star Wars universe and placing each story in its proper context •

more than one hundred original paintings throughout by some of fans' favorite artists Whether skimming through fateful eras from the Old Republic to the New Jedi Order; delving deep into the ancient history of the Lost Tribe of the Sith or the tumultuous Clone Wars; crossing paths—and lightsabers—with Dark Lords such as Plagueis or Bane, Sidious or Vader; helming the Millennium Falcon with Han Solo; or mastering the Force with Luke Skywalker, this one-of-a-kind, one-stop reference is a must for fans looking to maximize their knowledge of the sprawling Star Wars Expanded Universe. *Champions of the Force* Random House Worlds

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.

**Star Wars: Thrawn** Del Rey

Praise for the Coruscant series: "Original and expertly plotted hard-sci-fi" Publishers Weekly BookLife. For fans of *Altered Carbon*, *Blade Runner* or *Leviathan Wakes*, *Core Drift* is a sci-fi noir suspense thriller that features murder and revolution on a world watched over by an enigmatic AI, The Core.Fan Zhaofeng is a hybrid human-cybernetic citizen in the People's Republic of Coruscant colony. Five years ago, he was little more than a slave. Now he's a citizen. Three years ago, he was a soldier. Now he's a healer. Two years

ago, he was a killer. Now he's a fully reformed member of society.

Unfortunately, his past won't stay behind him, and his only ally may be the woman who is trying to put him away.

### **Star Wars: The Secrets of the Jedi**

Del Rey

The Clone Wars rage on. As insurgent Separatists fight furiously to wrest control of the galaxy from the Republic, Supreme Chancellor Palpatine cunningly manipulates both sides for his own sinister purposes. Torrent Company's Captain Rex agrees to temporarily relieve Anakin Skywalker of Ahsoka, his ubiquitous-and insatiably curious-Padawan, by bringing her along on a routine three-day shakedown cruise aboard Captain Gilad Pellaeon's newly refitted assault ship. But the training run

becomes an active-and dangerous-rescue mission when Republic undercover agent Hallena Devis goes missing in the middle of a Separatist invasion. Dispatched to a distant world to aid a local dictator facing a revolution, Hallena finds herself surrounded by angry freedom fighters and questioning the Republic's methods-and motives. Summoned to rescue the missing operative who is also his secret love, Pellaeon-sworn to protect the Republic over all-is torn between duty and desire. And Ahsoka, sent in with Rex and six untested clone troopers to extract Hallena, encounters a new and different Jedi philosophy, which shakes the foundation of her upbringing to the core. As danger and intrigue intensify, the loyalties and convictions of

all involved will be tested. . . .

### **Star Wars Edge of the Empire RPG**

Random House

Whether doing business with the Hutts or trying to get a decent haircut on Coruscant, the Galactic Phrase Book & Travel Guide is an invaluable tool for galactic travelers. Vividly illustrated by Sergio Aragonés, this handy volume covers the basics, including • Greetings—H'chu apenkee, o'grandio lust: “Greetings, glorious host” in Huttese. It doesn't hurt you to be nice, and it might hurt you not to. • Travel arrangements—Zat x'ratch keezo bompaz ha sheep: in Bocce, “That scratch was there when I rented the ship.” • Asking directions—Chi ita lungee: “I am lost,” in Ewokese. Don't be afraid to seek help in the forest. •

Dining—Dis foosa isa berry good: “this food is good.” It's always best to compliment your Gungan hosts. • Bargaining for your life—Huwaa muua mumwa: “Can I buy you a drink.” in Wookiee-speak. Try it. It just might work. A must have when traveling without your protocol droid! Bonus!—An exclusive “Behind the Sounds” look at making of the Star Wars movies from Academy Award-winning Sound Editor Ben Burtt. Discover the secrets behind the roar of Chewbacca, the chatter of the cantina crowd, and R2-D2's unique eloquence.

### **Star Wars, Edge of the Empire Roleplaying Game**

Del Rey  
A guide to the locations from “Star Wars, Episode II, Attack of the Clones” includes the planets Coruscant and Kamino, as well as details and cross-sections of sites

from the Jedi Temple to the execution arena on Geonosis.

**Star Wars Roleplaying Game** Random House Worlds

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.

*The Essential Reader's Companion: Star Wars* Random House Worlds

"Scrape together a crew and prepare for the heist of a lifetime in *The Jewel of Yavin*, a ninety page adventure supplement for *Star Wars: Edge of the Empire*. Set in Besspin's Cloud City, *The Jewel of Yavin* includes plenty of opportunities for all characters to shine

as they work to steal the priceless Corusca gem. Game Masters will find the Cloud City gazetteer section especially useful, both for running *The Jewel of Yavin* adventure and for basing their own *Edge of the Empire* campaigns on the floating city. The section features over a dozen pages of material detailing locations in the plaza district, Port Town, and the industrial levels." -- Publisher website.

**Knights of the Old Republic Campaign Guide** Insight Kids

In this definitive novel, readers will follow Thrawn's rise to power—uncovering the events that created one of the most iconic villains in *Star Wars* history.

[Star Wars Vol. 2](#) Random House  
Discover who's who and what's what in

the Star Wars universe with this beautifully illustrated guide—now in full color for the first time. When it comes to extraterrestrial life-forms, there's more to science fiction's most famous galaxy than just Jawas, Wookiees, Ewoks, and Hutts. From the skylanes of Coruscant to the worlds of the Outer Rim, an untold number of species populate those planets far, far away. And if you confuse Gungans with Gamorreans, or don't know a bantha from a tauntaun, you definitely need the in-depth data that only this revised, expanded, and updated guide can deliver. This comprehensive overview includes beings from all six of the classic movies—plus the novels, cartoon series, comics, and video games. It's an even bigger cross section of species than what you'll find

in the Mos Eisley cantina. And each entry, from acklay to Zabrak, from amphibians to vacuum-breathers, features everything you need to know, including • complete physical description and official designation, so you can tell your sentients from your non-sentients, and your humanoids from your insectoids • homeworld: from dry and dusty Tatooine, stormy and waterlogged Kamino, to arctic Hoth, and countless other strange and varied worlds • phonetic pronunciation: Askajian, H'nemthe, Iktotchi, Ssi-ruu, and Xexto/Quermian aren't as easy to say as they are to, er, spell • notable appearance: a listing of one of the more significant appearances of each species in the teeming Star Wars storyline Plus, this brand-new edition includes a



glossary of crucial descriptive terms and a completely original, full color illustration for each of more than one hundred individual species. It's a big galaxy, and someone has to organize it. Count on Star Wars®: The New Essential Guide to Alien Species—and don't leave your homeworld without it.

*Jedi Eclipse: Star Wars Legends* Del Rey Award-winning author Kristine Kathryn Rusch brings her remarkable talents to the Star Wars(r) universe, where the New Republic faces sudden and total annihilation.... Somewhere in the galaxy, millions suddenly perish--a disruption of the Force so shocking it is felt by Luke at his Jedi academy and by Leia on Coruscant. While Leia must deal with an assassination attempt, a rumored plot against the New Republic, and

allegations that Han Solo is involved, Luke seeks out a former Jedi student who may hold the key to the mass destruction. But Brakiss is only the bait in a deadly trap set by a master of the dark side who is determined to rule as emperor. He's targeted Luke, Leia, and Leia's Jedi children to die. Then billions will follow, in a holocaust unequaled in galactic history. 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!

### **The Lost Ones** Century

Not just an epic videogame from BioWare and LucasArts, Star Wars: The Old Republic™ spawned a New York Times bestselling series of novels—which

are now together in one electrifying ebook bundle. *Fatal Alliance*, *Deceived*, *Revan*, and *Annihilation* tell four daringly original stories of Jedi and Sith that embody this unique, beloved era in Star Wars Legends storytelling. . . . *FATAL ALLIANCE* by Sean Williams From across the galaxy they've come: a Jedi Padawan, an ex-trooper drummed out of the Republic's elite Blackstar Squad, and a mysterious Mandalorian. An extraordinary auction has drawn them all together, in quest of a prize whose value may be the wealth of a world itself. None intend to leave empty-handed. All have secrets, desires, and schemes. And nothing could ever unite them as allies—except the truth about the deadly danger of the object they covet. But can Sith and Jedi, Republic

and Empire, join as one against the certain doom of the galaxy? *DECEIVED* by Paul S. Kemp A Sith warrior to rival the most sinister of the Order's Dark Lords, Darth 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 will transform him into something far more heinous—something Malgus would never want to be but cannot stop becoming, any more than he can stop the rogue Jedi fast approaching. Her name is Aryn Leneer—and the lone Jedi Knight that Malgus cut down in the fierce battle for the Jedi Temple was her Master. *REVAN* by Drew Karpyshyn Hero, traitor, conqueror, villain, savior—Revan has been all of these. He left Coruscant a Jedi, on a mission to defeat the

Mandalorians. He returned a Sith disciple, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was the loss of his memories. All that's left are nightmares—and deep, abiding fear. One thing he's certain of: Something very dark is plotting against the Republic. With no idea how to identify the threat, let alone stop it, Revan may be doomed to fail. But only death can stop him from trying.

**ANNIHILATION** by Drew Karpyshyn After his triumphant destruction of a Sith superweapon arsenal, covert agent Theron Shan is recruited for an even more dangerous mission. A power struggle has the Empire in flux, but Darth Karrid remains bent on total domination, using a fearsome Imperial

cruiser in her reign of terror. Now, joined by a hotheaded smuggler and Karrid's former Jedi Master, Theron must match wits and weapons with a crew of the most cold-blooded dark side disciples. And if they don't seize their one chance to succeed, they will have countless opportunities to die.

*Legacy Era Campaign Guide* Random House Worlds

Fully illustrated, this book is an essential guide to equipping characters in the "Star Wars" roleplaying game.

*Before the Storm: Star Wars Legends (The Black Fleet Crisis)* Berkley

An old friend of the twins could be the perfect candidate for the Shadow Academy.

*Arms and Equipment Guide* DK Children Reaves and Bohnhoff deliver a

standalone Star Wars adventure thriller set in the time just before "Star Wars: A New Hope"--with a title picked by fans and a special guest appearance by Han Solo. Original.

*The Dark Lord Trilogy: Star Wars Legends* Random House Worlds

For the first time in one thrilling volume, three novels--Labyrinth of Evil, Revenge of the Sith, and Dark Lord: The Rise of Darth Vader--that follow an epic chain of events: the last days of the Republic, the creation of the Empire, and the ultimate transformation of Jedi Anakin Skywalker into the notorious Darth Vader. On the planet Neimoidia, Jedi Knights Obi-Wan Kenobi and Anakin Skywalker seize an unexpected prize: intelligence capable of leading the Republic forces to the ever-elusive Darth Sidious, who is ruthlessly

orchestrating a campaign to divide and overwhelm the Jedi forces. As combat escalates across the galaxy, and Darth Sidious remains one step ahead of his pursuers, the stage is set for an explosive endgame. Tormented by unspeakable visions, Anakin edges closer to the brink of a galaxy-shaping decision, while Darth Sidious plots to strike the final staggering blow against the Republic--and to ordain a fearsome new Sith Lord: Darth Vader. Once the most powerful Knight ever known to the Jedi Order, Anakin becomes Darth Vader, a disciple of the dark side, a lord of the dreaded Sith, and the avenging right hand of the galaxy's ruthless new Emperor. As a few surviving Jedi lead a charge on a Separatist stronghold, the deadliest threat still rests in the swift

and lethal crimson lightsaber of Darth Vader—behind whose brooding mask lies a shattered heart, a poisoned soul, and a cunning, twisted mind hell-bent on vengeance. For the handful of scattered Jedi hunted across space, survival is imperative if the light side of the Force is to be protected and the galaxy reclaimed. LABYRINTH OF EVIL by James Luceno REVENGE OF THE SITH by Matthew Stover, based on the story and screenplay by George Lucas DARK LORD The Rise of Darth Vader by James Luceno

Star Wars Galaxy of Intrigue Academy  
for Scriptural

As Civil War between the Republic and the Separatists rages across the galaxy, nowhere is the fighting more fierce than on the swamp world of Drongar, where a

beleaguered mobile hospital unit wages a never-ending war of its own . . . A surgeon who covers his despair with wise-cracks; another who faces death and misery head-on, venting his emotions through beautiful music . . . A nurse with her heart in her work and her eye on a doctor . . . A Jedi Padawan on a healing mission without her Master . . . These are the core members of a tiny med unit serving the jungle world of Drongar, where battle is waged over the control of a priceless native plant, and an endless line of medlifters brings in the wounded and dying—mostly clone troopers, but also soldiers of all species. While the healers work desperately to save lives, others plot secretly to profit from the war—either by dealing on the black market or by manipulating the

events of the war itself. In the end, though, all will face individual tests, and only those of compassionate hearts and staunch spirits can hope to survive to fight another day. 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!

Star Wars Scavengers Guide to Droids

Marvel Entertainment

Torrent Company's Captain Rex agrees to relieve Anakin Skywalker of his ubiquitous and insatiably curious Padawan, Ahsoka, for a while by bringing her along on a routine three-day shakedown cruise aboard Captain Gilad Pellaeon's newly refitted assault shi