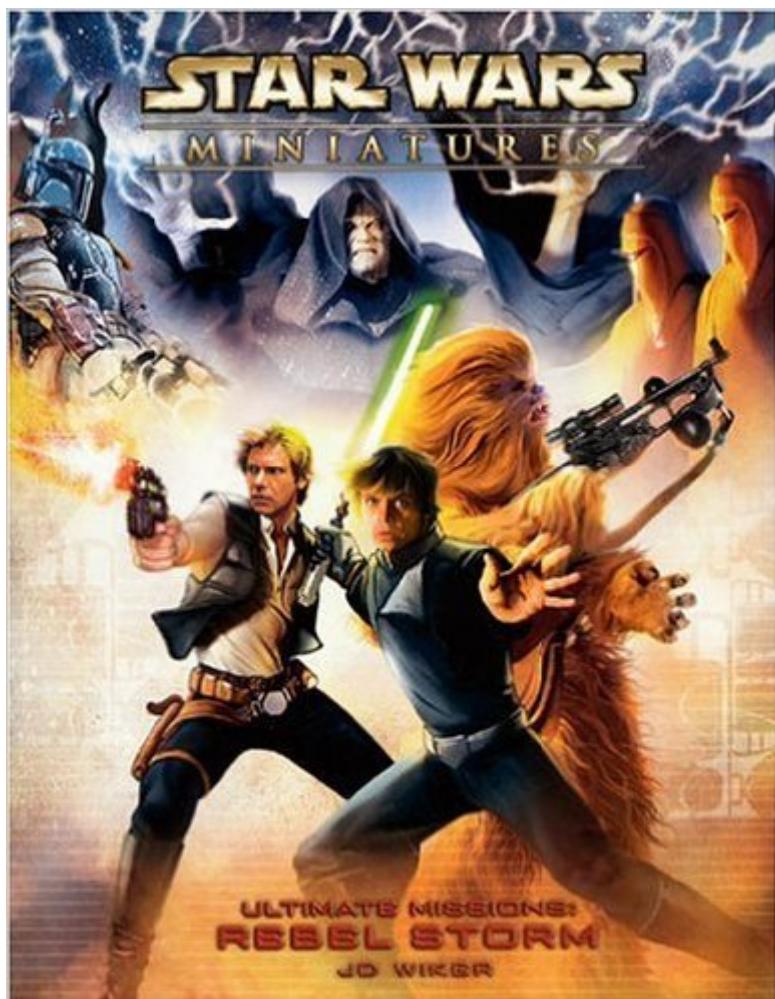


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# Star Wars Miniatures Ultimate Missions: Rebel Storm: A Star Wars Miniatures Game Product (Star Wars Miniatures Product)



## **Synopsis**

A new handbook that helps players enhance their use of Star Wars Rebel Storm Miniatures. First in a new series of products that will accompany each Star Wars miniatures expansion, the Ultimate Missions: Rebel Storm provides extended information and gameplay suggestions for anyone looking to maximize their Star Wars Miniatures experience. In addition to game-related content, this full-color product also contains a fold-out poster map and new color terrain tiles to diversify gameplay.

## **Book Information**

Series: Star Wars Miniatures Product

Misc. Supplies: 96 pages

Publisher: Wizards of the Coast (November 1, 2004)

Language: English

ISBN-10: 0786934360

ISBN-13: 978-0786934362

Product Dimensions: 8.3 x 0.3 x 10.7 inches

Shipping Weight: 12 ounces

Average Customer Review: 2.9 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #1,685,248 in Books (See Top 100 in Books) #47 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars #1218 in Books > Computers & Technology > Games & Strategy Guides > Game Programming #7043 in Books > Computers & Technology > Graphics & Design

## **Customer Reviews**

This booklet is a good place to start before embarking on your own generated scenarios, tournaments or campaigns. I appreciated the heads-up on the editorial and packaging shortcomings in the previous reviews. I was able to leaf through at the bookstore and picked-up a copy at and don't regret it. For my money's worth, I like the idea of mimicing basic scenarios from the films as an initial supplement to the Rebel Storm Starter set, map and rules. The basic idea of a Star Wars miniatures game played on well-designed grid map is something I would have liked the opportunity to play as a kid in the 70's. It might be a simple pleasure, but it fits the bill. You can find corrections to errata on [wizards.com forums](#), or google search "Star Wars Minis Clarifications" as compiled by Guy Fullerton, the Official Star Wars Minis Net Rep. The foldout map did in fact start to rip the illustrations at stuck-together folds, as previous reviews noted. I had to CAREFULLY hold it over a

boiling pot of water in order to steam the folds loose so they could be gingerly peeled apart without ripping the illustrations at the seams. This worked well and saved the rest of the map from being torn, but it shouldn't be necessary. The scenarios make good use of this map as well as the map & tiles from the Rebel Storm Starter set. It does help to have the specific characters in your collection to achieve the full effect of the movie-based scenarios, but it can be played with any SW miniatures totalling points listed. Some Substitute characters are listed in the Setup.

As other reviewers have noted, this book clearly would have benefited from better editing and play testing. Further, though a few of the missions are pretty good, most are uninteresting, uninspiring, or just don't work very well. So this book is NOT worth anywhere near the MSRP. But, if you can get a good deal on this book, it's definitely worth it. Here's why. The best thing about this book is that it comes with two new maps: Map 1: Mos Eisley -- A very good to great map that is legal for 100 and 150 point tournament play. Works best with shooters, but melee characters also stand a good chance on this map. Map 2: Cloud City -- A very good to great map that is legal for 100 and 150 point tournament play. Works best with melee characters, but shooters also stand a good chance on this map. Another great thing about this item is the special rules and random scenario generator at the end (it's very flexible, so you can use all of them, or just the parts you like). For example, you can roll a D20 to determine what type of terrain there is (snow, desert, jungle, swamp, etc.), type of mission (skirmish, ambush, rescue, escape, etc.), and more. All options in this section of the book come with their own interesting and easy to understand special rules. Finally, I also like many of the special equipment and terrain tiles. For example, there are med packs that heal, power packs that generate a random positive effect (for example, character gains accurate shot, +10 hit points, +2 defense, +1 attack, +5 damage, etc.), and weapons lockers that add to or enhance a character's special ability (for example, character gains grenades ability, deal critical hits on a 19 or 20, deals triple damage on critical hits, etc.), just to name a few.

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