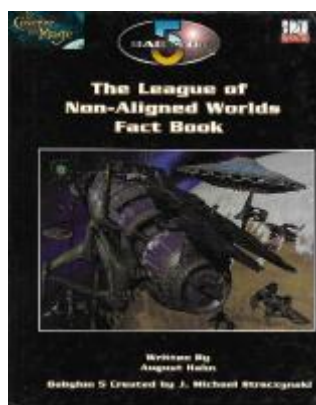




BABYLON 5 RPG - The League of Non-Aligned Worlds Fact Book

OCCASION / Anglais



Marque : Mongoose

Référence : AB883

Prix : 35.00 €

Descriptif :

Etat : Bon

This sourcebook for the Babylon 5 Roleplaying Game contains information on the League of Non-Aligned Worlds, a political power block with hundreds of years of tradition and galactic influence behind it. You will discover how it calls for internal vote, implements internal policy decisions, and deals with external issues such as treaties with other races and political dealings with the major races of the galaxy (Earth, Minbari, Centauri, and the Narn).

There is also a sizable section of the book devoted to five of the member states of the League (Abbai, Brakiri, Drazi, Gaim, and the Vree). Their culture, biology, and technological developments are listed here in enough detail to provide Games Masters and Player with all the information they should need to make the race an important addition to their campaigns. Feats, prestige classes, and new rules are given in each

section.

Lastly, there is a section in this sourcebook on using the League in various time periods, including during the Dilgar Invasion, the Earth-Minbari War, the time of the Babylon Projects, and the era of the Interstellar Alliance. Where needed, rules additions are given to better simulate the changing policies and powers of the League of Non-Aligned Worlds through the history of the Babylon 5 universe. If a game is set at any point during the League's existence or during the history of a given League race, there will be enough information here to enhance and enrich that campaign.

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