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# Star Wars Gamemaster Screen (Star Wars Accessory)



## Synopsis

An essential Star Wars Roleplaying Game accessory. This product includes the following components designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook: A four-panel Gamemaster's Screen containing important tables and other information GMs need to effectively run Star Wars adventures.

## Book Information

Series: Star Wars Accessory

Misc. Supplies: 1 pages

Publisher: Wizards of the Coast (June 17, 2008)

Language: English

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Product Dimensions: 11 x 0.2 x 8.6 inches

Shipping Weight: 9.9 ounces

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (16 customer reviews)

Best Sellers Rank: #903,603 in Books (See Top 100 in Books) #31 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars](#) #65851 in [Books > Teens](#)

## Customer Reviews

Starting with the bad: The lack of a chart listing damage dice for common weapons is a major oversight, particularly considering that the climb and persuasion skills each get their own table here, not to mention two entire tables devoted to how hard it is to break various objects. I give it points for being a sturdier GM screen than I expected, being made of much thicker cardstock than most screens I've used. I also like that it is shorter than most other screens, making it both easier to peek over and not being an intimidating "wall" between you and your players. The art on the front of the screen is attractive, and the whole thing has a kind of glossy laminate that will help stand up to wear. I would like to give it three-and-a-half stars, but three isn't quite fair.

this is the first GM screen I've ever bought, for the first game that I've ever GM'd for as a full campaign. The outside has lots of cool pictures to distract the players, while the inside has all sorts of valuable information for quick access, including possible actions, weapon ranges, skill check modifiers and DC's. The only thing that I can say against it is that the Force Powers section on it was quickly made obsolete by other books, and I still have to check the book for the DC's and specifics

on what each power does. Wizards of the Coast seemed to have anticipated this, and other things, and on each tab, list a page to reference in the main rulebook

this gm screen has just the right amount of info and is pretty easy on the eyes to. I found it to be easy to read with all the info where I needed it, when i needed it!

I've been playing Star Wars RPG games since 1990's I have 4 different Game Master screens in my collection. The art on this one is excellently done. The narrow, but long layout is a bit different from what I am used to. It folds out into a four panel cover, though a taller 3 panel one would be fine too. Perhaps the idea was to let GMs still see over the screen too. I really wish it would have told you what tables were included in this thing. Being a GM for years I bought it just because. I have modified mine with post-it notes. I expanded the weapon explosion template (even the core rulebook doesn't have an illustration of thermal or frag grenades). I also included a few more charts that I thought would benefit me more than those included in the screen. I just covered up the stuff I don't normally use. But since it's on post-it notes it's easy to look behind. It's on a great quality glossy card stock. A great screen for Game Masters who don't want the players seeing their game notes or dice, but giving them nice art work to look at. The charts inside are so-so.

I don't understand. Wizards of the Coast had months to do this properly, sure the material of the screen is great, the horizontal format is great too, and all the tables that were chosen. But why didn't they do a decent art for it? The main focal point of the screen is some 10 year old drawing that represents a nobody in terms of Star Wars universe... that's a big mistake, but, the overall result is pretty good, except for that minor thing.

If you use screens then this is something that you will want to get. It is not too tall, heavy duty construction with full color pics over the outside. Lots of info on the inside for a gamemaster.

This installment of the Star Wars GM Screen has great photos and art work but still delivers the information needed to run a game session with minimal book, rule checking.

When I found out that this came out, I was wondering if it would be worth it to get it. A week or two later, I made the right choice to buy it. This product is a great product, sometimes necessary to many gamemasters. It contains all the vital charts I need to run a game session. It even has the page

numbers of each chart's location so if you need more information, you can look it up in the Saga Edition book. It also gives me references to what your skill bonus would mean (ex: +0-+5 means you are an average citizen in that skill). The artwork on the outside of the screen is pretty cool to look at. Also, the screen is actually short and long, so it is hard for players to look over you, but easy for you to look over at them. The only thing I found wrong on the charts was how it says that force slam was a power that affected one thing within 6 squares and/or (forgot which) within line of sight. Overall, this GM screen has improved my GMing a lot.

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