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Three separate alien societies have claimson Cavanagh's Star. But the new arrivals -- the gethes from Earth -- now threaten thetenuous balance of a coveted world. Environmental Hazard Enforcement officer Shan Frankland agreed to lead a mission to Cavanagh's Star, knowing that 150 years would elapse before she could finally return home. But her landing, with a small group of scientists and Marines, has not gone unnoticed by Aras, the planet's designated guardian. An

eternally evolving world himself, this sad, powerful being has already obliterated millions of alien interlopers and their great cities to protect the fragile native population. Now Shan and her party -- plus the small colony of fundamentalist humans who preceded them -- could face a similar annihilation . . . or a fate far worse. Because Aras possesses a secret of the blood that would be disastrous if it fell into human hands -- if the gethes survive the impending war their coming has inadvertently hastened. As the Clone Wars rage, victory or defeat lies in the hands of elite squads who take on the toughest assignments in the galaxy ... On a mission to sabotage a chemical weapon research facility on a Separatist-held planet, four clone troopers operate under the very noses of their enemies. The commandos are outnumbered and outgunned, deep behind enemy lines with no backup - and working with strangers instead of trusted team-mates. Matters don't improve when Darman, the squad's demolitions expert, gets separated from the others during planetfall. Even Darman's apparent good luck in meeting an inexperienced Padawan vanishes once Etain admits to her woeful inexperience. For the separated clone commandos and stranded Jedi, a long, dangerous journey lies ahead, through hostile territory brimming with Trandoshan slavers, Separatists, and suspicious natives. A single misstep could mean discovery ... and death. It's a virtual

suicide mission for anyone - anyone except the Republic Commandos. Experience the first in the epic series featuring the brave members of Omega Squad—an elite team of clone commandos—fighting to protect the Galactic Republic. On a mission to sabotage a chemical weapon research facility on a Separatist-held planet, four clone troopers operate under the very noses of their enemies. The commandos are outnumbered and outgunned, deep behind enemy lines with no backup-and working with strangers instead of trusted teammates. Matters don't improve when Darman, the squad's demolitions expert, gets separated from the others during planetfall. Even Darman's apparent good luck in meeting an inexperienced Padawan vanishes once Etain admits to her woeful naivety. For the separated clone commandos and stranded Jedi, a long, dangerous journey lies ahead, through hostile territory brimming with Trandoshan slavers, Separatists, and suspicious natives. A single misstep could mean discovery . . . and death. It's a virtual suicide mission for anyone--anyone except Republic Commandos. The Clone Wars are over, but for those with reason to run from the new galactic Empire, the battle to survive has only just begun. . . . The Jedi have been decimated in the Great Purge, and the Republic has fallen. Now the former Republic Commandos--the galaxy's finest special forces troops, cloned from Jango Fett--find themselves on opposing sides

and in very different armor. Some have deserted and fled to Mandalore with the mercenaries, renegade clone troopers, and rogue Jedi who make up Kal Skirata's ragtag resistance to Imperial occupation. Others—including men from Delta and Omega squads—now serve as Imperial Commandos, a black ops unit within Vader's own 501st Legion, tasked to hunt down fugitive Jedi and clone deserters. For Darman, grieving for his Jedi wife and separated from his son, it's an agonizing test of loyalty. But he's not the only one who'll be forced to test the ties of brotherhood. On Mandalore, clone deserters and the planet's own natives, who have no love for the Jedi, will have their most cherished beliefs challenged. In the savage new galactic order, old feuds may have to be set aside to unite against a far bigger threat, and nobody can take old loyalties for granted. 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! When the Jedi decide to target Count Dooku-Darth Tryanus—himself, they turn to his ex-apprentice, Asajj Ventress, for help in getting close to the slippery Sith Lord. But when unexpected sparks fly between Ventress and Quinlan Vos, the unorthodox Jedi sent to work with her, the mission becomes a web of betrayal, alliances, secrets, and dark plotting that might just be the undoing of both Jedi and

Sith - and everything in between! Experience the first in the epic series featuring the brave members of Omega Squad—an elite team of clone commandos—fighting to protect the Galactic Republic. On a mission to sabotage a chemical weapon research facility on a Separatist-held planet, four clone troopers operate under the very noses of their enemies. The commandos are outnumbered and outgunned, deep behind enemy lines with no backup—and working with strangers instead of trusted teammates. Matters don't improve when Darman, the squad's demolitions expert, gets separated from the others during planetfall. Even Darman's apparent good luck in meeting an inexperienced Padawan vanishes once Etain admits to her woeful naivety. For the separated clone commandos and stranded Jedi, a long, dangerous journey lies ahead, through hostile territory brimming with Trandoshan slavers, Separatists, and suspicious natives. A single misstep could mean discovery . . . and death. It's a virtual suicide mission for anyone—anyone except Republic Commandos. Poradnik do gry Star Wars: Republic Commando zawiera szczegółowy opis przejścia najważniejszych fragmentów każdej z trzech dostępnych kampanii. Star Wars: Republic Commando - poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. Infiltration Of The Coreship (Kampania I) Ghost Ship Recon (Kampania II) Into The Hive (Kampania I) Extreme

Prejudice (Kampania I) The Wrath Of The Republic (Kampania II) Territory (Kampania I) To Own The Skies (Kampania I) Canyons Of Death (Kampania I) Advance To The Coreship (Kampania I) Destroy The Factory (Kampania I) Informacja o grze Republic Commando to kolejna gra LucasArts, rozgrywająca się w świecie Star Wars. Tym razem wcielamy się w rolę członka elitarnego oddziału komandosów, działających pod egidą Starej Republiki, którzy będą mieli do wykonania szereg niebezpiecznych misji. Gra Star Wars: Republic Commando, ciepło przyjęta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku strzelanin. Tytuł wydany został w Polsce w 2005 roku i dostępny jest na platformach: PC, XBOX. Wersja językowa oficjalnie dystrybuowana na terenie kraju to: angielska. Following the eruption of the bloody Clone Wars at the battle of Geonosis, both sides remain deadlocked in a stalemate that can be broken only by elite warrior teams like Omega Squad, clone commandos with terrifying combat skills and a lethal arsenal. . . . For Omega Squad, deployed deep behind enemy lines, it's the same old special ops grind: sabotage, espionage, ambush, and assassination. But when Omega Squad is rushed to Coruscant, the war's most dangerous new hotspot, the commandos discover they're not the only ones penetrating the heart of the enemy. A surge in Separatist attacks has been traced to a network of Sep terror cells in the Republic's

capital, masterminded by a mole in Command Headquarters. To identify and destroy a Separatist spy and terror network in a city full of civilians will require special talents and skills. Not even the leadership of Jedi generals, along with the assistance of Delta squad and a certain notorious ARC trooper, can even the odds against the Republic Commandos. And while success may not bring victory in the Clone Wars, failure means certain defeat. Also includes the bonus story Omega Squad: Targets by Karen Traviss! With the horrors of the Clone Wars continuing to rage on unchecked, the elite warriors of the Republic stumble upon a growing menace that threatens their victory, the Omega Squad's loyalty is tested by a shocking discovery, and the lines begin to blur between friend and foe. Meet more than 350 incredible clones and droids from Star Wars: The Clone Wars. What is Clone Force 99? Who inducted Ahsoka Tano into the Jedi Order? Where does General Grievous keep a secret lair? Why does Captain Rex mutiny against his Jedi General on Umbara? Have to know the answers to these questions? Look no further than Star Wars: The Clone Wars: Character Encyclopedia - Join the Battle! Written by Star Wars expert Jason Fry, this illustrated encyclopedia features more than 350 incredible characters and teams, including Anakin Skywalker, Maul, Bo-Katan Kryze, and Clone Force 99. Perfect for fans of all ages, Star

Wars: The Clone Wars: Character Encyclopedia - Join the Battle! will enthrall readers for hours on end. © & TM 2020 Lucasfilm Ltd. After the fierce combat of Hard Contact, Triple Zero, and True Colors comes the spectacular culmination of New York Times bestselling author Karen Traviss's gripping Republic Commando series. As a battle-scarred era nears its end, a shattering power play is about to stun the entire galaxy . . . and set in motion events that will alter destinies and resound throughout history. Even as the Clone Wars are about to reach an explosive climax, no one knows if victory will favor the Grand Army of the Republic (GAR) or the Separatists. But no matter who wins, the stakes are highest for elite Special Ops clones like the Republic Commandos in Omega and Delta squads—and the notorious renegade Advance Recon Commando troopers known as Null ARCs. With Republic forces stretched to the max and casualties mounting, the last thing these beleaguered warriors need to hear is that Chancellor Palpatine is keeping vast armies of secret clone troops in reserve. Sergeant Skirata, a mentor to the clone commandos, has no intention of standing idly by while Palpatine sends them into battle like lambs to the slaughter. Skirata begins to plan the clones' escape from the GAR, but his heroic effort will be in vain unless he can reverse the clones' accelerated aging process. Caught in the treacherous dealings of their leaders, and locked in the

battles of their lives, the disillusioned Null ARCs and Commandos nonetheless fight with everything they've got, determined to wrest victory from the Seps and save the galaxy. But even the deadliest weapons may not be powerful enough to defeat the real menace. And nothing will stop the apocalyptic horror unleashed when Palpatine utters the chilling words The time has come. Execute Order 66. Translation: The Jedi have tried to stage a coup, and all must be shot on sight. With their faith in the Republic and their loyalty to their Jedi allies put to the ultimate test, how will the men of Omega and Delta squads react to the most infamous command in galactic history? All the breathtaking action, suspense, and intrigue of Karen Traviss's Republic Commando series comes alive in Star Wars: Order 66. 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! "Within twenty-four standard hours we will sit firmly astride the communications link that connects the worlds of the Republic. . . . Our control will be a dagger thrust directly at Coruscant. This is the move that will win the war for us." With these ominous words, Pors Tonith, ruthless minion of Count Dooku, declares the fate of the Republic sealed. Commanding a Separatist invasion force more than one million strong, the cunning

financier-turned-warrior lays siege to the planet Praesitlyn, home of the strategic intergalactic communications center that is key to the Republic's survival in the Clone Wars. Left unchallenged, this decisive strike could indeed pave the way for the toppling of more Republic worlds . . . and ultimate victory for the Separatists. Retaliation must be swift and certain. But engaging the enemy throughout the galaxy has already stretched Supreme Chancellor Palpatine's armies to the limit. There is no choice but to move against the surging waves of invading battle-droids on Praesitlyn with only a small contingent of clone soldiers. Commanding them will be Jedi Master Nejaa Halcyon—hand-picked by the Council for the do-or-die mission. And at his side, skilled young starfighter pilot Anakin Skywalker, a promising young Jedi Padawan eager to be freed of the bonds of apprenticeship—and to be awarded the title of Jedi Knight. Shoulder to shoulder with a rogue Republic army officer and his battle-hardened crew, a hulking Rondian mercenary with an insatiable taste for combat, and a duo of ready-for-anything soldiers, the Jedi generals take to the skies and the punishing desert terrain of occupied Praesitlyn—to bring the battle to the Separatist forces. Already outnumbered and outgunned, when confronted with an enemy ultimatum that could lead to the massacre of innocents, they may also be out of options. Unless Anakin Skywalker can strike a crucial

balance between the wisdom born of the Force . . . and the instincts of a born warrior. 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! Experience the first in the epic series featuring the brave members of Omega Squad—an elite team of clone commandos—fighting to protect the Galactic Republic. On a mission to sabotage a chemical weapon research facility on a Separatist-held planet, four clone troopers operate under the very noses of their enemies. The commandos are outnumbered and outgunned, deep behind enemy lines with no backup—and working with strangers instead of trusted teammates. Matters don't improve when Darman, the squad's demolitions expert, gets separated from the others during planetfall. Even Darman's apparent good luck in meeting an inexperienced Padawan vanishes once Etain admits to her woeful naivety. For the separated clone commandos and stranded Jedi, a long, dangerous journey lies ahead, through hostile territory brimming with Trandoshan slavers, Separatists, and suspicious natives. A single misstep could mean discovery . . . and death. It's a virtual suicide mission for anyone—anyone except Republic Commandos. A new era of "Star Wars" begins when "Star Wars: The Clone Wars" premieres as an all-new feature film—followed by the television

series debut. This tie-in book goes far beyond novelizing the TV episodes: it adds depth and color to the story and characters. As the savage Clone Wars rage unchecked, the Republic's deadliest warriors face the grim truth that the Separatists aren't their only enemy—or even their worst. In the Grand Army's desperate fight to crush the Separatists, the secret special ops missions of its elite clone warriors have never been more critical . . . or more dangerous. A growing menace threatens Republic victory, and the members of Omega Squad make a shocking discovery that shakes their very loyalty. As the lines continue to blur between friend and enemy, citizens—from civilians and sergeants to Jedi and generals—find themselves up against a new foe: the doubt in their own hearts and minds. The truth is a fragile, shifting illusion—and only the approaching inferno will reveal both sides in their true colors. 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! 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 ship Order 66 -- Republic Commandos in Omega and Delta squads and the Null

ARCs, fighting a tough battle against the Separatists, find their loyalty to the Jedi order tested when Palpatine orders that all Jedi's must be killed. Darth Vader, the evil emperor's powerful enforcer, sets out to eliminate all resistance to the Empire, a mission that reveals his true strength and role as the Emperor's iron fist. When the ruthless Chancellor Palpatine issues his nefarious Order 66, which calls for the extermination of the Jedi, the members of the Omega and Delta squads are faced with a desperate choice between the Order and their loyalty to their Jedi allies. Young Jedi Knight Anakin Skywalker, his new Padawan Ahsoka, and his Master, Obi-Wan Kenobi, are on a mission to rescue the kidnapped son of Jabba the Hutt. But Count Dooku and the Separatists also want to rescue the baby Hutt -- because whoever succeeds in returning Jabba's son to him will gain the support of the Hutts in the war between the Republic and the Separatists. The Republic, aided by Delta squad and a notorious ARC trooper, take on their ultimate challenge, the elite Omega Squad, a team of warrior clone commandos possessing deadly combat skills and an arsenal of weaponry. In 1982, George Lucas saw potential in the fledgling videogame industry and created his own interactive-entertainment company. Twenty-five years and dozens of award-winning games later, LucasArts has earned a prestigious place in the industry and in the hearts of gamers everywhere. Rogue

Leaders is the first substantive survey of a videogame company's deluxe compilation that traces its history through never-before-published interviews. In addition, more than 300 pieces of concept art, character development sketches, and storyboards have been lavishly reproduced to showcase the creative talent behind such videogame classics as The Secret of Monkey Island, Grim Fandango, and Star Wars: Knights of the Old Republic, as well as games that were never publicly released. A thrill for millions of videogame and LucasArts fans around the world. As the savage Clone Wars rage unchecked, the Republic's deadliest warriors face the grim truth that the Separatists aren't their only enemy - or even their worst. In the Grand Army's desperate fight to crush the Separatists, the secret special ops missions of its elite clone warriors have never been more critical ... or more dangerous. A growing menace threatens Republic victory, and the members of Omega Squad make a shocking discovery that shakes their loyalty. As the lines continue to blur between friend and enemy, citizens - from civilians and sergeants to Jedi and generals - find themselves up against a new foe: the doubt in their own hearts and minds. The truth is a fragile, shifting illusion - and only the approaching inferno will reveal both sides in their true colours. Only the best get the toughest missions. ·Detailed strategies for all 3 campaigns of precise military-style operations ·Extensive maps for every

mission ·Comprehensive stats for all weapons and equipment ·Enemies exposed: a complete breakdown of each enemy's weapons and weaknesses ·Multiplayer tips and tactics ·Exclusive art gallery—a look behind the graphics The fourth novel in the Republic Commando series, where multiple storylines come to a head in the wake of Emperor Palpatine's issuing of the notorious Order 66. When the order comes through, the clone troopers of Delta and Omega squads must decide whether to turn on their Jedi generals - or to disregard the command and face dire consequences. Die Elite der Klonkrieger im Undercover-Einsatz! Wo reguläre Truppen überfordert sind und Jedi-Ritter nicht in Frage kommen, werden die härtesten und besten Exemplare der republikanischen Klonarmee eingesetzt: die Republic Commandos. Following the eruption of the bloody Clone Wars at the battle of Geonosis, both sides remain deadlocked in a stalemate that can be broken only by elite warrior teams like Omega Squad, clone commandos with terrifying combat skills and a lethal arsenal. . . . For Omega Squad, deployed deep behind enemy lines, it's the same old special ops grind: sabotage, espionage, ambush, and assassination. But when Omega Squad is rushed to Coruscant, the war's most dangerous new hotspot, the commandos discover they're not the only ones penetrating the heart of the enemy. A surge in Separatist attacks has been traced to a network of Sep

terror cells in the Republic's capital, masterminded by a mole in Command Headquarters. To identify and destroy a Separatist spy and terror network in a city full of civilians will require special talents and skills. Not even the leadership of Jedi generals, along with the assistance of Delta squad and a certain notorious ARC trooper, can even the odds against the Republic Commandos. And while success may not bring victory in the Clone Wars, failure means certain defeat. Also includes the bonus story Omega Squad: Targets by Karen Traviss! Star Wars Republic Commando: Triple Zero - the sequel to Star Wars Republic Commando: Hard Contact - is set a year after the battle of Geonosis, and follows the continuing missions of Omega Squad. As the Clone Wars casualties mount, the commandos find themselves deployed on increasingly dangerous missions that take them beyond the battlefield and further into sabotage and intelligence operations in the heart of Separatist territory. Newly-promoted Jedi Generals Etain Tur-Mukan and Bardan Jusik are also catapulted into front line combat roles and find themselves identifying strongly with the clone soldiers under their command, who turn out to be anything but predictable cannon fodder. Then Omega Squad survives a close brush with disaster to end up in the

most potentially dangerous hot spot in the galaxy. Die Elite der Klonkrieger im Undercover-Einsatz! Als die Klonkriege weiter durch die Galaxie toben, müssen die effektivsten Krieger der Republik plötzlich feststellen, dass die Separatisten nicht ihr einziger Feind sind - und bei Weitem nicht der schlimmste. Basierend auf dem Videogame-Hit von Electronic Arts. After the events of Episode III, Obi-Wan Kenobi finds himself adrift in the galaxy . . . with Darth Vader on his trail.

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