

THE ORDER 66 PODCAST EPISODE INDEX

COMPILED BY GM KAT



Table of Contents:

Episodes 1-10.....	3
Episodes 11-20.....	7
Episodes 21-30.....	15
Episodes 31-40.....	20
Episodes 41-50.....	27
Episodes 51-60.....	33
Episodes 61-65.....	38
Execute Episode 66.....	
Episodes 66 - 70.....	
Episodes 71-80.....	

Special Thanks To:

Aender
AlphaAnt
AsaTJ
Darth Voldemort
Vadersson
GM Teny
Zrissa

And all the other listeners
who helped compile this
information.



Episode 1 – “Order 66 Podcast”

Original Air Date: January 14th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

TK-421: First Appearance from Tatooine [00:03:44]

Phone Calls from the Darkside: Vader orders Chinese [00:08:44]

Main Discussion Topic: High level overview of the new Saga System [00:12:26]

Commander Cody: Alderaan [00:26:18]

D20 Docking Bay: Attacks of Opportunity with Ranged Weapons [00:30:04]

Official Show Notes: The premiere of The Order 66 Podcast! We talk about the Star Wars Saga Edition at a system level and provide an introduction to the key players in the show. We introduce the d20 Docking Bay and Postcards from Commander Cody. Listen and give us feedback at d20radio.com.

Episode 2 – “Jedi”

Original Air Date: January 20th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Commander Cody: Courscant [00:04:34]

When Good Games Go Bad: Attacking Objects [00:07:05]

Main Discussion Topic: Class Discussion – Jedi [00:12:30]

TK-421: Logging on Ithor [00:38:55]

D20 Docking Bay: Ithorian racial ability discussion [00:41:03]

Official Show Notes: This week we tackle the Jedi class and the two main variants you can choose in creating your character. Cody checks in with his postcard and TK421 brings up an interesting tidbit about Ithorians and their racial abilities. Next week, we look forward to talking about GM Chris’ favorite class, the Noble.

Episode 3 – “Nobles and Non-Combat Encounters”

Original Air Date: January 27th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Commander Cody: Cloud City, Bospin [00:02:44]

Main Discussion Topic: Class Discussion – Nobles [00:05:42]

Phone Calls from the Darkside: Morph Vox Software Demo – Vader tries to get a date. [00:22:51]

TK-421: B-B-Q on Dorin [00:25:00]

D20 Docking Bay: Two non-combat obstacles – Environmental Hazards and Stand Alone Hazards [00:27:15]

Official Show Notes: This week, the GMs tackle the Noble. Chris’s favorite class and Dave’s unplayed class. We also talk about encounters of the non-combat variety and how to incorporate them into your adventures.



Episode 4 – “The Nerf Herder Edition”

Original Air Date: February 3rd 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Commander Cody: Naboo [00:04:44]

Main Discussion Topic: Class Discussion – Scoundrels [00:08:03]

TK-421: Kessel Run – Turret Practice [00:38:38]

D20 Docking Bay: Starships of the Galaxy and making good space battles [00:39:56]

Official Show Notes: In this edition of The Order 66 Podcast, the GMs begin their discussion into one of our favorite classes, the Scoundrel. Props go out to letthe-wookieewin.com and dfwd20.com and of course, Cmdr. Cody checks in with a postcard from Naboo and TK421 takes us into the d20 docking bay to talk all things vessel related.

Episode 5 - “When Howard Dean Attacks”

Original Air Date: February 10th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Commander Cody: Hoth [00:05:50]

Main Discussion Topic 1: Building interesting adventures – The Game Holocron [00:08:48]

Main Discussion Topic 2: Building Encounters and CLs [00:25:43]

When Good Games Go Bad: Railroading Example [00:38:11]

TK-421: Low Light Boarding Action [00:48:04]

D20 Docking Bay: Scout’s talent of Total Concealment [00:50:22]

Official Show Notes: This week our heroes delve into game mastering, game mechanics, building adventures, assigning CLs to NPCs that you create and TK421 checks in after being whooped by a wookiee in low light to kick off the d20 Docking Bay. Cody checks in from Hoth, and Howard Dean Attacks, so listen in!

Episode #6 - “Tales From Across the Pond”

Hosts and Special Guests Present: GM Chris, GM Dave, Ardith & Dirk Arkham.
Main Discussion Topic: Droid PCs [00:10:39]

When Good Games Go Bad: Player/GM interview--GM Railroading Issue [00:20:28]

D20 Docking Bay: Houserules for Gamorrean PCs--Pros & Cons [00:47:08]

Commander Cody: Nar Shadaa [00:04:49]

Official Show Notes: On this episode, our hosts delay the scout discussion in favor of talking droid PCs and interview a player and his GM from Chesham, England on an extended “When Good Games Go Bad” segment. We wrap up with Cody, TK421 and our docking bay topic, the Gamorrean...did they get shafted in SWSE?



Episode #7 - "Double-wide Destiny"

Hosts and Special Guests Present: GM Chris & GM Dave

Main Discussion Topic: Scout Class
[00:16:18]

D20 Docking Bay: (SECR) Destinies--what are they, how can you use them & when can you use them? [00:38:48]

Watto's: Jetpack. [00:11:02]

Mail Call: [00:05:52] How do Deflect and Evasion talents interact vs. Area Attacks? Droids & Non-Force-Sensitives multiclassing into Jedi?

Official Show Notes:

The debut of listener mail call and we talk about the Scout class, many of our listeners' favorite class. We also debut a new Equipment segment with an expert from Tatooine and TK421 takes us into the docking bay with a discussion about destiny.

Episode #8 - "Meatwalls, Mynocks and Mesh Tape"

Hosts and Special Guests Present: GM Chris & GM Dave

Main Discussion Topic: Soldier Class
[00:12:44]

Mail Call: [00:03:00] When can you Take 10 on Initiative Skill?

Does Far Shot feat apply to the Deflect talent?

If you lob Ion Grenades (or Frag Grenades or other Area of Effect Attacks), does it

destroy the equipment of everyone in the area?

D20 Docking Bay: Heavy Weapons.
[00:31:07]

Can you Burst Fire with laser cannons?
Jedi Deflect Talent vs. turrets?

Watto's: Mesh Tape [00:08:29]

Official Show Notes:

This week, the GMs discuss the Soldier Class and with a little help from TK421 dive into a discussion on Heavy Weapons. We also explore the merits of Mesh Tape from Watto and do we hear from Cody? Tune in to find out!

Episode #9 - "Size Doesn't Matter"

Hosts and Special Guests Present: GM Chris & GM Dave

Main Discussion Topic: The Force,
Part1: The Basics & Light Side Force
Users[00:18:22]

Force Power Cards

Charisma or Wisdom?

Use the Force skill

Uber Force Powers

Thoughts on "balancing the Force"

Mail Call: [00:08:10] When Redirect Shot is used to send a blaster bolt back to the enemy, do you apply your level bonus to damage, or the original level bonus? Can you use the Vital Transfer Power on yourself?

D20 Docking Bay: Charge/withdraw tactics
[00:52:30]

Commander Cody: Utapau [00:05:53]



Watto's: Vox box [00:13:58]

Official Show Notes:

A legend transforms into the force. Dave has a big surprise for Chris and listen to him freak out...God is listening. Mail call holds some goodies...will we ever hear from Cody again? Watto has another deal for us and then we get into the Force something fierce. This is our longest show to date, hope you like it! We'll talk a little about butthole GMs that use charge/withdraw as a tactic. Enjoy the LONG show!

Official Show Notes: It's time to continue the force discussion begun during episode 9, this time talking about the dark side, DSPs, being a good GM and not being a butthole GM. We also have two major order 66 announcements, mail call and Watto's Bargain Basement. We'll wrap up with stealth and the hidden movement talent in the d20 docking bay.

Episode #10 - "Feel the Force Mutha #\$\$%@"

Hosts and Special Guests Present: GM Chris, GM Dave,

Main Discussion Topic: The Force Part 2: The Dark Side [00:21:50]

Force Stun Errata

Move Object

Force Lightning

Dark Rage

Force Grip & DSPs Issue

Adjudicating DSPs

Mail Call: [00:05:05]

More on Redirect Shot.

Is turning off safety/activating a weapon an additional Swift Action or part of the Move Action to Draw?

Is Quick Draw useful for a lightsaber wielder?

D20 Docking Bay: Stealth skill & Hidden Movement talent [00:53:39]

TK421: Sollust [00:51:00]

Watto's: Sensor Pack [00:17:56]



Episode #11 - Red Six Standing By

Hosts: GM Dave and GM Chris
Date Recorded: Sun, 23 Mar 2008

Commander Cody: Kashyyyk. [5:52]

Mail Call: Licenses apply to a weapon type not an individual weapon. [8:52]

Jump and Acrobatics skills can reduce falling damage. [10:20]

Watto's: Aquata Breather. [13:45]

Main Discussion Topic: Ace Pilot Prestige Class [18:02]

Talent Trees [21:15]

Juke Talent [21:45]

Keep It Together Talent [22:46]

Vehicle Dodge Special Ability [23:41]

Class meshing [25:13]

House Rules [27:33]

TK-421 [29:22]

D20 Docking Bay: [31:30]

Multiple Types of Damage, Damage Reduction and Negate Energy [32:10]

Official Show Notes:

This week the GMs call an audible and we talk about the first of the prestige classes, the Ace Pilot. Of course, the imperial bastards known as Cody and TK show up to shoot our wheels off and Watto gives us a deal on a handy dandy tool, the aquata

breather. Listen in! Have no fear, the mini discussion will happen soon. Remember to call, write or email in your questions for Rodney Thompson, who will be with us in two weeks. There will not be a cast next week, due to GM Dave traveling but we will see you in two weeks with a huge episode 12!

Episode #12 – The Third GM

Hosts: GM Dave and GM Chris
Special Guest: Rodney Thompson
Date Recorded: Sun, 6 Apr 2008

Commander Cody: Malastare. [4:38]

Mail Call: Heavy blaster pistol scope and aim decreases range penalty but does not grant Point Blank Shot benefits. [7:20]

Watto's: Liquid Cable Dispensers. [12:15]

Main Discussion Topic: Questions for Rodney [16:54]

What does Star Wars RPG offer that is different from other systems? What drew you to Star Wars? [17:39]

How much original content does WOTC get to make? How limited is WOTC to the Expanded Universe? [22:23]

Any plans to implement the quick and seductive nature of the dark side? [26:39]

PCs falling to the dark side and becoming NPCs [33:18]

Why prevent a noble from benefitting from his or her own talents? [40:00]



What steps are taken to ensure balance between the classes when new source books are published? [41:57]

How much damage is negated by Negate Energy when multiple damage types are dealt? [44:39]

If gaining concealment from low light, is the Scout talent Total Concealment negated for someone with low-light vision? [47:51]

Why is it easier to die when you're four steps down the condition track vs. five steps down (unconscious)? [49:12]

Can you use Vital Transfer on yourself? [52:07]

Can two jedis use Vital Transfer on one another? [53:09]

Will challenges 4 or more levels above the heroes' level lead to PC deaths if force points and destiny points are in play? [55:15]

What are the limitations for attacking when on top of the creature or vehicle attacked? [56:36]

Why aren't Climb, Jump and Skill combined into Athletics? [59:52]

How does the Skirmisher talent interact with the Running Attack feat? [64:40]

Can you use Sith Lord ability Temptation to force an opponent to take DSPs when using the force? [65:56]

Does the Soldier talent Penetrating Attack burn through shielding as well as hulls? [68:13]

Should it ever be easier to shoot a crewman than the vehicle he's riding? [68:46]

Does the Gunslinger Trusty Sidearm feature work for rifles? [70:33]

Can you use acrobatic strike and/or power attack and/or powerful charge during a charge? [72:31]

Are you allowed to empower and attune unarmed attacks? [75:30]

Would you be able to take multi-attack proficiency to negate the penalty from rapid strike or rapid shot? [76:44]

Is bracing only an option for autofire-only weapons? And if so, why have stocks on other weapons? [77:22]

What level must you be to take a Prestige Class? [79:31]

What campaigns do you currently run/play in? [80:35]

What is your best SAGA edition gaming moment? [83:43]

Do you and Gary Sarli disagree often? [85:41]

Will you be at GenCon Indy 2008, and will there be RPGA Star Wars there? [90:38]

What are your opinions of the Expanded Universe? What do you read of the EU, and how much does the EU influence the content of the system? [95:04]

What's the likelihood of a weekly update online? [101:20]

Is there any thought of publishing more



modules or adventures? Is anything on the horizon for RPGA? [106:10]

What is going on with the Force Unleashed campaign guide? [110:40]

Is there interest in publishing novel-related source books? [114:28]

What are the chances that an epic SWSE source book will be published? What do you think about characters past level 20? [117:00]

Is there anything you can mention about the upcoming KOTOR campaign guide? What are the future WOTC publications? [119:44]

TK-421 [130:22]

D20 Docking Bay: [133:30]

Blaster rifles, Blaster Carbines, Pistols, Folding stocks and Extending stocks: How do they interact with weapon talents, attacks of opportunity, one-handed use? [133:54]

Official Show Notes:

OK folks, Dave's back from Mexico and we pay you back for missing last week. A two and a half hour show awaits you! We have LOTS of content and QA with Rodney Thompson but we still mix in TK421 and Cody for their weekly bits and manage a stop at Watto's for a great addition to our PCs, the liquid cable.

Episode #13 – The Good, The Bad and The Boba

Hosts: GM Dave and GM Chris

Date Recorded: Sun, 13 Apr 2008

Commander Cody: Ryloth. [6:57]

Mail Call: Who is the voice at the introduction of the show? [10:32]

Will taking a level in jedi force a character to be force sensitive? [11:18]

News/Announcements: saga-edition.com has been updated [14:52]

Preview of Threats of the Galaxy available online [15:32]

Watto's: Fire extinguishers. [18:35]

Main Discussion Topic: Bounty Hunter Prestige Class [23:03]

Entry Requirements / Class Options [24:30]

Being Boba Fett [32:06]

Familiar Foe special ability [33:19]

Hunters Mark, Hunter's Target and Relentless talents [35:14]

The Good, The Bad and The Boba [39:46]

TK-421 [43:26]

D20 Docking Bay: [46:23]

How exactly does the Harm's way soldier talent work? [47:00]

Official Show Notes:

This week the fearless GMs tackle the next prestige class in our quiver, the Bounty Hunter! We check in with Cody, and TK gives us the low down on the Harm's Way Talent. Remember to send us bumpers, as many of you did this week! Keep them dice rollin'!



Episode #14 – What the Shat?

Hosts: GM Dave and GM Chris

Date Recorded: Sun, 20 Apr 2008

Commander Cody: The forest moon of Endor. [5:30]

***First time Cody reads his own post-card.**

Mail Call: How do you calculate the cost of starship weapons' systems? [8:33]

How do multi-classing defense bonuses work? [11:59]

What is the point of the Mon Calamari swim speed? [14:14]

Watto's: Bacta Tank. [18:37]

Announcements Threats of the Galaxy preview of the Reborn [22:48]

Main Discussion Topic: Starship Combat. [23:50]

Basic overview and role review [25:32]

Initiative [29:28]

Starship scale and weapon ranges [30:18]

Attack rolls [31:42]

Other actions in space [34:30]

Maximizing characters for space combat [37:07]

Attack patterns [44:26]

Howl Runner Formation [45:08]

Overwhelming Assault [45:36]

Admiral Ackbar Slash [46:42]

I have you now [47:57]

Target Sense [49:42]

Building a good starship encounter [50:47]

Suggestions for alternate rules/ house rules [54:45]

TK-421 [60:30]

D20 Docking Bay: Weapon Sizes [64:22]

Is there a chance that SWSE will apply the D&D scale for weapon sizes [64:43]

Weapon size, character size with damage die [65:00]

*Note – throughout the episode, GM Dave counts how many times GM Chris repeats something that he just said.

Official Show Notes:

This week, the GMs respond to harsh critics of the podcast by doing the entire show in William Shatner voice, OK, not really.

We get into Starship Combat and still take time to talk about various sizing of weapons and the implications of such. We roll out a new look for Cody and check in with a giant piece of equipment from Watto, so listen in! Please respond via email or on the forums, as always!

Episode #15 – What the Hell is a Gigawatt?!?

Hosts: GM Dave and GM Chris

Special Guest: GM Brev

Date Recorded: Sun, 27 Apr 2008

Commander Cody: Bothawui [3:45]

Can the Acrobatic Recovery talent negate the Throw feat? [8:44]

Watto's: Electrobinoculars [13:22]

Main Discussion Topic: Star Wars Minis. [17:48]

GM Brev tells us about himself [18:07]

Where do you get minis [21:04]

Basics of gameplay [22:34]

Why do they sell random booster packs instead of individual pieces? [30:10]



Do you have websites that you prefer to use for purchasing individual minis? [34:04]

How does the minis game compare to other skirmish games like Warhammer? [36:24]

With the Splash Ten ability on the Golden Arms TF-9 Anti-Infantry Battery, if the attack hits, all characters adjacent to the target take damage. But if the attack misses, the target and all adjacent characters take damage. Is that right? [39:12]

What does the Order 66 descriptor on the card mean? [42:00]

What can I do to fix bent minis or reshape a mini? [47:37]

Do you paint your minis? And if so, does it invalidate them in tournament play? [50:20]

Is there a difference between the Star Wars minis game and the Star Wars Starship combat game? [52:22]

Ease of play for minis / learning to RP [56:37]

Master Replicas lost their license – link to Think Geek lightsaber kit [58:46]

TK-421 [62:35]

D20 Docking Bay: Dual weapon wielding – how to make it, how to break it [66:37]

Qwn'd not pwn'd [66:58]

Official Show Notes:

Here we go, finally, with the minis discussion! Join the GMs as they welcome GM

Brev to the show and dive into the world of SW Minis. Cody checks in with the Bothan spy network and we look at dual wielding with TK421.

Episode 16 – “Bruce Wayne and Tony Soprano Play Hockey”

Original Air Date: May 4th 2008

Hosts and Special Guests Present: GM Chris and GM Dave

Mail Call: [00:09:14]

Phone Call – FULONGAMER: Does Block and Deflect lower all other future UtF checks in the same round? GM Chris says no.

Forum post – OutlawKnightZero: How can you mix Non-heroic and heroic levels. GM Chris says that Non-heroic must come first.

E-mail – Nightfall2021: Are there penalties to attack with ranged weapon while in Melee? GM Chris says, standard -5 firing into Melee if there is another ally adjacent only penalty

Forum post – Glacialis: Can more than two ships engage in a dogfight? GM Chris says dogfighting analogous to grappling, so yes.

Main Discussion Topic: Prestige Class Discussion: The Crime Lord [00:26:28]

D20 Docking Bay: Adept Negotiator Discussion [00:50:00]

Commander Cody: Alderaan [00:06:10]



Watto's: Power Recharger [00:23:00]

Official Show Notes: This week we were a rather distracted pair of gamers, not only by the glory of professional hockey, but the glory of a wicked Prestige Class: the Crime Lord - which we delve into pretty heavily for Episode 16 of the Order 66 Podcast. TK-421 also checks in after a run-in with a very persuasive Jedi, we hock more of Watto's wares, and answer a ton of viewer mail. Sit back, enjoy the mindless banter, and learn how to be Batman!

Episode 17 – “Get to Da Choppa”

Original Air Date: May 11th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Main Discussion Topic: Prestige Class Discussion – The Elite Trooper [00:34:17]

D20 Docking Bay: Discussion of Knowledge (Tactics) [00:53:34]

Commander Cody: Corellia [00:04:12]

Mail Call: [00:07:46]

Forum Post – AsokYeesrim: Can stun damage kill people? GM Chris says no.
Forum Post – schubudha: How was Princess Liea Stunned in one shot by Stormtrooper? GM Chris suggests a Critical Hit.

E-mail – Karis77: Move light object to deflect a missile? GM Chris says missiles should get a grapple check (use attack roll) vs. the Use the Force check. However, it is unlikely for the missile to win the grapple check as it gets a -15 due to its size.

Forum Post – Gerg: Rules for equipping characters who start above 1st level. GM Chris says that he thinks a lot is left to GM. However, WOTC forums suggests Char level x (Char level -1) x 2000 in credit value of stuff (including favors.) (recommend double for Wealth Noble and half for Jedi.)

E-mail – Darth Prefect: Can you use Force Grip on starships to immobilize them? GM Chris says no as you can't Force Grip attended objects, which could include vehicles.

Suspending the Rules: [00:23:30]

Master_Caleb: Alternative Wookiee Intimidation rules.

FULONGAMER: Extra Dual Wielding rules

Official Show Notes: MAC!! MAC!! Welcome to the 17th installment of the Order 66 Podcast! This week, we move into a fair amount of mail, then test out a new show segment on house-rules. We also discuss the Elite Trooper, and visit TK-421 for a discussion on Knowledge: Tactics. Dave manages to insult both hockey fans and yankees in a single show! Impressive... MOST Impressive...Enjoy the show, guys - we'll see ya next week!

Episode 18 – “When Vader Attacks”

Original Air Date: May 18th 2008
Hosts and Special Guests Present: GM Chris and GM Dave with GM Rodney Thompson

Main Discussion Topic: Preview of Threats of the Galaxy with Rodney Thompson [00:25:40]



D20 Docking Bay: Readied Action Discussion [01:06:35]

Commander Cody: Trandosha [00:06:07]

Mail Call: [00:09:11]

Forum Post – Zoidberg: Is Serenity nat 20 a critical hit or help regain all spent Force powers? Chris says yes, see Jedi Counseling 109.

E-mail – Jake Marken: Droid soldier question in Rise of Empire era questions. Chris gives advice.

Forum Post – AsokYeesrim: Do gunners add character level to damage? Is it before or after vehicle weapon damage? Chris says add level damage bonus before damage multiplier.

Watto's: Utility Belt [00:21:26]

Official Show Notes: Greetings, GamerNation! We've got a chock-full-o-goodness show this week, for Episode 18 of the Order 66 podcast! After learning about Trandosha from the clone's perspective, a healthy dose of mail call, some news you need from the wide world, and a trip to Watto's - we pull out the big guns to talk about the upcoming Threats of the Galaxy release... with a VERY special guest. D20 Docking Bay also delves into the wiley and elusive - readied action! Don't miss it! Sit back, relax, and enjoy...

Episode 19 – “The Order66 500”

Original Air Date: May 25th 2008
Hosts and Special Guests Present: GM Chris and GM Dave

Main Discussion Topic: Prestige Class Discussion – Force Adept [00:24:47]

D20 Docking Bay: Droids with Basic processors and Intuitive [00:48:45]

Commander Cody: Duro [00:06:56]

Mail Call: [00:10:00]

Forum Post – Lord Optimomo: Does Wealth give credits for every level even not in Noble? Chris says yes, every level (regardless of class) you gain your noble level x 5000 in credits.

Forum Post – AsokYeesrim: Does Demand Surrender, Weaken Resolve and such work on PCs? GM Chris says overall, yes, mainly for balance reasons.

Forum Post – Saycos: Can Dreadful Rage add to Force power rages and racial rages? Chris says not according to Raw. Dreadful Rage only works with racial rages, and bonuses of the same type don't stack.

Suspending the Rules: Battle Meditation upgrades [00:20:10]

Official Show Notes: It is I, GM Chris - slightly drunk - and very excited to be speaking to the masses this week about Saga, and belittling GM Dave for his obsession with NASCAR. This week, in episode 19 of the Order 66 Podcast, we talk about the Force Adept PrC; delve into one of Donovan Morningfire's wicked house-rules; and listen to TK-421 whine about droids with basic processors rolling Initiative checks. Listen to our debauchery, our dementia, and our damn fine fanboyism on this... your Order 66 Podcast! Later, guys!

Peace, Love, and Good Gaming!



Episode 20 - "Imperial Light, Tastes Great/Less Filling"

Original Air Date: May 31st 2008

Hosts and Special Guests Present: GM Chris and GM Dave

Main Discussion Topic: Prestige Class Discussion – Force Disciple [00:24:42]

D20 Docking Bay: Dual Wielding and Deflect/Redirect Discussion [00:48:21]

Commander Cody: Iridonia [00:05:19]

Mail Call: [00:09:12]

Phone Call – TJ from Wolfblooded Gamer: What to do about people wanting to play Near-human races? Chris recommends just using humans and use Human bonus feat and skill to customize character.

Phone Call – TJ from Wolfblooded Gamer: 1st level Jedi getting a free lightsaber seems unfair due to lack of money for everyone else? GM Dave says they are whiners and suck it up. GM Chris points out that Jedis generally can get better gear like other classes. Also recommend max credits at first level.

Forum Post – AsokYeesrim: If a character raises Int modifier do they gain languages from Linguist? Where do extra skill come from if in Prestige Class? GM Chris says that Saga is very retroactive friendly. So linguist is retroactive. You can also train in any skill that any class you have has as a class skill.

Watto's: Computer Spike [00:20:10]

Official Show Notes: Big props to our homies over at Radio Free Hommlet for their 2nd episode! Today on the Order 66 Podcast, Dave and I discuss the extreme need to suck it up, how to purchase illegal computer spikes, and becoming one with the greater mysteries of the Force. TK-421 also introduces his favorite beer to us, and we chat about the insanity of using a lightsaber with a blaster. Tune in, pour yourself a cold Imperial Light, and prepare for mild amusement and a moderate amount of semi-useful information. :wink: Next week - we dig deep into Threats of the Galaxy! Don't miss it! Peace, Love, and Good Gaming!



Episode # 21 – Off the Railroad Track and in the Weeds

GM Dave and GM Chris

Main Discussion Topic: Role Player creativity vs. GM Railroading in GMC's home game
00:26:44

Mail Call: Character leveling and NPC Initiative
00:08:57

D20 Docking Bay: Cortosis Gauntlet
00:59:39

Commander Cody: Bespin
00:05:46

Watto's Equipment: Datadagger
00:22:56

Official Show notes: What is up, Gamer-Nation! Prepare yourselves for discom-bobulation from GM Dave and GM Chris, as we break our cardinal rule of podcasting - and talk about our characters for an hour. :wink: Not really, but we do spend far too much (or not enough) time pontificating about our recent game, and the role of player creativity vs. GM planning and the danger of Railroading your players. We also check in with Cody and learn a little about Bespin, discuss the Datadagger with Watto, and find out that TK-421 is a very superstitious little hick. So tune in, relax, and shake your head in amazement at how little - and how much - we manage to talk about.

Episode # 22 – A Day Late and a Credit Short

GM Dave and GM Chris

Main Discussion Topic: Threats of the Galaxy
00:33:30

Mail Call: Pimping out a Starship
00:14:04

D20 Docking Bay: Attacks of Opportunity
01:03:49

Commander Cody: Mon Calamari
00:10:35

Suspending the Rules: Cheating at the Sabacc Table & DSP Removal
00:26:35

Official Show notes: It is I, GM Chris - writing to you because GM Dave is far too exhausted to! :wink: Sorry for the delay, but episode 22 of the Order 66 podcast is up, running, and ready for your seething critiques and gushing praise. Or your anonymous mailings of cookies and beer. This week, we discuss Threats of the Galaxy, highlighting our favorite things in the book and our not-so-favorite things. (Really, though, this book is tight.) We step into the senate halls for some Suspension of the Rules, answer some long and very crunchy mail, and have TK-421 fink out on us before we talk about the Attack of Opportunity in the d20 Docking Bay. So, pop the top on a cold one, smoke 'em if ya got 'em, strike someone down and make your journey to the Dark Side complete!

Episode # 23 – Dark Thoughts of Doc Holliday

GM Dave and GM Chris

Main Discussion Topic: Gunslinger Prestige Class
00:26:22

Mail Call: Creating a Non-Jedi Force User



& Starship creation 00:11:34

D20 Docking Bay: Mounted Combat
00:47:56

Commander Cody: Unknown Regions
00:08:58

Watto's Equipement: Riot Shield 00:22:22

Official Show notes: Wow, GamerNation. Wow. I'm in awe and utter stupefaction of our new and amazing episode (numero 23) of the Order 66 Podcast! This week, we discuss our favorite western heroes and how they fit into the Star Wars universe via it's shoehorn for the greenhorn - the Gunslinger. We also discuss riding your horse to the hitching post and shooting away, visit with Cody in the far reaches of the outer rim, and answer some well written mail. So tip your hat low, sling your gunbelt loose, and mosey into this week's episode... of the Order 66 Podcast.

Episode # 24 – Frauleins and the Fourth of July

GM Dave and GM Chris

Main Discussion Topic: Basic Character Creation w/ Kat 00:49:31

Mail Call: Misleading Class Names; Jedi Service Corps 00:25:46

D20 Docking Bay: Evasion and Area Attacks 01:02:22

Commander Cody: Kushiba 00:22:48

Suspending the Rules: Destiny points used for Skill Checks & New Destinies 00:32:12

Official Show notes: What is shakin', GamerNation? We're back - blazin', blowin', and blarin' at the top of our lungs the praises of Star Wars: Saga Edition on this, Episode 24, of YOUR Order 66 Podcast! This week, finally catch up to TK-421 and learn about some amazing Geonosian barbeque, visit with Cody on Kushibah, delve into some bad (and good) gaming, some character creation, **SOME AMAZING ANNOUNCEMENTS, AND...** gosh... we talk about quite a bit this episode. Best of all - our On-Site reporter, Vadersson, has some live reports for us from Origins! So sit back, relax, and enjoy!

Episode # 25 – Darth Kramer does not Listen to Rush

GM Dave and GM Chris

Main Discussion Topic: Jedi Knight Prestige Class 00:36:07

Mail Call: Armor Proficiency and Multi-classing 00:19:02

D20 Docking Bay: Swarms 01:13:15

Commander Cody: Gand 00:16:13

Watto's Equipement: MDS 50 Medi-sensor 00:28:09

Official Show notes: Greeting, GamerNation! We've got nearly an hour and a half waiting for you for episode 25 of the Order 66 Podcast. We delve deeply into the (lengthy) Jedi Knight prestige class, see what Watto sold me recently, hear about TK-421's disdain for swarms, and discover Cody's displeasure with the Gand. All in all - you can hear me yammer for 80 minutes



whilst Dave sighs about our lack of production value. :wink: By all means, relax, plug in, turn it up, and geek it out. It should be entertaining, amusing, or at the very least, mildly educational.

Episode #26 – Worst Show Ever

Hosts: GM Dave, Rodney Thompson, GM Brev and GM Jake

Date Recorded: Sun, 13 Jul 2008

Announcements [4:58]

Commander Cody [15:15] Kamino

Mail Call [18:40]

Suspending the Rules [33:40]

Dark Thoughts with Twi'lek Goodness [45:07]

Newbie Talk / Minis [46:34]

KOTOR Campaign Guide [62:06]

Freelancing [75:20]

KOTOR Minis [80:20]

Online Material Archive [87:55]

Additional Guest Stars [90:27]

D20 Docking Bay [97:40] Skill Challenges

Official Show Notes:

Well, what can I say, wit is not my forte. I have gathered a roundtable of talent to replace the vacant GM Chris for this weeks' Order 66 Podcast extravaganza, which is only marginally better than the buffet at

bonanza, but take heart gamer nation, we will fail miserably to entertain you while talking for hours about KotOR, Minis, Order 66 and d20Radio news, TK 421 and his demise and we invoke the worst bit ever, the Celebrity Roundtable which failed even worse than the episode 1 debacle involving the Chinese food order by Vader. So sit back, relax and prepare to hit fast forward on your mp3 players as you waste two hours of your lives on the Order 66 podcast.

Episode #27 – The Pinnacle of Success

Hosts: GM Dave, GM Chris

Date Recorded: Sun, 20 Jul 2008

Announcements [4:06]

Commander Cody [11:02] Rodia
Mail Call [14:10]

Watto's [21:30] Sonic Stunner

Dark Thoughts with Twi'lek Goodness [25:40]

Prestige Class Discussion [26:50] Jedi Master

When Good Games Go Great [39:20]

TK-421 [46:46]

D20 Docking Bay [49:59]

Official Show Notes:

GM Chris is back, baby, yeeeaahhhh!!!!
[cough] Did you all miss me? In any event, it's good to be not only back home, but behind a mic - in GM Dave's studio no less! We've got a skype-less broadcast for you today, as we sound off about the Jedi Mas-



ter Prestige Class, hear of Cody's disdain for Rodia, and check in with a wounded TK-421.

Watto also hooks me up with some illegal swag, and we debut a brand new segment that highlights gaming moments of GLO-RY!

Sit back, younglings, and relax - as we bombard your ear-drums with some SWSE goodness, extreme fanboy-ism, and a handful of overly-academic vocabulary words.

Peace, Love, and Good Gaming!

Episode #28 – If You Build It, They Will Game

Hosts: GM Dave, GM Chris

Date Recorded: Mon, 4 Aug 2008

Announcements [3:01]

Commander Cody [10:45] Dantooine

Mail Call [14:11]

Suspending the Rules [19:47]

Dark Thoughts with Twi'lek Goodness [26:50]

Tosche's Station Commercial [27:17]

Prestige Class [28:30] Officer

D20 Docking Bay [49:49]

Official Show Notes:
What is up, GamerNation? We are back!
Oh yeah!

Welcome to Episode 28 of the Order 66

Podcast, where reality and fantasy meet to create something much less interesting than either of them.

This week, we finally get a chance to devour the Officer Prestige Class. We also discuss a funky-fresh house-rule, get an old postcard from Cody, and take the plunge into finding your fellow gamers in this week's d20 Docking Bay!

And remember, SWAG is here!! Peace out, GamerNation! Sit back, pop a cold one, and enjoy...

Peace, Love, and Good Gaming!

Episode #29 – Curry Gives Me The Farts

Hosts: GM Dave, GM Chris

Date Recorded: Sun, 10 Aug 2008

Announcements [2:40]

Commander Cody [11:49] Roche System

Mail Call [15:35]

Watto's [26:40] Ascension Gun

Dark Thoughts with Twi'lek Goodness [32:08]

When Good Games Go Great [33:40]

Build a Threat Contest Results [51:12]

TK-421 [58:14]

D20 Docking Bay [61:30]

Official Show Notes:
Hello, Gamernation, Hello!



GenCon is days away and I am peeing my pants in anticipation! But before we talk about that, we take the time this week to answer some amazingly good listener questions, hear Cody's disdain for the Verpine, share in gaming glory, contest victory, and the newest tool in Watto's arsenal. All on this - your Order 66 Podcast - episode 29.

Do we hear from TK? Who knows? Well... we do... but you'll just have to listen to find out. Later, hosers!

Peace, Love, and Good Gaming!

Episode #30 – The Gen-Con Extravaganza

Hosts: GM Dave, GM Chris, GM Chance, GM Dom

Date Recorded: Mon, 25 Aug 2008

Announcements [3:10] and [90:32]

Commander Cody [13:22]: Belnar

Mail Call [17:34]

Suspending the Rules [40:57]

Dark Thoughts with Twi'lek Goodness [53:37]

GenCon 2008 Experience [54:25]
Star Tiles Interview [59:52]

Post Module Discussion (GM Dom) [78:47]

Post Module Discussion (GM Chris) [100:39]

Stealthy Post-Show [117:59]

Official Show Notes:
What. Is. Up. Gamernation!

It has been a week since I've returned from the wilds of GenCon and set foot back in Dallas - and only NOW do I feel stable enough to share my glee with the world! :wink: But for that - I've enlisted some help.

Joining us this week are GM Dom (Acetaminophen) and GM Chance (cbradshaw007), fellow GenCon judges for Saga - and passionate gamers and listeners. For over two hours - we banter nothing but some hardcore listener questions, and GENCON! Listen to gaming impressions, play-style quandaries, interviews with post-module players, and all the other goodness we can barely fit into two hours of mindless chatter.

In addition, the two-hour LIVE Star Wars Saga/Minis Seminar from GenCon will be placed into its own downloadable podcast later this week, for all who are interested. Keep an eye out for it!

Another BIG announcement - next week will be our KotoR Campaign Guide discussion with special guest (and co-author) Sterling Hershey! A new thread has been formed for any questions you guys might like to ask.

So sit back, relax, and love the GenCon. LOVE IT. Because we did. Big thanks to Chance and Dom for volunteering a late night for the 'cast - and big thank to the GamerNation for waiting so patiently for it.



Episode #31 - The Gen-Con Extravaganza Strikes Back

Hosts: GM Dave, GM Chris

Date Recorded: Thu, Aug 28, 2008

Opening Banter [00:00:43]

Live-Recorded GenCon Bits [00:05:26]

Outro Banter [01:52:56]

Official Show Notes:

Hello again, GamerNation!

Soon (yes... so soon) we present the other half of our GenCon extravaganza - the WotC Star Wars: Saga Edition and Star Wars: Miniatures Seminar!

A veritable bevy of gaming stars graced a very small table in a convention room in a hotel - to do nothing but discuss Saga, Minis, and answer some very worded, not-so-well-worded, and some downright fun questions from the varied denizens of Gen-Con.

We apologize for the grainy-ness of this audio - with a single dual-channel mic in a large room, it was as good as we could get. :wink:

Enjoy it, GamerNation! GenCon commands you!!

Episode #32 - Of U-Hauls, Fences and Silver Chocolate

Hosts: GM Dave, GM Chris

Special Guests: Sterling Hershey

Date Recorded: Sun, Aug 31, 2008

Opening Banter [00:00:58]

Announcements [00:02:41]

Postcards from Cmd. Cody (Manaan) [00:06:59]

Mail Call [00:12:09]

Watto's Bargain Basement (Pulsewave Pistol) [00:18:13]

KotOR Q & A with Sterling Hershey [00:22:54]

Post-Show [01:19:37]

Official Show Notes:

What is up, GamerNation!?

We are highly pleased to welcome to the Order 66 Podcast the man with THE coolest name in the gaming industry: Jedi Master Sterling Hershey!

Sterling joins us for nearly an hour and a half of KotOR discussion on this, Episode 32 of YOUR Order 66 Podcast. Sterling takes time to answer your questions about the new KotOR Campaign Guide and game design in general. We also manage to hear about Cody's latest alien hatred, and see how illegal arms dealing works for our favorite junkyard dealer on Tatooine.

So plug in, whip out your KotOR Campaign Guides, and tell Bastilla to stop being such a %!\$#@.

Next week - we continue KotORCG discussion with an in-depth look at the book's crunch and fluff, finally re-visit TK-421, and step back into the ever-so-comfortable d20 Docking Bay. Tune in!

Also - for those interested in getting more inside Sterling Hershey's head, seeing



what the intrepid Jedi Master is working on, or just viewing a good blog, check out <http://blogs.starwars.com/silverforce> - Sterling's own blog.

Episode #33 - The Revenge of the Clones

Hosts: GM Dave, GM Chris

Date Recorded: Sun, Sep 7, 2008

Opening Banter [00:01:06]

Announcements [00:02:42]

Postcards from Cmd. Cody (Malachor V) [00:08:53]

Mail Call [00:13:44]

Announcements Part 2 [00:16:44]

Mail Call Part 2 [00:19:33]

Dark Thoughts with Twi'lek Goodness [00:23:54]

Suspending the Rules [00:28:27]

KotOR Campaign Guide Species Discussion [00:35:32]

"TK-421, why aren't you at your post?" [01:12:14]

d20 Docking Bay (Sniping, Stealth, and Sneak Attacks) [01:18:03]

Outro Banter [01:27:09]

Official Show Notes:

Hello, GamerNation! We are finally up and about and posted - for Episode 33 of YOUR Order 66 Podcast! Sorry for the delay... but gaming took priority over the show. My Dawn of Defiance campaign ran a tad

long (my fault, of course) and the 'cast had to be finished on Monday night.

But we are here, with a delve and a dive into the KotOR Campaign Guide! Specifically, a detailed look at each and every new species in the book. We also hear about a couple cool house rules, finally revisit the d20 Docking Bay, and FINALLY get a chance to talk to our favorite gossip-laden hick, TK-421.

So plug in, download, and listen away.

Peace, Love, and Good Gaming!

Episode #34 - Baby Daddies and a Bucket of Hot Wings

Hosts: GM Dave, GM Chris

Date Recorded: Sun, Sep 14, 2008

Opening Banter [00:01:47]

Announcements [00:02:43]

Postcards from Cmd. Cody (Mygeeto) [00:10:32]

Mail Call [00:13:46]

Clone Wars movie review [00:22:54]

Watto's Bargain Basement (Energy Shields) [00:25:24]

Dark Thoughts with Twi'lek Goodness [00:30:39]

KotOR Campaign Guide Jedi & Noble Talents Discussion [00:32:02]

"TK-421, why aren't you at your post?" [00:59:11]



d20 Docking Bay (Knack and Spending Force Points) [01:03:58]
Outro Banter [01:10:25]

Official Show Notes:

We come to you this week from the depths of the inter-web with more sonorous droning and un-ending praise for the KotORCG! But seriously... there's some cool crap in here. This week on episode 34, we delve into some of the new Jedi and Noble talents available, see what Watto has to offer in way of personal shielding technology, answer some great listener questions, and finally learn the results of TK-421's paternity test before heading into the d20 Docking Bay to discuss Knack and how it relates to Force Point expenditure.

So sit back, relax, plug-in, and open up... your Saga Edition books... for this. Your Order 66 Podcast.

Peace, Love, and Good Gaming

Episode #35 - Stylized Farts

Hosts: GM Dave, GM Chris
Date Recorded: Sun, Sep 21, 2008

Opening Banter [00:01:19]
Announcements [00:03:38]

Postcards from Cmd. Cody (Kessel) [00:11:09]

Mail Call [00:15:20]

Suspending the Rules [00:23:17]

KotOR Campaign Guide Scoundrel, Scout & Soldier Talents Discussion [00:29:08]

When Good Games Go Great [00:47:43]

"TK-421, why aren't you at your post?" [00:50:51]

d20 Docking Bay (Capital Ship Combat) [00:54:45]

Outro Banter [01:05:27]

Official Show Notes:

It is I, GM Chris, ready to spew another load of podcasting goodness in your face! This week, on Episode 35 of YOUR Order 66 Podcast, we dig deeper into the KotOR Campaign Guide and finish up talent discussion with new Scoundrel, Scout, and Soldier talents. We also answer some burning listener questions, watch GM Chris' spice habit slowly start to develop, discuss some talented house rules, and finally check in with our good buddy, TK-421, and hear about the pratfalls of Capital Ship combat.

So sit back, relax, plug in, and prepare for some Stylized Farts on THIS... your Order 66 Podcast.

Peace, Love, and Good Gaming

Episode 36 - "Will Not Be Seen Tonight" (October 1, 2008)

Hosts and Special Guests Present: GM Dave (with bronchitis) and GM Chris

Commander Cody: The Sith homeworld, Korriban. [00:10:55]

Mail Call: [00:14:21]

- a. Range on grenades from KOTOR Campaign Guide: Same as all other grenades (excluding Thermal Detonator).
- b. Privateer lost to the Dark Side: Hap-



pens when DS score reaches your Wisdom score.

- c. Saboteur gadget construction mechanics: GM Fiat. Ability costs nothing and requires nothing. Spare part bag is fluff.
- d. If fighting defensively includes an attack: Rodney's clarification says that this does not include an attack.

Suspending the Rules: Temptation of the Dark Side. The following abilities are only available to characters whose DS score is less than their Wisdom stat: [00:26:25]

- a. Give in to your hatred: Reroll skill check or attack roll, keeping second. Gain a DSP.
- b. Hatred makes you strong: When you use a Force Point to add to a roll, roll one extra die and add to the roll, in addition to the normal bonus. Gain a DSP.
- c. Strike him down: When you spend a Force Point on an attack roll and that attack hits the target, you may add the bonus from the Force Point to the damage roll as well. Gain a DSP.

Main Discussion Topic: The Dark Side, and how to use it in your campaign. Individual discussions include the Dark Side talent tree, the Sith Apprentice and Sith Lord prestige classes, Temptation of the Dark Side rules from TFUCG, and running a Dark Side game. [00:31:45]

When Good Games Go Bad: Lord Helmet's account of abuse of the gambling rules to gain loads of money. [00:53:50]

TK-421: TK relates the story of the difficulty he had taking out a Jedi on Coruscant, which led him to using autofire. [01:02:20]

D20 Docking Bay: Discussion on burst fire and if it can be deflected, redirected, and

whatnot. [01:05:47]

Official Show Notes:

Greetings from the wide world, GamerNation! Fearless Leader has braved through a bout of bronchitis and has boldly strode into the hallowed halls of podcastdom... where Episode 36 awaits you!! This week, on the Order 66 Podcast, we learn about the creepiness of Korriban, look at some house rules for the temptation of the Dark Side, then head deeper into the Cold Cave on Dagobah for an up close look at running a Dark Side character and game. We also see a noble/scoundrel run amok, answer some burning listener questions, and check in with TK-421 and learn about Burst Fire and Redirect. So sit back, take your antibiotics, and drink your orange juice. This... is YOUR Order 66 Podcast.

Episode 37 - "The List" (October 12, 2008)

Hosts and Special Guests Present: GM Dave (still sick) and GM Chris

Commander Cody: The Bith homeworld, Clak'dor VII. [00:08:55]

Mail Call: [00:12:09]

- a. Droid PC with DC 5 translator unit with +4 Int Mod: Will be able to understand every language.
- b. Can Move Object be used to fly: No. Abilities cannot be used to mimic powers that do the same thing.
- c. Can Miraluka see behind walls through the Force: Miraluka cannot ignore Total Cover.
- d. Can Harm's Way be used in space combat: Yes.
- e. In a dogfight, do you automatically deal damage on a successful opposed Pilot check: Chris is apparently mortal, and was



wrong in Episode 14, Swift Action requires a separate attack roll.

Watto's: Sound Sponge. [25:45]

Main Discussion Topic: Encounter design, how encounters can be bad, and how to create a good encounter as outlined by The List. [00:29:40]

D20 Docking Bay: Discussion of radiation damage and persistent conditions and how they affect characters via the condition track. [01:09:00]

Official Show Notes:

We are back, baby! Large, in charge, and ready to expound about the pratfalls and pitstops of encounter design! This week on episode 37 of the Order 66 Podcast, we learn about the Bith homeworld with Commander Cody, delve into radiation and persistent conditions, see what new gadget Watto has to offer us, and take the time to answer a veritable boat load of listener questions.

Then we talk about... THE LIST.

So sit back, plug in, grab your books and a pad and pencil... and prepare... for this: YOUR Order 66 Podcast. Peace, Love, and Good Gaming!

Episode 38 - "Video Killed the Radio Star Wars" (October 19, 2008)

Note: First episode with video and chat room. Additionally, there is a block of silence beginning at [00:09:32] that lasts approximately 30 seconds.

Hosts and Special Guests Present: GM Dave, GM Chris, and MostlyJoe (briefly)

Commander Cody: The Pa'lowick homeworld, Lowick. [00:13:25]

Mail Call: [00:17:57]

- a. Which Lanvarok is the Massassi description referring to: Likely the Massassi Lanvarok due to the Massassi being primitive, not the other, but it's unclear.
 - b. How to handle experience rewards: Do not use XP rewards to hold a character back. Give XP rewards at the end of a session, not in the middle of a session.
 - c. What happens when a Force Slam is rebuked when the AoE contains multiple targets with rebuke: Let them attempt to rebuke in initiative order, the first to succeed is the one that rebukes it. Don't determine effects or damage until rebukes are resolved. If the original user also rebukes, overlay the cone twice and apply only once to all contained within. Force Slam hits prone targets.
 - d. What does the or in "6 Squares or Line of Sight" mean: One of the two criteria must apply.
 - e. How do you deal with level 1 mooks (Stormtroopers) having the best armor in the game: If they're wearing Stormtrooper armor, they'll get shot at. Or, the armor was rendered unusable. Remember, Star Wars is not D&D, they don't need to loot.
- Suspending the Rules: Rules dealing with skills.
- a. Lucky or Good: Fool's Luck does not stack with Skill Focus.
 - b. Skillfully Intelligent: Bonus trained skills from your Intelligence modifier can be any skill, excluding Use the Force. [00:35:55]

Main Discussion Topic: How to efficiently build a sniper, using all options available.



[00:43:45]

TK-421: TK relates the story of the his semi-successful defense of a super-secret Imperial base and how difficult it is to fight in space. [01:12:12]

D20 Docking Bay: General discussion on the mechanics of space combat and how to make it fun. [01:16:05]

Official Show Notes:
Greetings, Gamernation!

Welcome, welcome to this... episode 38 of YOUR Order 66 Podcast! This week, we talk about building a ranged fighter, and also take an all-too-close look at a clone's love of lip stalks. We discuss some house-rules, better ways to build some starship encounters, and we answer some burning listener questions.

We also gladly play host to the dozen or so people who logged into our ustream feed for the live videocast of this week's recording. To those across the Pond who stayed up until the wee hours of the morning listening to it - you're all clearly Trained in Endurance. :wink:

So sit back - plug in - and grab your books. It's time for another foray into the relentless ramblings of fevered minds... on the Order 66 Podcast.

Peace, Love, and Good Gaming!

Episode 39 - "Knights of the Old Errata" (October 26, 2008)

Hosts and Special Guests Present: GM Dave and GM Chris

Commander Cody: The Ortolan home-world, Orto. [00:14:35]

Mail Call: [00:24:24]

a. What is the range of the Viper Probe Droid's self-destruct power: It's specified in the rules for the self-destruct system in the droid systems list.

b. What is the duration of the Independent Spirit power: It's a reaction, so it's a one-time bonus to the attack it's a reaction to.

c. What is qualified as an attack for canceling Force Haze: Any action that is taken which directly results in damage. Chris would add anything that targets one of his defenses, such as Mind Trick.

d. Would feats that add damage stack with use of a Destiny Point to automatically roll a critical hit: Yes. Would you not allow it to stack with a critical hit if the player actually rolled a 20?

Watto's: Cardio implant. [00:33:34]

Main Discussion Topic: Wizards of the Coast released a massive errata update, which changed a fair amount of core mechanics slightly. In this podcast, the hosts discuss some of the highlights from the update. [00:37:02]

D20 Docking Bay: A discussion on what actions can be performed while under the influence of the Dark Rage Force Power. [01:17:20]

Official Show Notes:
What is up, GamerNation?

We interrupt our regularly scheduled podcasting for a breaking news story! The game we know and love has been changed in some exciting ways! You see, youngling, when an RPG gets older... it starts undergoing certain... changes... It's voice grows



husky, and hair begins to grow in funny places.

Places we talk about, on this, Episode 39 of YOUR Order 66 Podcast! This week we delve deeply into the new errata to the system, and also visit with the blue not-an-elephants of Orto, and answer a boatload of listener questions, before talking about Rage in the D20 Docking Bay (Force and otherwise).

So, sit back, plug in, relax, and grab your book. It's time to get gamey. In a good way.

Peace, Love, and Good Gaming!

Episode 40 - "Vader's Secret DomsDown: The Lack of Suck" (November 2, 2008)

Hosts and Special Guests Present: GM Dave, GM Chris and D20 Radio's own Sam Witwer

Commander Cody: The Kitonak homeworld, Kirdo III. [00:06:58]

Mail Call: [00:11:07]

- a. How would combat gloves interact with Cathar natural weapons: Per RAW, there is a difference between an unarmed attack and a natural weapon.
- b. When do opposed Use Computer checks happen for the Computer Master talent: This is a very rare thing, so it's an extremely useless talent.
- c. What mechanics should I use for intercepting communications from personal commlinks: It should be similar to intercepting communications between

ships, but the PC should be required to have some specialized equipment to do so, such as a Personal Computer and a Sensor Pack.

Suspending the Rules: "I'm a slicer, baby, yeah". Rules for slicing into the Holonet, modeled after the rules for dogfighting. [00:21:22]

Main Discussion Topic: A discussion with special guest, Sam Witwer, who is known for his role as Crashdown on Battlestar Galactica, Domsday on Smallville, and Vader's Secret Apprentice in The Force Unleashed. Sam is also a player and play-tester for the Star Wars Saga Edition RPG. [00:31:45]

TK-421: TK gets over his mancrush with Sam Witwer long enough to talk about how he has to use a holdout blaster because he can't stick his carbine down his pants. [01:14:00]

D20 Docking Bay: Discussion on whether it makes sense that only weapons of size Small or smaller can fit into a concealed holster. [01:18:27]

Official Show Notes:

EPISODE 40 IS IN THE HOUSE! Or is that hizzy? I never can tell these days. We have Sam Witwer. 'Nuff said. He cometh, and he bringeth his exteme lack of suck. For this alone, you should listen, and listen well. About an hour and a half of "episode" - and another HOUR of post-show goodness afterwards. Thank you, Sam Witwer.

We manage to talk a wee bit of Saga, answer some questions, visit a planet, and get into the delicacies of hiding a big gun. The rest of our time is spent exploring the mind of a truly awesome fellow - actor,



musician, and gamer: Sam Witwer.

WARNING This episode is MUCH more "adult" than our normal debauchery. Language is an issue - for the smaller ears of our smaller listeners. :wink:

Frak, I loved this episode. Really, I did.

Thank you, Sam. Thank you very much

Episode #41 – Musical Interludes and Medical Advice

Hosts: GM Dave, GM Chris

Date Recorded: Sunday 11/9/2008

Sam Witwer's The Phantom Menace – the Musical - Top of Show

Announcements [6:09]

Commander Cody [20:50]: Byss

Mail Call [23:34]

Watto's Bargain Basement [43:35]: Full Faring BTL-B Y-Wing

Ultimate Build: The Healer [47:20]

D20 Docking Bay [82:04]

Official Show Notes:

We are back, bold, and born to be geeks. This week, we delve deeply into our next Ultimate Build - the healer. And Dave manages to annoy me to death with an endless strain of musical underludes. :wink:

We also take a quick visit to the Emperor's favorite planet, and look into using Persuasion, it's mechanics, and roleplaying with it.

So sit back, relax, plug in, tune out - and open your books - for THIS... episode 41 of YOUR Order 66 Podcast!

Episode 42: The Answer to the Ultimate Question of Life, The Scum of the Universe, and Everything

Hosts: GM Chris, GM Dave

Guests: JM Rodney Thompson

6.42 Announcements

14.48 Post Cards from Commander Cody: Falleen

19.30 Mail Call

20.34 The Stealth mechanic, Cover, and Hiding Places

27.07 Deceptive Shot

30.55 Rebuking Farseeing

35.25 Perception, the Stealth mechanic, Cover, and Hiding Places

38.20 Negate Energy and Using Force Points when not your turn

44.10 The Meat: Interview with JM Rodney discussing Scum and Villainy book

1.36.20 D20 Docking bay with TK421: Persuasion and Bribery from Scum and Villainy

1.46.55 Q&A With Rodney Thompson

1.47.20 Moving while prone

1.47.50 Designing and Pricing Non-Starship Vehicles

1.51.55 Telekinetic Prodigy (part 1)



1.52.45 Share Talent
1.53.05 Rules for Gambling
1.53.55 Weapons dealing 2 types of damage and DR against said weapons

1.55.45 Telekinetic Prodigy (part 2)
1.56.55 Clone Trooper Variant Stats
1.58.25 Size and Species rules
1.59.45 Energy Shields
2.01.50 End Show
2.03.00 Storm Trooper Dragnet

Greetings, GamerNation! Episode 42 is up and online - with special guest, Jedi Master Rodney Thompson!

He's here with us to discuss the up-and-coming book, Scum and Villainy! We talk crunch, fluff, and Rodney's own campaign - and Tennessee Thompson also sticks around to answer a few live listener questions from our live-chat. All in all - Rodney and I pretty much compete for air-time and drown Dave down into the depths of silence. :wink:

We also take a trip to Falleen with Cody, and discuss the moral implications of bribery with TK-421.

So, sit back - grab a cold one - and listen until your ears bleed. On this, episode 42 of YOUR Order 66 Podcast.

Episode 43: On the Couch Makin' Droids

Hosts: GM Chris, GM Dave

00.42 Storm Trooper Poetry

3.22 News

8.35 Post Cards from Commander Cody: Raxus Prime

12.12 D20 Docking Bay

13.50 Coup de Grace and Stun Weapons
17.30 Uncanny Dodge and Sneak Attack
20.05 Metamorph Feat
22.40 Fire Damage
26.35 Watto's Bargain Basement: The Deck Sweeper

29.10 Galactic Dating Tips with Captain Theros

30.48 Storm Trooper Poetry

31.14 Dark Thoughts with Twi'lek Goodness

32.25 The Art of Droid Building

58.42 When Good Games Go Bad

1.03.21 Day Dreaming with GM Dave

1.14.55 Storm Trooper Poetry

We're coming to you this week with a bevy of daydreams, droid desiccation, and dastardly dislikes - as we delve deeply into the dark demesne of daring PODCAST-DOM. On this, episode 43 of YOUR Order 66 Podcast.

This week, we visit a droid graveyard with Cody, enter the Docking Bay for some usefull answers to some usefull questions - and finally (after much requests), we take a step-by-step look at PC droid creation.

So sit, back, relax, grab a cold Corellian Ale - and join us for some pointless banter.

Episode #44 – The Order 66 Holiday Special

Hosts: GM Dave, Fiddleback

Special Guests: Zertz, Ardith, Schubudha, Stryder, Darth Prefect

Date Recorded: Sun 11/30/2008

Announcements [5:33]



Hippo the Jawa and his amazing balloon art [64:48]

Saw Witwer's Conan sketch [66:40]

Official Show Notes:

Hey Gamer Nation, join me as I talk with a listener roundtable about gaming, our experiences, our star wars battle stories and other off the tracks concepts as we try to make up for the lack of GM Chris with 6 people. It's fun! Listen in!

Episode #45 – Pimp My Bowcaster

Hosts: GM Dave, GM Chris

Date Recorded: Tue 12/9/2008

Announcements [2:20]

Commander Cody [8:45]: Chad

Captain Theros [12:30]

D20 Docking Bay [14:20]

Suspending the Rules [28:10]

TK-421 [33:00]

Equipment Upgrades from Scum & Villainy [36:12]

Daydreaming with GM Dave [58:44]
Special Guest Fiddleback

Official Show Notes:

What is up, GamerNation?

It is I, GM Chris, here to UPGRADE YOU! Tonight, younglings we take a dip into the sheer awesomeness of Scum and Villainy, and the Universal Equipment upgrades therein! We also check out Cody's fond-

ness for water-boarding, answer a great deal of user-questions in the Docking Bay - we visit... with an old friend...

So, sit back, plug in, tune in, and turn it up. YOUR Order 66 Podcast, Episode 45... awaits!

Episode #46 – Bipod of Wonder

Hosts: GM Dave and GM Chris

Date Recorded: Tue, 16 Dec 2008

Announcements [5:35] Game On! and Meanwhile first podcasts

Web goodness: WOTC bounty postings 6 & 7 up and new KOTOR enhancement with creatures [11:30]

New contest – make an NPC for the Alternate Universe campaign [15:33]

Commander Cody: Aleen [18:55]

D20 Docking Bay [22:20]

Can you aim and then apply both Deadeye and Careful Shot? Can you apply Infiltrator PrC talents? [23:40]

Does the autoblaster enhancement from Starships make autofire starship scale? [24:56]

Informer feat from Force Unleashed – does acute senses let you reroll here? [26:45]
When you make an informer perception check, do you pay like you would for Gather Info? [28:26]

Does informer + trained in perception satisfy a Gather Info prerequisite? [30:20]

Do you get favorable circumstances for



buying from/selling to an information broker? [31:27]

Once the target of the Faleen's pheromones becomes friendly, does the target still take negatives on everything? Or do they move back up the condition track when they become friendly? [33:22]

Watto's: Squib Battering Ram [39:04]

Storm Trooper Poetry: [41:58]

Captain Theros: [43:18]

Main Discussion Topic: Outlaw Tech and Equipment Upgrades [46:46]

Weapons and Armor Accessories - upgrades in KOTOR [51:05]

Weapons

Bi-pod [52:56]

Ion Charger [55:16]

Pulse Charger [56:32]

Rapid Recycler [57:22]

Armor

Armor Plast [59:07]

Holoshroud [59:54]

Internal Generator [60:47]

Shadowskin [61:26]

Weapon Mounts [62:30]

When Good Games Go Great: Darth Helmet [64:04]

Daydreaming with GM Dave [74:08]

Eight minutes of Sam Witwer goodness: Luke, Darth Vader and The Emperor [96:00]

Official Show Notes:

We are back this week with some pon-

tificating, personifying, and pulsating... bipods... as we continue our equipment upgrade discussion with weapon and armor upgrades from Scum and Villainy. We also take a trip to the Aleen Open with Cody and his men, and answer some great listener questions in the docking bay. We also bask the glory of a good game gone great; and listen to the end of the show for another beautiful Sam Witwer-ism.

So relax, plug your headphones in, and prepare for mediocrity in podcasting - on this - episode 46 of YOUR Order 66 Podcast.

Episode #47 – Tipsy Tips and Holocron Hijinx

Hosts: GM Dave and GM Chris

Date Recorded: Fri, 19 Dec 2008

Announcements [2:35]

Commander Cody: Skor II [11:12]

D20 Docking Bay [15:20]

Do you have to stick with one talent tree or can you mix it up? Can you select a force talent at first level? [15:28]

Would primitive block satisfy the block prerequisite for Jedi Knight talents? [17:13]

Does the +1 damage die from the Inquisition talent apply to force abilities? [18:18]

Would using any of the Imperial Inquisitor Force Adept talents from the Force Unleashed be worthy of a DSP? [19:40]

Savage Attack from the Force Unleashed, attacks after the first round of action get an extra die of damage [21:07]

Does the wealth talent apply regardless of the class your level is in? [22:49]

What effects do aware and unaware states have on characters, and when do they apply? [25:24]

Suspending the Rules: Wookiee powerful



build trait from 3.5 D&D [37:33]
TK-421 [42:23]
Storm Trooper Poetry [45:36]
Main Discussion Topic: Campaign Building [47:07]
Campaign vs. Session/One-Shot [49:30]
Game Holocron [52:06]
 Set Pieces [57:05]
 NPCs [61:14]
 Ships and Equipment [64:17]
 Campaign Planning [69:14]
 Session Planning [70:15]
Daydreaming with GM Dave [68:34]

Official Show Notes:

What is up, GamerNation? It is I, GM Chris, currently shaking my head at the mildly inebriated state of my co-host, GM Dave. Despite his trash-drink fetish, we have managed to compile what will hopefully be a semi-useful `cast. :mrgreen:

We're visiting the home of the Squibs with Cody, answering some VERY thorny rules questions in the docking bay - and I try my hardest not to rant. Meanwhile... I share my middling wisdom and egotistical experiences in the development of a campaign - and maybe even provide some advice along the way.

So, open up your holocrons, younglings. Sit back. Relax. And get the cotton balls. Your ears are about to bleed.....

Peace, Love, and Good Gaming!

Episode #48 – The Class is Half Full

Hosts: GM Dave and GM Chris
Date Recorded: Wed, 31 Dec 2008

Announcements [2:42]

Commander Cody: Cerea [12:54]

D20 Docking Bay [17:33]

When using a dual gear upgrade from Scum & Villainy, and both weapons are ranged energy weapons, can they run off the same power source? [18:15]

Instead of stripping the stun setting, could you strip the lethal setting to gain an upgrade slot? [20:33]

Autofire, burst fire and starship scale [22:16]

If trained in piloting, can you fire the pilot's weapons without penalty? [25:21]

Does the feat Far Shot lessen the range category for grenades? [27:35]

Should a Dark Side Point be given for using Battle Strike? [29:45]

Tosche's station jingle [33:40]

Fragments from the Rim intro [34:37] first segment [40:20]

Watto's: Snare Rifle [50:20]

Main Discussion Topic: Multi-Classing [54:01]

 Leveling [56:17]

 Class combinations [61:26]

 Pratfalls [71:46]

Daydreaming with GM Dave [90:22]

Official Show Notes:

Join us today for this out-of-sync and sycophantic symphony of circuitous class-crossing craziness. We take a ride to the mid-rim with Cody, and head to the world



of Cerea; answer some burning quandaries in the docking bay; visit with Watto for some tricked out bounty hunter gear - and we introduce a new fan segment blasting with crunch!

So sit back and enjoy, GamerNation. Grab your books, a cold glass of girlie-juice, and listen with quivering anticipation to this...

Episode 48 of YOUR Order 66 Podcast.

Episode #49 – Sold My Soul to the CSA

Hosts: GM Dave and GM Chris

Date Recorded: Sun, 4 Jan 2009

Storm Trooper Poetry [0:25]

Announcements [3:35]

Commander Cody: Ojom [9:03]

Captain Theros [12:45]

D20 Docking Bay [15:00]

Who can use destiny points to negate attacks in starship battles? [16:30]

Droid would like to add an appendage to cut people free of wreckage, something like a fusion torch – any ideas? [20:49]

Can equilibrium remove persistent conditions? [23:03]

Fragments from the Rim [29:02]

Suspending the Rules: Losing a limb [36:15]

TK-421 [42:35]

Main Discussion Topic: Corporate Agent

[46:03]

Requirements [47:33]

The basics of the class [50:25]

Talents [52:20]

Daydreaming with GM Dave [67:30]

Official Show Notes:

GM Chris here, and this week, Dave and I bring you a boatload of Saga Edition goodness! We visit with some four-armed friends in Cody's Postcard, answer some good questions deep in the Docking Bay, discuss Resist Force with Trev and Alex on the outer-rim, and even get a new installment of Stormtrooper Poetry. And to top it off - we FINALLY return to some Prestige Class discussion... beginning with some greatness out of the KotOR CG: The Corporate Agent.

So sit back, relax, plug in, turn it up, and grab your corporate handbooks, new employees - for this, Episode 49 of YOUR Order 66 Podcast!

Episode #50 – One Year of the Big O!

Hosts: GM Dave, GM Chris

Special Guests: Rodney Thompson, Sterling Hershey, Sam Witwer

Date Recorded: Sun, 11 Jan 2009

Previously on the Order 66 podcast (retrospective) [0.18]

Announcements [15:20]

Dark Thoughts with Twi'lek Goodness [23:12]

Commander Cody [25:39]

D20 Docking Bay [27:37]



General Saga Discussion with the guests
[45:00]

Stormtrooper Poetry [40:35]

Captain Theros [81:21]

Fragments from the Rim [83:11]

TK-421 [92:05]

Daydreaming with GM Dave [135:27]

Official Show Notes:

Our one-year extravaganza has cometh, and it is all we hopeth it couldeth be!! This is, of course, in no small part due to our guests:

Jedi Grand Master Rodney Thomspson
Corellian Smuggler and Nerf Herder Sterling Hershey
Secret Apprentice Sam Witwer

We answer a couple listener questions - and take the time to celebrate one year of podcastdom, and one more successful year of Star Wars: Saga Edition. You all sent in so much goodness to us in the way of bumpers and segments - thank you. [gracious bow] We also pick the fine Gaming Minds of Sterling, Rodney, and Sam - and explore the whims and wimseys of the Masters.

Thank you three for giving so much to the community - and to our humble podcast. :-)

And thank you to the GamerNation for you continued support, love, and snarky reasons to keep us going!

Peace, Love, and Good Gaming!

Episode #51 - "I am Farticus"

Hosts and Special Guests Present: GM Chris, GM Dave

Main Discussion Topic: Gladiator PrC
[0:59:00]

D20 Docking Bay: [0:21:28]

*Being limited to a Swift Action due to Force Grip--will damage to attacker, Sever Force on attacker, or target using a DP before target's next turn give target their full action?

*When designing heroic NPCs, how many DPs and FPs do you assign them?

*How to fairly deal with PCs that overuse grenades, thermal detonators, etc.?

Commander Cody: Hapes Cluster.
[0:14:14]

Watto's: Man-trap. [0:47:10]

Fragments from the Rim: [0:38:50]

*Mandalorian Neo-Crusader Armor
*Soldier Rocket Jumper Talent Tree

Official Show Notes:

This week, we take a jaunt into the Hapes Cluster with Commander Cody, answer some burning listener quandaries in the Docking Bay, see what nasty device Dave brought back from Watto's, and then we enter the arena - to watch the bloodsport of THE GLADIATOR!



Episode #52 - "Grand Rodney of the Republic"

Hosts and Special Guests Present: GM Chris, GM Dave, Rodney Thompson

Main Discussion Topic: Rodney Thompson on Clone Wars Campaign Guide. [00:17:17]

D20 Docking Bay: Summary of questions. [1:22:45]

- *Hunker Down Scout talent vs. being Prone?
- *Is it possible to Withdraw diagonally, per RAW?
- *S&V Modification: How many times can you strip a weapon?
- *Errata Clarification: When using a blaster cannon vs. a character, do you do double damage on a Critical? What about Splash? Commander Cody: Kuat. [12:13]

Fragments from the Rim: [1:16:33]

- *Illusion
- *Jedi Shadow talent tree (KotOR)

Official Show Notes:

This week, we come at ya with the power and the glory of Jedi Master Rodney Thompson! Good Mr. Thompson joins us for nearly 2 hours of goodness for this, episode 52 of YOUR Order 66 Podcast. Rodney stops by to talk the Clone Wars Campaign Guide with us - share in it's kewlness, and ultimately, tell us why we should all have it on our shelves. He also graciously takes the time to answer listener questions, hand down some heavy rulings, and also tell us the secret of pwning life. So sit back, relax, turn up the volume, and crack open a cold one... as well as your Clone Wars

Campaign Guide - and enjoy the greatness!

Special thanks to Fiddleback, Trevor, Alex and Capt. Theros for additional content for the show.

Episode #53 - "Suspending the Host"

Hosts and Special Guests Present: GM Dave, Saycos, Aaron, Fiddleback, Mostlyjoe

Main Discussion Topic: Players' perspective: how GMs "get on our nerves & what we'd like to see as well" [0:41:50]

D20 Docking Bay: [0:11:30]

- *Does the Kel-Dor Mask protect from poisonous gasses?
- *Should a mind trick of an officer affect his squad of troopers as well?
- *When using Recover, can a character use 3 Swifts over & over until s/he is at top of CT?
- *Does the Snare Rifle give a PC the Grapple feats?

Suspending the Rules: [0:31:10]

*A pilot-controlled weapon may be operated with 1 hand & may be used in conjunction with the *Dual Weapon Mastery feats--Fulongamer.

*Multi-Weapon Mastery I, II, III for Pilot-controlled weapons--Fulongamer.

Official Show Notes: Join GM Dave as he rallies the troops for a surprise, sneak attack version of the Order 66. Fiddleback, MostlyJoe and Saycos all help bring you a really bad cast that covers a few listener questions related to Kel-Dor Jedi, and we all attack Fulongamer's house rule set for



pilots and multiple weapon feats and talents.

Then, we'll set our sights on what we like and dislike from a players' perspective of our GMs. Careful, we get into some really bad stuff on here about what we don't like

GMs doing to us.

Episode #54 - "Out of Order but Still Following"

Hosts and Special Guests Present: GM Chris, GM Dave

Main Discussion Topic: Followers from the Clone Wars Campaign Guide. [0:50:43]

D20 Docking Bay: [0:19:27]

*Getting a persistent condition when you fail your Con check to regain consciousness--does this apply to the 1 minute or 1 hour check?

*What's the point of Charging Fire feat?

*Does Force Slam damage apply to attended objects, like gear & weapons on targeted characters?

*If a Wookiee is wielding a Vibro-axe 2-handed, does the character add double their Str to damage?

*Is it possible to Intimidate a Stormtrooper into surrendering, using a "plain Intimidate check"?

*Out-of-game issues/dynamics when a PC played by 1 half of a real-life couple has an in-character "romance" with another PC played by someone other than the real-life significant other.

*Can a Jedi mind trick himself?

Commander Cody: Ikototch. [0:14:50]

Watto's: Halo Lamp. [0:46:44]

Fragments from the Rim [0:41:49]

*Multiple Attacks

*Tumble Defense & Withdrawl Strike feats

Official Show Notes:

Chris is back and bold and barely functional - as Cabo San Lucas left him a relaxed, alcohol-filled, and vacationed-out husk of his former self. But the Order 66 Podcast is coming at you this week with a deep and highly requested look at the Followers from the Clone Wars Campaign Guide. We also visit Ikototch with Commander Cody, look at the new SWAG brought in by Watto, and answer some EXCELLENT (and provoking) listener questions.

Episode #55 - Dark Thoughts with Double Duelists

Hosts and Special Guests Present: GM Chris, GM Dave

Main Discussion Topic: Melee Duelist PrC. [0:59:12]

D20 Docking Bay: [0:16:25]

*How do you deal with Droid tools that are also weapons?

*What size category is a Fusion Cutter, how much does it cost purchased separately & is it eligible for Weapon Finesse feat if mounted on a droid?

*In Saga, what provokes Attacks of Opportunity & how do you play them?

*Experienced GM wants to help someone become a GM.

*Can a character with Toughness talent, Hard Target talent & Resurgence feat move on someone else's turn?

*Can Force disarm be used to remove a Kel-Dor's mask; & if so, what would rebuking and reflecting it back do to the original



attacker?

*When multiclassing, do the traits established with the baseline Follower talent taken apply to all of your Followers, or just the 1 that you get with that baseline talent?

Commander Cody: Kagan [0:10:26]

Suspending the Rules: [0:43:17]

*Requiring a Swift Action to activate Block & Deflect (Darth Prefect)

*Giving Jedi Master PrC access to Lightsaber Forms talent tree

Fragments from the Rim: [0:38:33]

*Interface Visors from KotOR CG

*Combined Feats from KotOR CG

Official Show Notes: We're here this evening to double your pleasure, and double your fun. Double the debauchery, with this double-nickel episode of the Order 66 Podcast! This episode, we delve into the Melee Duelist Prestige Class something fierce, and discover how Inigo Montoya prepares you to die. We also answer a fist-full of listener questions, discuss some house rules dealing with lightsaber use, and take a trip to a little travelled planet with our good friend, Commander Cody.

Episode # 56 – No Medal for You Chewie

GM Dave and GM Chris

Main Discussion Topic: Ending a Campaign 00:36:32

D20 Docking Bay: Kinetic Combat, Rend & Force Secret 00:13:07

Commander Cody: Neklon 00:08:25

Watto's Equipment: Jedi Holocron 00:27:01

Official Show notes: This week, on episode 56 of YOUR Order 66 Podcast, we talk about the need to bring all things to an end... and give our rambled advice on ending a campaign appropriately and with much panache! Also, we travel to the land of silver umbrella ships with Cody, answer some great questions in the Docking Bay, and seek the knowledge of the Holocron (no... not THAT one) with Dave's latest acquisition from Watto. So sit back, open your books to the very last chapter, ponder the unponderable - and enjoy this trip into the depths of the deep.

Episode # 57 – GM Chris is Outlawed

GM Dave and Fiddleback and later GM Chris

Main Discussion Topic: The Outlaw Prestige Class 00:34:08

D20 Docking Bay: Starting out as a GM & Gaining a ship 00:07:32

Commander Cody: Nelvaan 00:05:06

Watto's Equipment: Micro-Grenade Launcher 00:20:05

Fragments from the Rim: Segment 8 Rapid Shot & Lucky Stop 00:26:26

Official Show notes: This week, gamer nation, treachery is afoot as your co-host GM Chris chooses gaming over the show. Again. GM Dave tries to actually do a real show and does, well, a real poor job at it. Fiddleback joins in the fray to seal the



deal on an episode of Order 66 that will leave you wondering. We do manage to talk about some noob GM advice, listener questions and a talk on the prestige class The Outlaw from Scum and Villainy. Alex and Trevor are in a hurry, and SithGoddess makes her inaugural appearance on this, your Order 66 podcast.

Episode # 58 – Stop and Come Out with your Dice Up!!

GM Dave and GM Chris

Main Discussion Topic: Enforcer Prestige Class 00:51:58

D20 Docking Bay: Starship Combat, Desperate Gambit & Multi-target Power 00:19:39

Commander Cody: Ord Mantell 00:14:52

Suspending the Rules: Retraining 00:43:49

Fragments from the Rim: Segment 9 Dominate Mind & Weak Point 00:48:20

Official Show notes: What is up, GamerNation! Tonight we feel lucky - punk - with a look into the CHiPs, Dips, and Pits of the Enforcer Prestige Class, on this, episode 58 of YOUR Order 66 Podcast. We also take the time to visit Ord Mantell with Commander Cody, talk about a highly useful house-rule, and answer a veritable bevy of listener questions. So sit back, GamerNation, load your blasters, feel lucky, prepare to be judged, and remember that you have the right... to get your game on.

Episode # 59 – Three Men and a Little Legacy

GM Dave, GM Chris, Rodney Thompson, Sterling Hershey & Gary Astleford

Main Discussion Topic: Legacy Era Campaign Guide 00:08:55

Commander Cody: Hologram Fun World 00:05:38

Official Show notes: What is up, GamerNation? Tonight, we are graced by the outstanding, outlandish, and outrageous presence of not one, not two, but THREE gentlemen of note! Joining us this fine evening are Jedi Master Rodney Thompson, Jedi Master Sterling Hershey, and Imperial Knight Gary Astleford. These fine gaming minds share with us the secrets of the new Legacy Era Campaign Guide. We delve deep with the masters, into this totally awesome campaign guide. So grab that new Campaign Guide, sit back, relax, and ignite your silver lightsaber for this... episode 59 of YOUR Order 66 Podcast.

Episode # 60 – Joseph Jinn, International Man of Destiny

GM Dave, GM Chris, & Twi'lek Goodness

Main Discussion Topic: Destiny and You 01:04:50

D20 Docking Bay: Rebuking a failed Force Power, Reaction & Stacking Explosives 00:22:39

Commander Cody: Champala 00:17:01



Watto's Equipment: Concealed Dart Launcher 00:48:24

Official Show notes: We've returned this week, with a special guest, to help us something... something... something... DARK SIDE, something, something, something, COMPLETE! But this week, we are glad to welcome TG to help out with the discussion on Destiny and YOU! More particularly, how to integrate Destiny successfully into your games. We also venture into the Legacy Destinies from the LECG, take the time to answer a slew of listener questions, and visit with Watto and Cody. We also finally see the return of When Good Games to Bad, with some great advice forthwith. So, sit back, gamers. Relax, gamers. And crack your books... it is your DES-TIN-Y!!!

Episode # 61a – April Fools!

GM Dave and GM Chris

Official Show notes: Well, gamer nation, what can I say? We had to play the joke, but we do have a major announcement and we have a new site design, so listen in!!

Episode # 62 – Burn, Burn, Burn, The Ring of Fire!

GM Dave and GM Chris and Matt Neagley

Main Discussion Topic: "The Concept of a Star Wars RPG Should Die in a Fire" 00:51:30

D20 Docking Bay: Lightfoils and Teras

Kasii Mastery 00:20:58

Commander Cody: Eriadu 00:15:53

Suspending the Rules: Serenity 00:40:12

Fragments from the Rim: Segment 10 Basilisk War Droid & Hidden Attacker 00:45:50

Official Show notes: What is up, Gamer-Nation? We come to you this week with a disjointed and yet, highly entertaining show! The BMI License is IN, BABY!! So marvel as Dave plays with our newly licensed music, and we have a ball juggling too many balls. ;) We visit a humanocentric planet with Commander Cody, explore a serene house-rule, answer a bevy of listener questions, and take the time to get in-depth with our co-host of honor, Gnome Stew'er Matt Neagley! Matt's controversial blog on Gnome Stew, "The Concept of a Star Wars RPG Should Die in a Fire," generated much ire and sensational banter - but we take the time to delve into the reasoning for Matt's hilarious title, and the well thought out wisdom that he imparts in his article. So join us as we tackle a very pervasive problem in gaming, and razz Matt to no end about his choice of blog titles. Sit back, log in, grab your keyboards, and get to bloggin', for this... episode 62 of YOUR Order 66 Podcast. Peace, Love, and Good Gaming!

Episode # 63 – The Way of the Mouse Droid

GM Dave, GM Chris and Twi'lek Goodness

Main Discussion Topic: Independent Droid Prestige Class 00:57:43



D20 Docking Bay: Stacking Explosives,
Condition Track Penalties and Piloting
00:21:37

Commander Cody: Lewhekk 00:17:00

Watto's Equipment: Repulsor Pad 00:46:00

Fragments from the Rim: Segment 11
Dirty Tactics & Dark Retaliation 00:50:42

Official Show notes: What is up, GamerNation? We're back, and comin' at ya with a strong sense of self-determination, independent processing, and death-to-meatbags attitude in this - Episode 63 - of YOUR Order 66 Podcast. This week, we discuss the Independent Droid Prestige Class and all the broken glory therein, as well as take a visit beyond the rim with Cody, see what Dave brought back from Watto's, and answer a veritable database of listener questions. So jack in, run your algorithms, and reprogram your audio receptors, GamerNation. Because it's podcastin' time!

Episode # 64 – When Good Games Drop Skype

GM Dave, GM Chris and Twi'lek Goodness

Main Discussion Topic: Organizations
01:01:25

D20 Docking Bay: Martial Arts I, II & AoO,
Playing One-Shots 00:17:37

Commander Cody: Manpha 00:13:53

Suspending the Rules: Primitive Trait
00:46:14

Fragments from the Rim: Segment 12 Un-
canny Luck & Clawdite Species 00:54:30

Official Show notes: Hola, GamerNation! We're back this week for an episode of sheer greatness! We get organized this week - organized chaos, at least - as we finally delve into the organization chapter of The Force Unleashed Campaign Guide, talking about how to build and use organizations, and what they mean for your a player and a GM. We also visit a swampy world with Commander Cody, answer some very tough (and esoteric) listener mail, and discuss a new house-rule dealing with the Primitive species trait. Alex and Trevor also check in with a Fragments from the Rim that sparks some clawdite-licious discussion. So, sit back, grab your pad and pen, open your books and your day planners. Let's get organized!

Episode # 65 – Random Infiltrating Slugs

GM Dave and GM Chris

Main Discussion Topic: Infiltrator Prestige
Class 00:59:29

D20 Docking Bay: Phase & Starship combat with Tractor Beams 00:20:41

Commander Cody: Ando 00:16:26

Watto's Equipment: Teklablade 00:41:25

Fragments from the Rim: Segment 13
Counterpunch & Adventures in S&V
00:44:20

Official Show notes: Hey, GamerNation! We welcome you to another hour and a half of deprecation at the hands of the Order 66 Podcast! We're sneaking about tonight, as we take a cloak and dagger look at the Infiltrator. We also travel to the



land of funky walrus-people with Cody, see what disgusting piece of weaponry Watto sold us, answer a veritable bevy of listener questions, and see what makes a good game go bad. Peace, Love, and Good Gaming!

Episode # 66 – Execute Episode 66

GM Dave, GM Chris, Sam Witwer, Sterling Hershey, Gary Aslteford, Gary Sarli, and Rodney Thompson

Main Discussion Topic: Listener Questions
D20 Docking Bay: Jedi Droid, 2 Player Group, Rend, Skills, Dual Gearing, Mind trick 00:19:53, 01:21:40

Fragments from the Rim: Segment 14 Man Down & Resurgence 01:16:01

Official Show notes: WHAT THE FRAK IS UP, GAMERNATION!!!!??? I, GM Chris, am here with so much goodness, so much win, so much awesomesauce, so much moxy, so much chutzpah... that you'll be amazed I've been able to come up with so many idioms for it all! This monumentus episode 66 is a special episode for the Order 66 podcast, as we have on this fine program a bevy of guests. None other than the dulcet tones of Sam Witwer, Sterling Hershey, Gary Aslteford, Gary Sarli, and Rodney Thompson. They're here to sound off about good gaming, celebrate 66 episodes devoted to the best roleplaying system on the planet, and to answer some listener questions. We get down on it, and invite you to get down on it as well. I'm getting down on it. He's getting down on it. We're all getting down on it! Yeah. So sit back, gamernation, relax, grab your cheetos and mountain dew - and get ready to Execute Episode 66!

Episode # 67 – Don't Fear the Reaper Con

GM Dave, GM Chris, Twi'lek Goodness, and Reaper Darryl

Main Discussion Topic: Reaper Con Extravaganza 00:50:00

D20 Docking Bay: Dual Gearing Follow-up, Massive Damage, Dog Fighting a Group, & Destroyer Droids 00:22:45

Commander Cody: Geeju 00:18:46

Watto's Equipment: Cigaras 00:42:37

Fragments from the Rim: Segment 15 Desperate Gambit & Lightning Draw 00:46:07

Official Show notes: What is Up, Gamer-Nation?? We are back! The glory of ReaperCon has left us coated in its awesomely sweet goo of pewter perfection. After an immensely amazing weekend at Reaper, we return to you with tales of daunting and daring gaming and miniature madness! Seriously - the d20Radio Crew had an amazing time with the hospitable and helpful Reaper family. This episode, after tredging the depths of the galaxy with Cody, seeing what contraband Watto has, and answering some good listener questions, we delve deeply into a crucible of molten pewter with our special guest, ReaperDarryl. We talk about ReaperCon, and all the great gaming that went on, as well as the custom minis Darryl created for Star Wars play at the Con. Darryl then gives us his advice and tips on converting solid metal minis from the Reaper lines to create custom Star Wars minis of your own. All in all - amazing advice to help make your games that much better!



Thanks again to the gang at Reaper for welcoming d20Radio with open arms. We had a blast. So, GamerNation, sit back, relax, plug in, grab your paints - and whatever you do... Don't Fear the Reaper!

Episode # 68 – Educating You in the Face

GM Dave, GM Chris and Rodney Thompson

Main Discussion Topic: Jedi Academy Training Manual 00:18:58

D20 Docking Bay: JATM – New Feats, Call Weapons, Long handled Lightsabers, Dual Phase Lightsabers, Disc Blade, Force Power Combat Implant 00:18:58

Commander Cody: Vortex 00:15:30

Fragments from the Rim: Segment 16 Friends in Low Places & Misplaced Loyalty 01:12:46

Official Show notes: We are proud to bring you an uber-educational crunchy (and creamy) episode devoted to the hardest questions and hottest answers regarding the Jedi Academy Training Manual, and other bits of Saga Edition Goodness. We break from our normal format this evening for what is, essentially, an extended d20 Docking Bay with questions, answers, and all the juicy, gelatinous goo in between. Rodney answers YOUR questions about JATM (and other things), and gives his creative insight into the creation of this fine book. Nearly 2 hours of flabbergasting fun and fraking felgercarb with Jedi Master Thompson himself, has left us instructed, enlightened, exhausted, and above all - educated... in the face. Hard. I've got a black eye. GREAT episode! Big thanks to

the Rodster for generously giving of his time for us and you. Enjoy, GamerNation! Enjoy

Episode # 69 – Blowing Things...Up!

GM Dave and GM Chris

Main Discussion Topic: Military Engineer Prestige Class 00:53:11

D20 Docking Bay: Force Thrust, Energy Resistance, Telekinetic Prodigy 00:17:36

Commander Cody: New Plympto 00:15:21

Suspending the Rules: Deficiency 00:43:19

Fragments from the Rim: Segment 17 Impulsive Flight, Slippery Maneuver & Dumb Luck 00:48:35

Official Show notes: Greetings, GamerNation! We're here, large and in charge on a Friday night, and ready to throw down some serious Star Wars goodness. Tonight, per listener request, we strip down the mysteries of the Military Engineer Prestige Class - and talk about the best ways to blow things up and put 'em back together. We also answer a lot of questions in the Docking Bay, discuss a highly deficient house-rule, and visit New Plympto with Commander Cody. All in all, a very fun episode. So sit back, GamerNation, relax, and grab your books. It's time to light the fuse, run for cover, and wait for the Boom!! The Big Boom on episode 69 of YOUR Order 66 Podcast. Peace, Love, and Good Gaming!



Episode # 70 – D.B.A.D.

GM Dave, GM Chris, and Twi'lek Goodness

Main Discussion Topic: Merits of Player-dom and GM-dom 00:54:31

D20 Docking Bay: Shi-cho Lightsaber Form and Cross Guard Lightsaber, Long Handled Lightsaber & Ataru Lightsaber Form, Gambling 00:20:14

Commander Cody: Wayland 00:16:40

Watto's Equipment: R9 Flash Canister 00:47:50

Fragments from the Rim: Segment 18 Staggering Attack & Cunning Strategist 00:51:24

Official Show notes: What is up, GamerNation?? We are coming at ya this week with a carefully coordinated catastrophe of Star Wars: Saga Edition goodness. We take the time this week to visit a terribly mysterious planet with Commander Cody, answer a LOT of listener questions of both the crunchy and creamy variety, and look at the latest goody from Batman's toolbelt in Watto's Bargain Basement. Finally, we quest into the wilds of ethereal game science and art with a long overdue discussion as to the merits of player-dom and GM-dom. What do you want in a GM or a player? Well listen to find out what WE want. And you might be surprised to learn the secret to life, good gaming, and general well-being - as well as the secret point of the entire Star Wars saga: D.B.A.D. So sit back, relax, plug in, grab your books, and prepare to ponder the imponderable on this, episode 70 of YOUR Order 66 Podcast!

Episode 71: Ustream Walks the Plank

Hosts: GM Chris, GM Dave, Twi'lek Goodness

5.30 News

20.30 Post Cards from Commander Cody: Nirauan

25.40 D20 Docking Bay

28.34 Coup De Grace and Pinned Opponents

33.12 Diagonal Movement

35.53 The Dodge Feat vs Improved Defense

38.40 Daily Force Point

41.40 Feats

43.22 Aiding Another and Use the Force

44.56 Sense Force and DSPs

46.58 Technometry and Time

52.30 Storm Trooper Poetry

53.15 Fragments from the Rim: Skirmisher and Improved Skirmisher. Collateral Damage

58.05 Suspend the Rules: Insufficient Crew

1.02.20 Prestige Class Review: The Master Privateer

1.44.55 End Show

What is up, GamerNation? We've braved the deep of the technical malfunction abyss, to fall deeper into the dark cold of Davey Jones locker. This week, we return to you with a long overdue glimpse at BOTH of the Master Privateer Prestige Classes. Learn the ways of the briney deep and how to be a scalleywag of the stars. We also visit Nirauan with Cody, answer a trove of questions, and trip over a house rule that can let your PCs gain control of a Star Destroyer without breaking your



game! Thanks also to Alex and Trevor for a great Fragments from the Rim, and our buddy Fiddleback for a rather humorous StormTrooper Poetry.

We're BACK, GamerNation! Sorry about the delay - but it's ON! So grab your books, a mug of ale, and paste your eye-patch on as you plug in, and prepare for THIS... episode 71 of YOUR Order 66 Podcast!

Episode 72: Cannon Shot to Infinity

Hosts: GM Chris, GM Dave, Twi'lek
Goodness Guests: Kat

5.00 News
17.05 Post Cards from Commander Cody: Toola
20.15 D20 Docking Bay
20.55 Disarming Slash vs Shii Cho Form
23.30 Ace Pilot System Hit Talent
26.20 Dathamir Witch and Beast Control
33.10 Storm Trooper Poetry: Last Segment
34.55 Watto's Bargain Basement: Smoke Grenades
38.45 Introduction of Kat
39.20 When Good Games Go Bad: Tuxedo Wearing Trandoshan
46.40 Kat appears
51.03 Fragments from the Rim: Befuddle and Multiclass Advantageous Attack
54.27 Infinities Discussion
1.34.00 End Show

Well, GamerNation, we are back, bad, bold, and better than is to be expected - all thing considered. This week, we visit Toola with Cody, examine something new from batman's toolbelt in Watto's, and answer some good listener questions. We also take a walk down the avenue of When

Good Games Go Bad, and then welcome a guest host - the impetuous Kat - as we delve the mysteries of creating an infinities game, and telling canon to shove it.

So relax, plug in, grab your books, your brains, and your scratch pads; and join GM Chris, GM Dave, and Twi'lek Goodness as we BLOW YOUR FRAGILE LITTLE MINDS!!!!

Episode 73: The Saboteur Broke Our Podcast

Hosts: GM Chris, GM Dave, Twi'lek
Goodness Guests: Reaper Bryan

4.33 News
18.30 Reaper Contest Winner Announcement
27.32 Post Cards from Commander Cody: Bestine
31.00 Wookie Poetry
31.25 D20 Docking Bay
32.34 Skilled Advisor Talent
36.34 Ithorian Bellow and Sneak Attack
40.16 Blind
43.35 When Good Games Go Bad: Storm Troopers and Thermal Detonators
51.35 Fragments from the Rim: Unstoppable Force Advantageous Cover
55.10 Prestige Class Review: The Saboteur
1.35.50 End Show

We're back at you this week for some gaming goodness, some adventurous advice, some industrious information, and some secretive sabotaging of THIS - episode 73 of your Order 66 Podcast. This week, TG, Dave, and Chris talk the talk of the ever-so-mysterious saboteur; answer listener questions; delve into a good game gone bad; and visit Bestine with Cody.



And most importantly, we make a major announcement about the ENnies - and finally announce the winners of the Reaper Paint competition!!

So grab your toolkits, gamernation, plug in, jury-rig your systems, and prepare for the ENnie

Episode 74: Randomly Exploding Plots

Hosts: GM Chris, GM Dave, Twi'lek Goodness

- 00.00 Tribute to Lance CPL Coat
- 5.50 News
- 17.35 Post Cards from Commander Cody: Devaron
- 21.40 D20 Docking Bay
- 22.20 Dual Wielding Grenades
- 23.08 Masquerade Talent, Illusion, and Deceptive Appearance
- 28.28 Advantageous Attack
- 31.32 Ubese
- 39.45 Imperial Idol
- 42.03 Suspending the Rules: Redemption Destiny
- 48.45 Fragments from the Rim: Unwavering Resolve Angled Throw & Mighty Throw
- 52.00 Feature Discussion: Drawing Together Plots

GamerNation, we are back at ya and ready to rock and roll, for THIS, episode 74 of YOUR Order 66 Podcast! This week, our hosts get all "boom boom pow" with a discussion of drawing together story elements to make a good game plot. We also find time to step into the Docking Bay, visit the senate to Suspend some Rules on the

Redemption Destiny, and visit Devaron with Cody. We get hot, heavy, and heated on this juicy episode...

So sit back, relax, grab your books and your film collection, and prepare for some gaming goodness.

Episode 75: Tell Me About Your Mother

Hosts: GM Chris, GM Dave, Twi'lek
Goodness Guests: FULONGAMER, Ennie Award Hans

- 5.00 News
- 5.45 Holo News Network: First Segment
- 16.20 Interview with Hans: Ennie Awards
- 25.07 Post Cards from Commander Cody: Carida
- 28.35 D20 Docking Bay
- 29.05 Failed Block/Deflect Attempts
- 29.40 Double Using Combat Gloves and VibroKnucklers
- 31.36 Wookie Rage
- 35.08 Fragments from the Rim: Stymie, Brink of Death & Fatal Hit
- 40.20 Feature Discussion: The Background System from The Republic Era Campaign Guide
- 1.02.00 End Show

Backstory? We don't need no stinkin' backstory!! Or do we? Let's talk about the bonuses that your character can choose to take in lieu of destiny with proper character development. We also talk about the ENnies (GO VOTE!!!) and storms threaten to derail the show as routers, skype and Dave's house become casualties in a batch of storms that threaten the podcast. So, grab a drink and listen in as d20 Radio welcomes FULON GAMER to his first show



in person! WOOT!

Episode #76 – Silent but Deadly

Hosts: GM Dave, GM Chris, Twi'lek Goodness

Date Recorded: Sun 8/9/2009

News [4:07]

Luke Lowbrow [16:25]

Commander Cody [19:05]: Denon

D20 Docking Bay [22:48]

Fragments from the Rim [38:44]

Prestige Class Assassin [44:10]

Post-show [78:42]

Official Show Notes:

We're back at ya this week for another round of gaming goodness - returning to our sneaky, manipulative, and cunning roots - with a discussion of the Assassin Prestige Class! We also visit Denon with Commander Cody, answer a BEVY of listener questions (good ones, too...), and talk the talk of GenCon, and the ENnies. TG and Dave also find unique and exciting ways to make our ears bleed!

So sneak up on your chair, slide into it stealthily, and take aim at Episode 76 of YOUR Order 66 Podcast.

Episode #77 – Ditch the Forker, Go To GenCon

Hosts: GM Dave, GM Chris, Twi'lek Goodness

Date Recorded: Sun 8/23/2009

News [7:12]

Commander Cody [27:22]: Indianapolis

D20 Docking Bay [31:32]

Fragments from the Rim [48:22]

The Return of the Gen Con Extravaganza [53:13]

Post-show [93:10]

Official Show Notes:

The ENnie Award Winning Order 66 Podcast is back at you this week - still barely recovering from the glory of all things GenCon! Eagerly invading your ear-canal, we wax pathetic about how amazing GenCon is for nearly TWO HOURS! Also, we manage to get just a TAD of Star Wars Discussion in there, too. :wink:

We visit the land of "Indy" with Commander Cody, talk about some great Star Wars questions, and take a brief look at Good Games Going Bad with tales of headlocks and forkers. We also include a good amount of interviews from GenCon, and share our tales of the greatest gaming convention this side of Coruscant!

So sit back, GamerNation, grab your dice and your smiles - and prepare to share in our GenCon glory! Thank you, GamerNation. Thank you for your continued support. This episode is for you.

Episode #78 – Rodney's Rebel Field Guide

Hosts: GM Dave, GM Chris

Date Recorded: Tuesday 9/1/2009



45

D20 RADIO

News [5:49]

Luke Lowbrow [14:34]

Commander Cody [18:23]: Rinn

Fragments from the Rim [22:01]

Rebellion Era Campaign Guide with Jedi Master Rodney Thompson [27:02]

Post-show [113:04]

Official Show Notes:

Oboy! What a show we've got for you. Nearly two and a half hours of GLORY with Jedi Master Rodney Thompson comes to you this episode. We crack open the Rebellion Era Campaign Guide something FIERCE! The Rodster takes the time to tear into some of YOUR questions about this awesome book, as well as a few other things. In addition, he gives us some NICE previews about Galaxy at War!

Learn about Backgrounds and You! Learn about the "true" history of the Killian Rangers. Learn about Rodney's infatuation with Jek Porkins.

Seriously, big thanks to Rodney Thompson for taking his time to be with us and answer questions, endure jibes, and share in our good humor.

We blow your ear canals in twain with this bevy of awesome. So grab your Rebellion Era Campaign Guides, a cold glass of Correllian Ale, and sit back, relax, and let's get Rodn-ified - on THIS... episode 78 of YOUR Order 66 Podcast.

Episode #79 – Let the Players Play, Stupid!

Hosts: GM Dave, GM Chris, Twi'lek Goodness Special Guests: Sam Witwer, Chuck Hirstius

Date Recorded: Sunday 9/6/2009

News [7:03]

Luke Lowbrow [11:19]

Commander Cody [15:30]: Kothlis

D20 Docking Bay [19:25]

Fragments from the Rim [52:08]

Adventures in Gaming with Sam and Chuck [56:20]

Post-show [145:11]

Official Show Notes:

All right, GamerNation. What a show we've got.

Hot off the tail of Rodney's bonanza, Sam Witwer wasn't to be outdone! We've got nearly three hours of star wars gaming advice, talk, and chat so inspiring - you'll be planning your next session before the podcast is over! Big thanks to Sam Witwer and Chuck Hirstius for joining us and sharing the joys of their campaign, and all they've learned from it. Hear the secrets of running a game with far too many players, and what to do with sessions too far apart. How to motivate your players - and your GM!

We also take a visit to Kothlis with Cody, answer some great listener questions, and get down and dirty in the post show! So sit back, get ready, and be amazed. For this...



episode 79 of YOUR Order 66 Podcast.

Episode #80 – Gloriously Castigated Bastards

Hosts: GM Dave, GM Chris, Twi'lek Goodness

Date Recorded: Sunday 9/13/2009

News [4:23]

Luke Lowbrow [13:42]

Commander Cody [16:35]: Raxus Prime

D20 Docking Bay [19:45]

Suspending the Rules [38:45]

Fragments from the Rim [45:57]

Prestige Class Discussion: The Charlatan [49:28]

Official Show Notes:
Hey, GamerNation!!

Hang on to your credchips, because we're plumbing the depths of bastard-dom. Grift, graft, guile, and greed are the talk tonight, as we learn all about the Charlatan Prestige Class and its awesomeness. We also travel to Raxus Prime with Cody, take a look at a COMPELLING house-rule, and answer some GREAT listener questions. We also take the time to dance a happy dance over the crowning of d20 Radio LIVE and STREAMING!

So swindle yourself a Scum and Villainy book, sit back, grab something cool and refreshing, and join us in the great con... which is Episode 80 of YOUR Order 66 Podcast!











51

D20 RADIO

