STAR WARS: EDGE OF THE EMPIRE FAQ & ERRATA

The most recent changes are in red.

FREQUENTLY ASKED QUESTIONS

Q. Presuming a minion group of 3 stormtroopers, with a wound threshold of 5 each and a soak of 5, what happens when the group is hit for 10 damage? 11 damage? 15 damage? Is soak applied by each individual member of the group? Is a member of the group defeated for each 5 wounds suffered?

A. Soak is applied only once, and then the remaining damage applied to the group's wound threshold. In this example, the group hit for 10 damage suffers 5 wounds. No members of the group are defeated, as the total wounds suffered has not yet exceeded an individual trooper's wound threshold. If the same group were instead struck for 11 damage, the group would suffer 6 wounds and 1 trooper would be defeated. If the same group were instead struck for 15 damage, the group would suffer 10 wounds and 1 trooper would be defeated. When a trooper is defeated, the total wound threshold and wounds suffered by the minion group does not change, but the group loses the benefits of that additional minion on skill checks.

Q. Some armor, talents, and item qualities provide a static defense value, while others specifically increase a defense value. How do they interact?

A. When a character can choose between two static defense values, (for example, if he is in cover and is wearing armor that has a defense value), he chooses the better of the two values. Then any armor, talents, and item qualities he has that "increase" his defense value are added to the static value he chose. (Cover has been clarified in the errata to reflect this.)

As a side note, the prone condition simply adds ■ or ☐ to ranged or melee attacks targeting the character (respectively), and therefore may stack with the character's defense value.

Q. If I succeeded on a combat check with only one ✵, do I still add +1 damage?

A. Yes. In both personal and starship combat, **all** ✵ (that aren't canceled by ▼) add damage to the attack.

Q. Does a ▼ cancel the Success portion of a ✦? Does a ✵ cancel the Failure portion of a ▽?

A. Yes in both cases. However, the ✦ and ▽'s narrative effects cannot be canceled, so the incredibly potent beneficial or negative effects still occur. It's even possible to have the narrative effects of both a ✦ and ▽ happen on the same roll, making for especially dramatic results.

Q. When the Breach and Pierce qualities say to "ignore" X amount of armor or soak, do I automatically inflict X amount of damage on a successful combat check? For example, if I deal 4 damage with Pierce 1 against a soak 6 target, does it still take one wound?

A. No. In the example, the Pierce 1 ignores 1 point of soak for a total of 5 soak remaining, which is still equal to or higher than the total damage inflicted, so there are no wounds applied. In other words, Pierce and Breach temporarily reduce the target's soak when the damage from the hit is applied.

Q. On page 116 under Piloting (Space) it says that an opposed Piloting (Space) check can determine the relative facing of two ships, but on page 235 it says that when shooting at ships with a silhouette 4 or smaller, the defender chooses the targeted facing. Which is correct?

A. Simply put, both. The latter rule is a specific rule designed to work within the mechanics of vehicle combat, while the former is a more general rule. There are situations where the rule of "defender chooses the zone" does not apply, whether because the defender is silhouette 5 or larger, or because the rule does not work within the ongoing narrative (an agile airspeeder attacking a lumbering AT-AT walker should be able to choose which facing it attacks, even though the AT-AT is silhouette 4). In that case, GMs can use the former rule instead.

Q: When a talent, Force power, or ability adds ✦ to a check, does this also mean the check gains an additional ✵ (since ✦ counts as a Success as well as providing the Triumph effect)?

A. Yes.

ERRATA

The following errors should be corrected as follows. Except as noted below, these errata will be corrected in future printings.

EDGE OF THE EMPIRE CORE RULEBOOK

CHAPTER II: CHARACTER CREATION

PAGE 65

In the Bacta Specialist talent, replace "regain" with "recover."

PAGE 66

In the Scathing Tirade talent, replace "close range" with "short range."

CHAPTER III: SKILLS

PAGE 113

In the Negotiation (Presence) entry, second paragraph, "Presence and Cool" should read "Negotiation or Cool."

CHAPTER IV: TALENTS

PAGE 132

In the Bacta Specialist entry, change "regain" to "heal."

In the Balance entry, change "regains" to "recovers."

PAGE 133

In the Crippling Blow entry, change "**Activation:** Active" to "**Activation:** Active (Incidental)."

PAGE 136

In the Hard Headed (Improved) entry, add Mechanic to the **Trees** list.

PAGE 144

In the Targeted Blow entry, remove Mercenary Soldier from the **Trees** list.

CHAPTER V: GEAR AND EQUIPMENT

PAGE 154

In the Item Qualities entry, at the end of the fourth paragraph add: "Weapon qualities can only trigger on a successful attack, unless specified otherwise."

PAGE 157

In the Stun Damage entry, second paragraph, change "a free action" to "an incidental."

PAGE 172

In the Synthetic Standard Strength Neuroparalytic entry, "Stuns" should be "immobilizes."

CHAPTER VI: CONFLICT AND COMBAT

PAGE 204

In the first sentence of the first paragraph, replace "Melee or Brawn" with "Melee or Brawl."

PAGE 213

In the Cover entry, replace "increases the character's ranged defense by 1" with "allows the character to gain ranged defense 1"

CHAPTER VII: STARSHIPS AND VEHICLES

PAGE 227

In the Sensors entry, replace "Surveillance" with "Computers."

PAGE 232

In the Fly/Drive entry, add the following sentence to the end of the paragraph: "Moving between one range band and the next always takes two maneuvers regardless of speed, with the following exceptions detailed below:"

PAGE 233-234

In the Damage Control entry, the second sentence of the first paragraph should read "Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain per success." The second sentence in the second paragraph should read "In general, PCs can only attempt one Damage Control check to reduce hull trauma (one per success) per encounter."

PAGE 257

In the Lambda-class T-4a Long Range Shuttle profile, replace the "Forward Light Blaster Cannons (2)"and "Forward Twin Light Laser Cannons (2)" weapons entries with "Two Forward Light Blaster Cannons" and "Two Forward Twin Light Laser Cannons."

PAGE 258

In the BTL-A4 and BTL-S3 Y-wing Attack Starfighter profile, remove the "(2)" following the Forward Mounted Proton Torpedo Launchers weapons entry.

PAGE 264

Add "**Sensor Range:** Short." to Wayfarer profile.

CHAPTER VIII: THE FORCE

PAGE 277

In the Overwhelm Emotions talent, replace "Coerce, or Deceit" with "Coercion, or Deception."

In the Balance talent, replace "regains" with "recovers."

PAGE 282

In the 15 cost Control upgrade on the talent tree, replace "Coerce" with "Coercion."

BEYOND THE RIM

CHAPTER III: TOXIC MOTHERLOAD

PAGE 77

Last sentence of last paragraph, change from "⊕ upgrades the pilot's base dice pool on the next check" to "⊕ upgrades the pilot's base dice pool on the next check once."

SUNS OF FORTUNE

CHAPTER I: THE CORELLIAN SYSTEM

PAGE 19

The Murra should be listed as a "Minion" not a "Rival."

PAGE 51

Remove the Surveillance skill from Liddy Ravora's entry.

CHAPTER III: PLAYER OPTIONS

PAGE 101

Remove the "Gravity Belt" entry from **Table 3–4: Gear and Equipment**.

CHAPTER IV: MODULAR ENCOUNTERS

PAGE 133

Remove the Surveillance skill from the ISA Security Agent's entry.

DANGEROUS COVENANTS

CHAPTER I: ARMED AND DANGEROUS

PAGE 37

In the Signature Ability tree for Unmatched Protection, the Protect Ally tree reads "Once per session while Unmatched Mobility is active…" This should read "Once per session while Unmatched Protection is active…"

CHAPTER 2: LOCKED AND LOADED

PAGE 54

In the entry for the TaggeCo MB-7 "Ranger" Range Finder, the hard points required is listed as "none." It should be listed as "1."

PAGE 63

In the entry for the Invader AA-9 Assault Airspeeder's weapons, the forward mounted light blaster cannon's Critical rating should be "4," and the mini-rocket launcher's range should be "Close."

PAGE 63

In the entry for the YZ-775 Medium Transport's weapons, the dorsal turret-mounted twin light turbolaser should have the weapon quality "Linked 1," and both of turret-mounted twin medium laser cannons should have the weapon quality "Linked 1."

JEWEL OF YAVIN

CHAPTER I: ODDS AND OPPORTUNITY

PAGE 29

The description of **3. Hallway Expedition** reads "With the exception of the gift shop, doorways lead…" It should read "With the exception of the storeroom, doorways lead…"

PAGE 50

The read aloud text in the section **Buoy Three to Four: The First Feeding Ground** reads "The first buoy disappears behind you…" It should read "The third buoy disappears behind you…"

CHAPTER III: ESCAPE TO THE CLOUDS

PAGE 93

Under the Christophsis section, a section reads: "🔆: The shadow of one of the crystal spires crosses over the opponent the character just attacked, and the starport's lighting diminishes accordingly. The opponent is cast into relative darkness, granting defense 1 due to cover for the next round." It should read "🔆: The shadow of one of the crystal spires crosses over the character, and the starport's lighting diminishes accordingly. The character is cast into relative darkness, granting defense 1 due to cover for the next round."

FAR HORIZONS

CHAPTER I: BUILDING BETTER WORLDS

PAGE 29

In the talent tree for the Marshal specialization, both instances of the Point Blank talent read "at close range or engaged." They should read "at short range or engaged."

PAGE 37

In the signature ability tree for Unmatched Expertise, the third upgrade from the left in the first row currently reads: "Activate Unmatched Expertise as a maneuver instead of as an action." It should read "Activate Unmatched Expertise as an incidental that may be triggered out of turn instead of as an action."

LORDS OF NAL HUTTA

CREDITS PAGE

PAGE 2

The cover artist credits read "David Kegg and Mark Molnar." It should read "Joel Hustak and Mark Molnar."

CHAPTER III: PLAYER OPTIONS

PAGE 105

In the entry for the Poison Reservoir, the price is listed as "(R) 500 credits." It should be listed as "(R) 400 credits."

CHAPTER IV: MODULAR ENCOUNTERS

PAGE 123

In the entry for the *Fereallis* Pirate Crewmate, the Gunnery skill should have a rating of "1."

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