

STAR WARS™

ROLEPLAYING

Last Updated 11/20/2017

v2.0

The most recent changes are in magenta.

FREQUENTLY ASKED QUESTIONS ABOUT EDGE OF THE EMPIRE, AGE OF REBELLION, AND FORCE AND DESTINY

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 ⚡?

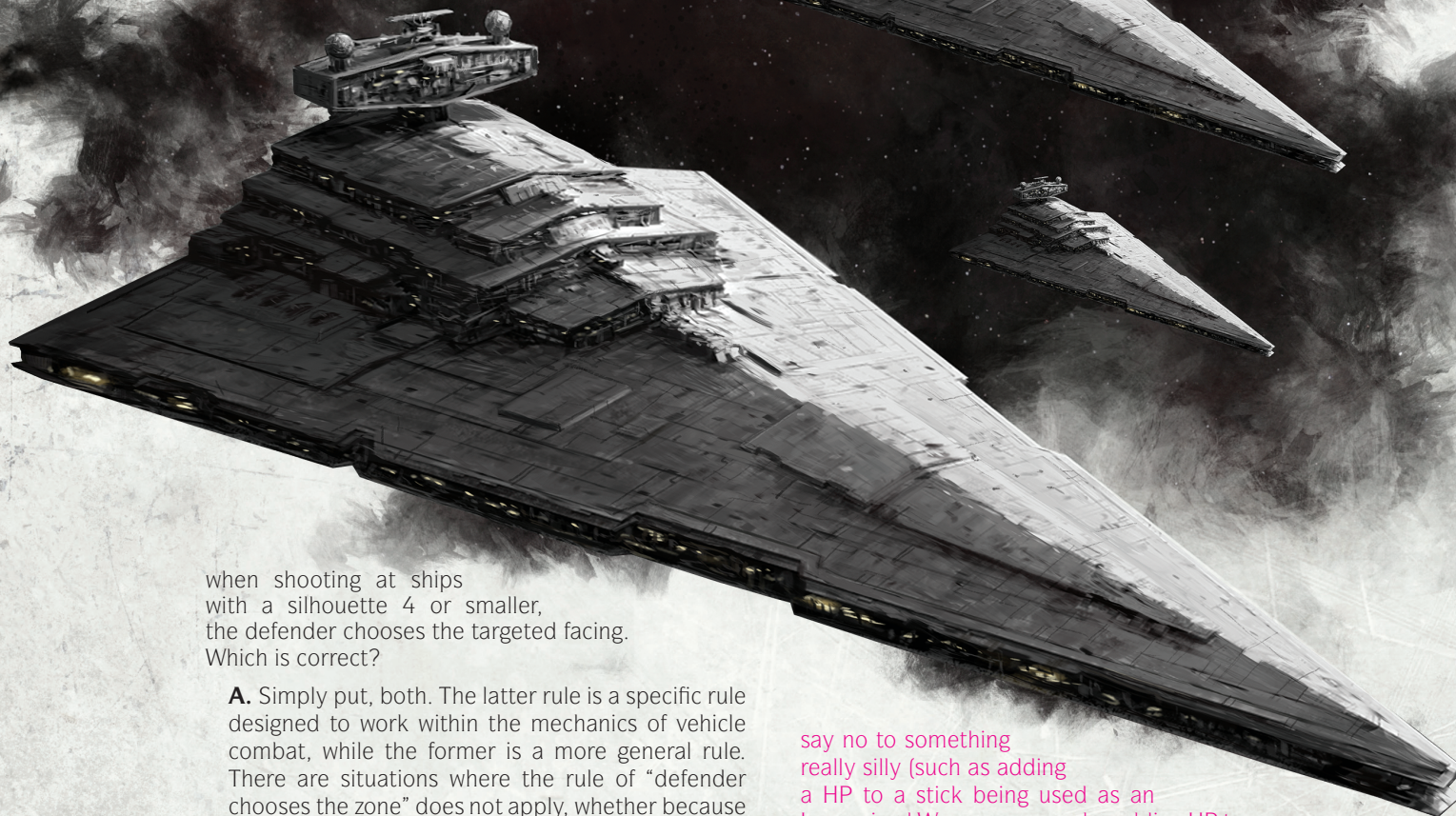
A. Yes in both cases. However, the ⚡ and ✨'s narrative effects cannot be canceled, so the incredibly potent beneficial or negative effects still occur. It's even possible to have the narrative effects of both a ⚡ and ✨ happen on the same roll, making for especially dramatic results.

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 \oplus to a check, does this also mean the check gains an additional \star (since \oplus counts as a Success as well as providing the Triumph effect)?

A. Yes.

Q: When you buy a new specialization outside your career do you get just the bonus skills for the new specialization as additional career skills, or the skills for the specialization and its parent career as well?

A. You only ever get the bonus career skills from the specialization.

Q: Can you use the Brace maneuver to negate the \blacksquare provided by cover?

A. No.

Q: Can you add a hard point to items that currently have 0 HP or only to items that have 1 or more HP?

A. Yes, generally you can add HP to items that currently have 0 HP. As always, of course, the GM can

say no to something really silly (such as adding a HP to a stick being used as an Improvised Weapon, or maybe adding HP to most grenades, for example).

Q: When using Jury Rigged to reduce the \ominus cost to activate Auto-fire, does that reduce the cost of Auto-fire for all activations, or just the first activation?

A. If you use Jury Rigged to reduce the cost of activating the Auto-fire quality, it applies to all activations of the Auto-fire quality.

Q: Can Quick Draw be used more than once per round to draw multiple items?

A. Quick Draw may be used to draw a single weapon or item. If a character is wielding two weapons, they may draw one as an incidental, and then draw one as a maneuver.

Q: Can you use Jury Rigged to decrease the \ominus cost to hit with the secondary weapon when attacking with two weapons as part of a combined check?

A. No. Jury Rigged cannot decrease \ominus cost to hit with the secondary weapon as part of a combined check.

Q: Must a check succeed in order to gain the benefits of Surgeon, Rapid Recovery, Fine Tuning, Solid Repairs, or Physician?

A. The check must first succeed before the effects

of the talent can be applied. A failed check means the Talent does not trigger.

Q: For the Sense power, could a PC with both the ongoing effect Control Upgrades activate them with a single action, or would each Ongoing Effect require its own action?

A: Each ongoing effect requires an action to activate (and the character would need the Force Rating to activate both as well).

Q: How does the Move power work with some of its upgrades? For instance, a PC activates Move, along with the Strength and Range upgrades in conjunction with the Control upgrade that allows them to hurl objects. They lift a silhouette 2 landspeeder and throw it at a cliff face at medium range. What would the damage be, and how would it apply? In a similar case, how would damage be applied if the PC were to throw a silhouette 1 adversary at another silhouette 1 adversary within short range?

A: In the first scenario, the speeder would take damage based on its silhouette, not the cliff's silhouette. In the second scenario, both adversaries would take damage based on the silhouette of the thrown adversary and the result of the ranged attack check.

Q: Can a character use both the Overwhelm Emotions talent and the Influence Force power to add ★ to a single skill check?

A: No, the character must choose one or the other.

Q: Which item qualities can be activated multiple times on a single combat check?

A: Generally, item qualities can be triggered once per target.

Q: Does soak stack if a character wears two different armors at the same time, such as a Catch Vest and a Nomad Greatcoat?

A: No, the character gains the soak from only one armor, chosen by the player. However, if you really like the effect of the vest and the looks of the greatcoat, your character can certainly get the narrative effects of wearing both!

Q: Can the Superior Customization attachment be applied to weapons with the Inferior quality? Does it remove that quality, or do you apply both?

A: You technically apply both, but in most cases, they simply cancel each other out (as with weapons, or armor that does not have defense). In these cases, it can be simpler to remove both qualities from the item's profile.

Q: Does the Blast quality of a weapon benefit from that weapon's Pierce or Breach rating?

A: Yes, damage inflicted by the Blast quality benefits from Pierce and Breach.

Q: Does soak apply to Burn effects?

A: Yes, soak does apply to damage inflicted by the Burn quality.

Q: Dueling Pistols are described as "almost invariably" sold in pairs. Is the price listed for one pistol or a pair of pistols?

A: Although the description notes how they're generally sold, the price listed is for a single pistol.

Q: When modifying attachments, does the difficulty increase with each subsequent modification (i.e., Hard for the first mod, Daunting for the second mod, and Formidable for the third mod)?

A: Yes.

Q: When a character wears a weapon on their wrist, such as with the Wrist Mount attachment, is the weapon considered to be "drawn," or does the character need to take a maneuver to "ready" the weapon?

A: Your character does count as having the weapon drawn and ready if it is worn on their wrist, unless other circumstances (such as wearing a spacesuit over it) would make this impractical.

Q: If a character spends ☉ or ☾ to activate a weapon's critical rating multiple times with an attack targeting a minion group (which would normally add +10 or more to the Critical Injury roll), how many minions are eliminated from the group?

A: Since a character can only inflict one Critical Injury per hit (additional activations enhance the result of the Critical Injury but are not Critical Injuries in their own right), activating a critical rating multiple times with an attack that only inflicts a single hit does not eliminate any additional minions from the group.

Q: Must you wait a week after suffering a Critical Injury before a medicine check can be attempted to recover from it? Or can a doctor or medic attempt to check immediately after suffering the Critical Injury?

A: The latter. The Medicine check may be attempted immediately. If failed, it may be attempted again after a week has passed.

Q: How many rounds can a character spend aiming? What would the maximum benefit be and can you aim across multiple rounds?

A: A character can only benefit from two maneuvers performed to aim, so you only ever add ■■ due to aiming. The benefits of aiming can carry over to the next round, but any additional maneuvers, actions, or damage the character suffers that exceeds soak will end the benefits of aiming.

Q: Do missile tubes come preloaded with 6 missiles?

A: Yes, all the weapons come preloaded with ammo.

Q: How do jetpacks work exactly? Does a character flying a jetpack operate at the planetary scale for movement speed, or at the personal scale?

A. It depends on the situation. In personal combat, a character moving via a jetpack should operate at personal scale. However, because of the jetpack's great speed, in personal scale it might allow a character to cover any number of range bands with as few as a single maneuver. If that same jetpack-flying character is chasing a vehicle such as a speeder, then it might operate at planetary scale. It is ultimately up to the GM's discretion. No Piloting check is necessary if the character is simply moving from point A to point B and there are no consequences for failure. A check might be warranted if there is terrain or other risks involved in flying the jetpack.

Q: If I buy a rank in a non-career skill and it later becomes a career skill, do I get refunded the additional "out of career" cost I paid when I initially purchased that rank?

A. No, you do not get a refund. You are better off buying the specialization first and then putting ranks into its skills afterward.

Q: Can a character hold or delay their action during combat?

A. There is no rule as such for this. A character who wishes to act later should simply take a later slot in the initiative order, but there is no rule for acting "just before" an enemy does something. The GM might call for an opposed roll in such a circumstance if they deem it appropriate, perhaps using Cool to resolve a pistol duel for example.

Q: Can different sources of defense stack? For example, can different sources of personal defense, such as multiple layers of armor, stack or can cover and armor defense stack?

A. Unless a source of defense specifically states that it stacks with other sources of defense, then it does not stack. Armor and cover, for example, do not stack; a character can only benefit from one of these sources of defense at a time.



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