

# STAR WARS. EDGE OF THE EMPIRE ROLEPLAYING GAME

## ACTIONS AND MANEUVERS IN ENCOUNTERS

During a character's turn, the character can perform one action and one maneuver. The character can also suffer two strain to perform one additional maneuver, as long as they do not perform more than two maneuvers total during their turn.

### Maneuvers

**Aim:** Gain a bonus on the next attack.

**Assist:** Grant a bonus to an ally's check.

**Guarded Stance:** Take penalties to melee attacks for a bonus to melee defense.

**Interact with the Environment:** This could be anything from moving objects to manipulating control panels.

**Manage Gear:** Draw, holster, or put away weapons and items, or load a weapon.

**Mount or Dismount:** Mount or dismount from a vehicle or animal.

**Move:** Move within range bands or change ranges with something else.

**Drop Prone or Stand from Prone:** Drop to the prone position or stand up.

**Preparation:** Take a maneuver to prepare something for something else.

### Actions

**Exchange an Action for a Maneuver:** Take a maneuver instead of an action.

**Spend an Action to Activate an Ability:** Some abilities require spending actions without checks.

**Activating a Force Power:** Use a Force power.

**Performing a Skill Check:** Anything that requires a skill check requires an action to perform unless specifically stated otherwise.

**Performing a Combat Check:** Perform a skill check with additional rules to attack someone.

### SYMBOLS AND DICE

	Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left, the check succeeds.
	Triumph  symbols count as Success  symbols and may also be spent to trigger a powerful positive consequence.
	Advantage  symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat  symbols.
	Failure  symbols cancel Success  symbols. If there are enough Failure  symbols to cancel all the Success  symbols, the check is a failure.
	Despair  symbols count as Failure  symbols (they cancel Success  symbols) and may also be spent to trigger a powerful negative consequence.
	Threat  symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage  symbols.



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

### DIFFICULTY LEVELS PAGE 17

Difficulty Level	Dice	Example
Simple	—	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or Setback dice indicate the possibility of complications.
Easy		Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average		Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard		Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting		Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable		Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.



# COMBAT



## SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT PAGE 206

Cost	Result Options
<p>☹ or ☹</p>	<p>Recover 1 strain (this may be selected more than once). Add <span style="border: 1px solid black; padding: 0 2px;"> </span> to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (☹ cost may vary). Activate a weapon quality (☹ cost may vary).</p>
<p>☹☹ or ☹</p>	<p>Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add <span style="background-color: black; color: black;">■</span> to the targeted character's next check. Add <span style="border: 1px solid black; padding: 0 2px;"> </span> to any allied character's next check, including the active character.</p>
<p>☹☹☹ or ☹☹</p>	<p>Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or causing him to drop his blaster. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). The effects should be temporary, and not too excessive. Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a weapon it is wielding.</p>
<p>☹</p>	<p>Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p>
<p>☹☹</p>	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.</p>

## ATTACK DIFFICULTIES PAGE 205

Rng Band	Difficulty
Engaged	Easy (◆) plus modifiers depending on weapon used, see below.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

Melee attacks (Brawl or Melee checks) are always Average (◆◆).

## RANGED DIFFICULTY MODIFIERS PAGE 210

Condition	Modifier
Engaged w/Ranged (Light)	+1 difficulty
Engaged w/Ranged (Heavy)	+2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.



## WEAPON QUALITIES

The following are summaries of weapon qualities. Full descriptions can be found in the Core Rulebook, and active qualities require ☹☹ to trigger unless listed otherwise.

- Accurate (Passive):** Add   per rating to attack checks.
- Auto-Fire (Active):** Increase difficulty of attack checks by ◆ may trigger multiple times to generate additional hits.
- Breach (Passive):** Ignore 1 point of armor (10 points of soak) per rating.
- Burn (Active):** When triggered, target suffers weapon's base damage for a number of rounds equal to rating.
- Blast (Active):** When triggered, targets engaged with target suffer wounds equal to rating.
- Concussive (Active):** When triggered, target is staggered a number of rounds equal to rating.
- Cortosis (Passive):** Weapons are immune to Sunder, armor is immune to Pierce and Breach.
- Cumbersome (Passive):** Must have Brawn equal to rating, or increase difficulty by difference to all checks.
- Defensive (Passive):** Increase melee defense by rating.

- Deflection (Passive):** Increase ranged defense by rating.
- Disorient (Active):** When triggered, target is disoriented a number of rounds equal to rating.
- Ensnare (Active):** When triggered, target is immobilized a number of rounds equal to rating.
- Guided (Active):** Requires ☹☹ to trigger. If triggered and attack misses, makes additional attack with ability equal to Guided rating.
- Knockdown (Active):** Requires additional ☹ per silhouette beyond 1 to trigger. When triggered, target is knocked prone.
- Inaccurate (Passive):** Adds ■ to attack checks equal to rating.
- Inferior (Passive):** Adds ☹ to all check results, decreases base damage or defense by 1 (if no defense, then decreases soak by 1).
- Ion (Passive):** Deal damage to system strain threshold.
- Limited Ammo (Passive):** May make number of attacks equal to rating, then must be re-loaded.

- Linked (Active):** When triggered, may generate additional hit on same target. May trigger number of times equal to rating.
- Pierce (Passive):** Ignores number of points of soak equal to rating.
- Prepare (Passive):** Must perform a number of preparation maneuvers equal to rating before using weapon.
- Slow-firing (Passive):** After using, must wait number of rounds equal to rating before using again.
- Stun (Active):** When triggered, inflicts strain equal to rating.
- Stun Damage (Passive):** Attacks deal damage as strain instead of wounds. This is still reduced by soak.
- Sunder (Active):** Trigger to damage weapon or item.
- Superior (Active):** Adds ☹ to all check results, increases base damage by 1 or defense by 1.
- Tractor (Passive):** On hit, target may not move unless it passes a check to break free.
- Vicious (Passive):** When scoring a critical injury or hit, add 10 times rating to the result.