

STAR WARS: EDGE OF THE EMPIRE BEGINNER GAME FAQ & ERRATA

Last Updated 09/20/2013

v1.0

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 dam-

age, 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. When spending advantage and threat, can the same effect from table 2-1 or 2-2 be triggered more than once?

A. With the exception of the generic recovering and suffering strain item, the effects on table 2-1 and 2-2 are intended to be used only once each on a given check. The GM may, of course, ignore this restriction if it suits the narrative, or use advantage and threat for effects that do not appear on table 2-1 or 2-2.

ERRATA

The following errors should be corrected as follows. Except as noted below, these errata have been corrected in the second and all future printings.

CHARACTER FOLIOS

LOWHHRICK

On page 6 of Lowhhrick's character folio, his Presence should be 2.

PASH

On page 4 of Pash's character folio, the Surveillance skill is incorrectly included. The Surveillance skill should be removed.

On page 6 of Pash's character folio, Pash's characteristics are incorrect. His characteristics should be: Brawn 3, Agility 3, Intellect 2, Cunning 3, Willpower 2, Presence 3.

RULEBOOK

PAGE 19

In the Incapacitated sidebar, "below" in the last sentence should read "equal to or below".

PAGE 28

In the Hidden Storage entry, remove the sentence "The number of compartments is up to the player, but cannot be enough to hold a total encumbrance value of items more than the character's ranks in Hidden Storage."





In the Jury Rigged entry, remove the sentence "Alternatively, he can decrease the encumbrance of the item by two to a minimum of one."

PAGE 29

In the Precise Aim entry, the last sentence should end "...reduce a target's defense by one or, if a ranged combat check, to remove one Setback die granted by the target taking cover."

PAGE 32

In the first paragraph, "effect" should be "affect."

In the second paragraph of the Auto-Fire entry, "total Successes" should read "net Successes."

In the Blast entry, "per Success" should read "per net Success."

PAGE 40

In table 6-1, the entry "Firing vessel has a silhouette three points larger than the target ship" should read "Firing vessel has a silhouette at least three points larger than the target ship."

In table 6-2, the entry "Initiating ship's speed is one higher than the target ship" should read "Initiating ship's speed is at least one higher than the target ship."

PAGE 44

In the last paragraph, the sentence "For every five wounds inflicted upon the unit, one member of the unit would be eliminated" should be "When the total wounds the unit suffers exceeds 5 wounds, one member of the unit would be eliminated."

PAGE 45

The Imperial Stormtrooper Sergeant's Soak/Defense entry should read "5 / 0".

PAGE 46

The Smuggler's Natural Jockey talent should be named Skilled Jockey.



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