

# STAR WARS: EDGE OF THE EMPIRE CORE RULE-BOOK FAQ & ERRATA

Last Updated 09/26/2013

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 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.





## ERRATA

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

### 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 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 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.”



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