

EDGE OF THE EMPIRE

ERRATA

Last Updated 11/20/2017

v2.0

The most recent changes are in magenta.

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 206

Change the Defense section to:

“Defense, or specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense ratings represent the abilities of shields, armor, or other defenses to deflect attacks entirely, or to absorb or lessen incoming blows.

“A character adds a number of ■ equal to their defense rating to all combat checks directed against them.

“No character can have a defense rating higher than 4.”

PAGE 206

Change the Melee and Ranged Defense section to:

“A character’s defense rating can be classified as one of three types: general defense rating, melee defense rating, or ranged defense rating. A general defense rating applies against all combat checks directed against the character. A melee defense rating only applies against close combat checks directed against the character (Brawl and Melee checks). A



ranged defense rating only applies against ranged combat checks directed against the character (Gun- nery, Ranged [Light], and Ranged [Heavy] checks).

“There are two sources of defense: sources that stack, and sources that do not stack. You can think of this as sources that provide defense, and sources that increase defense.

“Sources that provide defense (such as most armor) list the defense provided as a number, or say that they ‘provide’ defense. Some examples include:

- Armor
- Cover
- Certain talents
- Guarded Stance maneuver

“These sources do not stack with each other. If a character could benefit from more than one of these sources of defense, the player chooses the best one.

“However, other sources increase defense. These sources say they ‘increase’ defense, or they list the defense provided as a number with a ‘+’ sign in front of it. These sources of defense stack, both with each other and with any sources that provide defense.

“If multiple sources that increase defense would increase a character’s defense higher than 4, the rating remains at 4.”

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 Mount- ed 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, re- place “Coerce” with “Coercion.”

BEYOND THE RIM

CHAPTER III: TOXIC MOTHERLOAD

PAGE 77

Last sentence of last paragraph, change from “ \oplus up- grades the pilot’s base dice pool on the next check” to “ \oplus 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.”

FLY CASUAL

CHAPTER II: TRICKS OF THE TRADE

PAGE 51

In the Base Modifiers entry for the Underslung Scattergun, insert “Crit 5” after “Damage 6.”

MASK OF THE PIRATE QUEEN

EPISODE I: SEARCH ON SALEUCAMI

PAGE 27

In the entry for Krash, the Leadership skill should have a rating of “1.”

EPISODE III: PREPARE FOR BOARDERS.

PAGE 84

In the Fleet Officer entry in the Bridge Crews sidebar, the Ranged (Light) skill should have a rating of “2.”

NO DISINTEGRATIONS

CHAPTER I: HUNTERS FOR HIRE

PAGE 29

Change the text of the “Martial Grace” talent to “Once per round, suffer 2 strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check.”



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