

STAR WARS EDGE OF THE EMPIRE

THE NOVA SUNRISE



House Rules: Combat Accelerated

PERSONAL COMBAT ACCELERATED

INITIATIVE

Each round, one character from each side of combat makes a **Competitive Simple (-) Vigilance check**.

Add ♦♦ for a weapon using Ranged (Heavy).

Add ♦♦♦ for a weapon using Gunnery.

Add ♦ equal to armor value.

A tie between ☉ is broken by ☆. A tie between ☆ is broken by ☹. Any character from the winning side may take the first turn, after which characters from each side alternate turns in any order.

ATTACKS

WEAPON DAMAGE

Damage is translated into dice using **Table 1**.

TABLE 1: ACCELERATED WEAPON DAMAGE

Associated Skill	Accelerated Damage
Ranged (Light)	☐
Ranged (Heavy)	☐☐
Gunnery	☐☐☐

DEFENSES

Brawn does not contribute to Soak. Armor effectiveness is translated into dice using **Table 2**.

TABLE 2: ACCELERATED ARMOR VALUES

Armor Type	Accelerated Soak
Light armor	■
Heavy armor	■■
Defense value	■

WEAPON QUALITIES

At the Gamemaster's discretion, weapon qualities may be represented by quantities of ☐ for modest effects and ☹ or ☆ for stronger ones.

BRAWL

Brawl uses an **Opposed Brawl check** and has a Critical rating of 1.

GRAPPLING

On Success, characters may enter a state of grappling with targets. While grappling, combatants may neither move, nor Attack other targets, until one combatant uses an Action to break the grapple.

MINIONS

A minion receiving any Wounds is eliminated from combat at the end of the round. Critical Hits are tallied separately, so that two or more minions may be eliminated in one Attack.

MANEUVERS

AIMING

Add ☐ to Attacks, and add ☐ to enemy Attacks against the aiming character.

COVER/BRACE

Add ■ to enemy Attacks, and add ■ to Attacks by the character bracing or in cover.

RANGE BANDS

Maneuvers used to break line-of-sight or add a range band take effect at the end of the round.

ENGAGED RANGE

Engaged range increases **Ranged (Light) checks** by ♦♦ and **Ranged (Heavy) checks** by ♦♦♦♦.

DISENGAGING













A character may attempt to exit combat immediately by making an **Opposed Athletics check** against the enemy with the highest Athletics rank and Brawn rating.

PERSONAL COMBAT ACCELERATED

SPENDING ADVANTAGE AND TRIUMPH

Advantage and Triumph may be spent on effects using **Table 3**.














TABLE 3: ADVANTAGE AND TRIUMPH EFFECTS

Cost	Effect
	Recover 1 Strain.
	Add  to an ally's check.
	Add  to an enemy's check.
	Add  to an enemy's check.
	Upgrade an ally's check by  .
	Upgrade an enemy's check by  .
	Cause a Critical Hit or activate a weapon quality.

SPENDING THREAT AND DESPAIR

Threat and Despair may be spent on effects using **Table 4**.

TABLE 4: THREAT AND DESPAIR EFFECTS

Cost	Effect
	Suffer 1 Strain.
	Add  to an enemy's check.
	Add  to an ally's check.
	Add  to an ally's check.
	Upgrade an enemy's check by  .
	Upgrade an ally's check by  .
	Face the consequences of fate.
	Reduce your weapon's equipment condition.

CRITICAL HITS













































































































Roll   for player characters, and   against, to apply critical hits using **Table 5**.

TABLE 5: PERSONAL COMBAT CRITICAL HITS

Roll	Effect
Blank	Slowed: Dropped to last initiative slot on next turn.
 	Sudden Jolt: Drop item in hand.
   	Distracted: Must use Action to move next turn.
     	Off-Balance: Add  to next check.
       	Stinger: Add  to next check.
 	Hindered: Dropped to last initiative slot on next turn.
  	Bowled Over: Knocked down.
    	Stunned: Cannot select an Action next turn.
       	Dazed: Add  to all checks.
      	Compromised: Add  to all checks.
       	Knocked Senseless: Dropped to initiative slot until end of encounter.
        	Scattered Senses: Gains no  until end of encounter.
 	At the Brink: 1 Strain per Action until end of encounter.
   	Hamstrung: Must use Action to move until end of encounter.
   	Horrific Injury: -1 to random Characteristic until injury is healed.
     	Crippled: One limb is impaired. Upgrade all checks by  .
     	Blinded: Add   to all checks.
     	Maimed: One limb lost. Upgrade all checks by   .
   	Overpowered: Re-roll for two critical hits.



VEHICLE COMBAT ACCELERATED

COMBAT WITHOUT SPEED

Speed is removed from the game in order to simplify the combat round and reflect *Star Wars* film scenes depicting large ships keeping pace with smaller ships. Handling, Piloting and effective use of Actions determine success in vehicle combat.

INITIATIVE

Each round, one character from each side of combat makes a **Competitive Simple (-) Vigilance check**.

Comparing successful checks, a tie between ☉ is broken by ✨. A tie between ✨ is broken by ☉.

COMBAT ORDER

Characters may choose one Action and make one Attack per round. All Pilot Actions must be resolved before any Attack may be attempted.

MANEUVERS

FLY

Maintain basic movement of craft from one point to another.

MOVE ABOUT

Change locations in vehicles with Silhouette 4 or less, or move between sections in vehicles with Silhouette 5 or more.

MAN STATION

Take the controls, access a console, handle machinery, or climb into a turret chair.

ACTIONS (PILOT)

Characters piloting a vehicle may perform one Pilot Action per round if they have not already selected a Crew Action.

CLOSE/WITHDRAW

Make an **Opposed Piloting check** to add or subtract a range band from another vehicle. Increases of range band take effect at the end of the round.

Add ■ to each attempt after failure. If withdrawing, only rear-arc weapons may fire.

GAIN THE ADVANTAGE

Make an **Opposed Piloting check**. For every ✨, add ■ to allied **Gunnery checks** against a chosen defensive zone on an enemy target, or add ■ to an enemy target's next **Piloting check**.

MOVE INTO POSITION

Make an **Average (◆◆) Piloting check**. For every ✨, add ■ to the next allied **Piloting check**.

NEVER TELL ME THE ODDS

Make a **Competitive Formidable (●●●●●●) Piloting check** in a narrative-driven act to pull out the stops and dominate the scene.

Spend 1 System Strain equal to Silhouette, or 1 Hull Trauma, to downgrade the check.

Any engaged enemy vehicle choosing not to make the check immediately changes one range band favorable to the performing character's vehicle.

INTERPRETING THE CHECK

✨ adds ■ to **all checks** for the rest of the combat encounter.

☉ adds ◆ to **all checks** for the rest of the combat encounter.

☉ upgrades **all checks** by ● for the rest of the combat encounter.

If the check succeeds:

☉ causes 1 System Strain.

☉ causes 1 Hull Trauma.

If the check fails:

☉ causes 1 Critical Hit.

☉ causes Hull Trauma equal to Silhouette.

TAKE EVASIVE ACTION

Make an **Average (◆◆) Piloting check**. For every ✨, add ■ to all enemies' next **Gunnery check**, and ■ to **Gunnery checks** against enemy targets.

ACTIONS (CREW)

Characters in a vehicle may perform one Crew Action per round if they are in the appropriate location, and have not already selected a Pilot Action.

ANGLE DEFLECTOR SHIELDS

Make an **Easy (◆) Computers check**. For every ✨, reassign ■ of Defense to a new Zone.

VEHICLE COMBAT ACCELERATED

BOOST DEFLECTORS

Spend System Strain equal to Silhouette and make an **Easy (◆) Mechanics check**. For every ☆, add ■ to Defense.

COMMAND

Make an **Average (◆◆) Discipline, Leadership, or Perception check**. For every ☆, then every ☆☆☆, add ■ to the next allied **Piloting or Gunnery check**.

CRANK ENGINES

Spend System Strain equal to Silhouette and make an **Easy (◆) Mechanics check**. For every ☆, add ■ to the next allied **Piloting check**.

DAMAGE CONTROL

Make an **Average (◆◆) Mechanics check**. For every ☆, restore 2 System Strain or repair 1 Hull Trauma or Critical Hit.

Hull Trauma and Critical Hits may be repaired only once per encounter (see **Weapon Qualities, Ion**).

JAM/UNJAM TRANSMISSIONS

Make an **Opposed Computers check** with an enemy to prevent or re-establish communications.

Add ■ to each attempt after failure.

JUMP TO HYPERSPACE

Make an **Average (◆◆) Astrogation check** each round until 3 checks are successful. Only one check per round may be made by characters in a single vehicle.

MANUAL REPAIRS

Make a **Hard (◆◆◆) Athletics check**. For every ☆, restore 2 System Strain or repair 1 Hull Trauma or Critical Hit.

Hull Trauma and Critical Hits may be repaired only once per encounter (see **Weapon Qualities, Ion**).

SCANNERS

Make an **Average (◆◆) Astrogation check** to scan the vicinity (see **Scanners**).

ATTACKS

Characters in a vehicle may perform one Attack per turn if they are in the appropriate location, and the weapon has not already been selected for use.

ATTACK A TARGET

Make a **Gunnery check** to use a gun emplacement or fire control interface against a target.

CALLED SHOT

Upgrade a **Gunnery check** by ◆ to fire on a specific component of a target. Critical Hits resulting from the check may be applied to the selected component.

TARGET SILHOUETTE

If the target's Silhouette is lower than the attacker's Silhouette, add ◆ to **Gunnery checks** equal to the difference.

WEAPON DAMAGE

Damage is translated into dice using **Table 6**.

TABLE 6: ACCELERATED WEAPON DAMAGE

Vehicle Weapon	Accelerated Damage
Auto-Blaster	-
Blaster Cannon (Light)	-
Blaster Cannon (Heavy)	■
Concussion Missile Launcher	■ ■
Ion Cannon (Light)	-
Ion Cannon (Medium)	-
Ion Cannon (Heavy)	-
Laser Cannon (Light)	-
Laser Cannon (Medium)	■
Laser Cannon (Heavy)	■ ■
Proton Torpedo Launcher	■ ■ ■
Quad Laser Cannon	■
Turbolaser (Light)	■ ■ ■
Turbolaser (Medium)	■ ■ ■ ■
Turbolaser (Heavy)	■ ■ ■ ■


DEFENSES

Armor is removed from the game.



VEHICLE COMBAT ACCELERATED

CRITICAL HITS

Characters may activate a weapon's Critical quality to inflict a Critical Hit. More than one Critical Hit may be activated per successful Attack. Unless a character uses Called Shot, the component is determined at random, rolling  and using **Table 7**.

At the Game Master's discretion, components on incidental vehicles may be rendered useless.

TABLE 7: CRITICAL HIT COMPONENTS

Cost	Ship Component (Vehicle Component)
Blank	Scanners
★	Comm System
☪	Life Support (Cockpit)
★★☪	Weapon System
★★★	Sublight Engines (Engines/Controls)
☪☪	Shield Generator
⚙	Hyperdrive (Repulsor/Wheel)

VEHICLE AND PERSONAL SCALES

A vehicle hit by personal-scale weapons reduces damage by ▼ equal to its Silhouette.

DAMAGE

GRAVE DAMAGE

Notable vehicles exceeding a Hull Trauma threshold enter a state of Grave Damage. They may continue to move and fight normally, but each additional 2 points of Hull Trauma cause a Critical Hit. At the Game Master's discretion, repeated hits finally result in disablement or destruction.

DISABLEMENT AND DESTRUCTION

Incidental vehicles exceeding a Hull Trauma threshold are immediately considered disabled or destroyed.


Salvage quality for a disabled or destroyed vehicle may be determined by rolling  and using **Table 8**.






TABLE 8: ADVANTAGE AND TRIUMPH EFFECTS

Cost	Fate of Vehicle	Salvage
Blank	Totally Destroyed	No Salvage
★	Disintegrated	◆◆◆◆◆
☪	Scattered Apart	◆◆◆◆◆
★★☪	Fractured	◆◆◆◆
★★★	Partly Intact	◆◆◆
☪☪	Partly Intact	◆◆
⚙	Mostly Intact	◆◆, 1 Component

SPENDING ADVANTAGE AND TRIUMPH

Advantage and Triumph may be spent on effects using **Table 9**.

TABLE 9: ADVANTAGE AND TRIUMPH EFFECTS
















Cost	Effect
☪	Add  to your next check.
☪☪	Add  to an enemy's check.
☪☪☪	Add  to an enemy's check.
⚙	Upgrade your next check by  .
⚙	Upgrade an enemy's check by  .
⚙	Cause a Critical Hit or activate a weapon quality.
⚙⚙	Achieve an additional Pilot or Crew Action result equal to ★.

VEHICLE COMBAT ACCELERATED

SPENDING THREAT AND DESPAIR

Threat and Despair may be spent on effects using **Table 10**.

TABLE 10: THREAT AND DESPAIR EFFECTS

Cost	Effect
	Suffer 1 System Strain.
	Add  to an enemy's check.
 	Add  to your next check.
  	Add  to your next check.
	Upgrade an enemy's check by  .
	Upgrade your next check by  .
	Suffer a vehicle Critical Hit.

