

STAR WARS EDGE OF THE EMPIRE

THE NOVA SUNRISE



House Rules: General Gameplay

GENERAL GAMEPLAY

CHASES

Round-based chases are divided into Stunt phases and Contest phases. Pursuer and target may participate in each phase.

STUNT PHASE

Narratively describe an action intended to improve chances in the next Contest phase, then make a **Daunting (◆◆◆◆) check** using the appropriate skill. Spend 1 Strain or System Strain to remove each ◆ from the check.

★ adds ■ to the Contest phase check.

🔄 restores 1 Strain or System Strain.

⚙️ upgrades the Contest phase check by 🔲.

CONTEST PHASE

Make an **Opposed check** with the competitor using the appropriate skill.

★ changes range bands by one maximum.

🔄 adds ■ to the Stunt phase check.

⚙️ changes range bands by two maximum.

DESTINY POINTS

Destiny Points are removed from the game.

EQUIPMENT CONDITION

Worsening condition of personal equipment and ship components reduces effectiveness and chances of successful repair as listed in **Table 1**.

TABLE 1: EQUIPMENT CONDITION EFFECTS

Condition	Effects
Minor Damage	Upgrade by 🔴 for repairs. Add ■ to all checks.
Moderate Damage	Upgrade by 🔴🔴 for repairs. Add ◆ to all checks.
Major Damage	Upgrade by 🔴🔴🔴 for repairs. Add 🔴 to all checks.

FUEL CELLS

Starships carry 1 fuel cell per day of consumables. Fuel cells cost 50 credits each.

One fuel cell is consumed by a hyperspace jump of 300 light years or one subsector. Jumps into uncharted space consume far more fuel.

MINION GROUP SKILLS

Minion group skill ranks are equal to the number of minions in the group.

MY KIND OF SCUM

Characters in search of special items or crew hires from the underworld make a **Streetwise check** with difficulty equal to a system's My Kind of Scum rating.

INTERPRETING THE CHECK

★ produces higher quality goods or skill profiles.

🔄 introduces good attitude, lower price, favorable circumstances, or networking opportunities.

⚙️ results in a combination of ★ and 🔄 effects.

🔴 introduces bad attitude, higher price, or unwanted attention.

🔴 results in multiple 🔴 effects.

RANGE BANDS IN SPACE

ENGAGED

Point-blank to a dozen kilometers. Nearly all combat takes place at these distances.

ORBITAL

In the vicinity of a planet and its satellites. Only powerful weapons can reach targets this far away.

PLANETARY

Between the orbital paths of planets. Traveling at maximum sublight speed takes several hours.



STELLAR

Across the expanse of a solar system. Scanners have great difficulty locating or identifying contacts.

GENERAL GAMEPLAY

SMUGGLING RUNS

Smuggling runs may be simplified into four-phase skill challenges.

The Game Master determines a number of  (typically, ×10) to be distributed by players for skill check difficulty levels across the four phases.

Players must assign a single character to the skill check in each phase, choosing a skill appropriate to the phase's theme:

THE STOW

Hiding contraband, modifying containers or compartments, forging documents.

THE COURSE

Charting hyperspace and sublight paths, uncovering security gaps, fine-tuning ship systems.


THE RUN







Evading patrols, transmitting codes, using safe harbor, creating diversions.

THE PLAY

Operating under a guise, fast-talking, bribery, intimidation.

INTERPRETING CHECKS

- ★ adds  to the next phase's check.
- 🕒 reduces time needed to complete the run.
- ⚙️ downgrades the check of one remaining phase, or results in a combination of ★ and 🕒 effects.
- ▼ upgrades the next phase's check.
- ⌚ increases time needed to complete the run.
- 🚫 results in a failed smuggling run.

The Game Master may increase the challenge of a smuggling run by adding , upgrading one or more  to , randomly assigning players to phases, or rolling one or more  each phase and adding  equal to each .



