

STAR WARS
EDGE OF THE
EMPIRE

ENVIRONMENTAL SET PIECES



SUPPLEMENTAL GUIDE

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Theo - d20 Radio Forums: Arctic Snowfield

1.1 GM Jedi Scoundrel - d20 Radio Forums: Starship Passage.

1.2 Theo - d20 Radio Forums: Asteroid Field, Ionized Atmosphere, Toxic Mud Flat.

1.3 cmdluke - d20 Radio Forums: Starship Crash, Volcanic Canyon.

1.4 cmdluke - d20 Radio Forums: Junkyard.

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Current Redux by Kainrath

ARCTIC SNOWFIELD

Common on thermally deficient planets throughout the galaxy, these vast expanses of snow present a difficult environment for all activities, much less combat. The snow is difficult to move through, the cold is exhausting, and what's worse, gusts of wind or sudden storms can drop visibility to nothing.

GENERAL PROPERTIES

1. All checks incur ■■ due to the extreme cold.
2. Taking cover may only be performed while prone.
3. All strain damage, or strain incurred for maneuvers to move, is increased by 1.
4. When items are dropped (whether intentionally, or because of a disarm), it requires an Average (◆◆) Perception check (as an action) to find the item in the snow. After the end of the character's next round, the check becomes Hard (◆◆◆).

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Lose Footing: Character either suffers two strain or becomes prone.
- ☉ Glare: Until the end of the character's next turn, add ■ to all checks involving sight.
- ☉☉ Iced Over: A weapon or other item wielded by the character becomes coated in ice, and is inoperable until they spend an action to clear it.
- ☉☉ White Out: A gust of wind sweeps through the area, temporarily reducing visibility with blowing snow. Add ■ to all checks for each range increment beyond Engaged.
- ☉☉☉ Sudden Blizzard: (see below)
- ☉☉☉ Frost Bite: (see below)
- ☉/☉☉☉☉ Snow Blind: The character is blinded until the end of the encounter.
- ☉/☉☉☉☉ Hidden Crevasse: (see below)

Sudden Blizzard: Until the end of the encounter, a blizzard sweeps through the area. Maximum visibility is Short, and all checks include ■■ due to the environmental effects.

Crevasse: The layer of snow and ice below the character gives way, dropping them into a deep crevasse. Success on an Average (◆◆) Vigilance check prevents the fall, but leaves the character hanging at the edge. Failure results in a Short fall (see Falling; EotE Core p215). To escape the crevasse, the character must make a Hard (◆◆◆) Athletics check to climb out, or otherwise be rescued.

Frost Bite: The character has lost a piece of protective gear. At the start of each round, the environment makes a Simple Frost Bite Check against the character. The character suffers one Strain for each ☆. If ☉ is rolled, the damage is a Wound, and a Critical Injury occurs. If the same character incurs additional Frost Bite results while one is still active, the dice pool is upgraded once for each additional incident.

EXTREME COLD ENVIRONMENTAL ATTACK

Weapon: Extreme Cold;
Damage N/A; Critical ☉ only;
Range [N/A]; Vicious 1

Dice Pool: ◆

ASTEROID FIELD

One of the greatest dangers of space travel, an unexpected asteroid field has caused the untimely destruction of many starships.

GENERAL PROPERTIES

1. Make a Hard (◆◆◆) Pilot check to duck behind a chunk of rock, effectively boosting the shield rating of one arc by 2 points until the start of the Pilot's next turn.
2. Even the smallest debris can be deadly. All checks related to movement incur ■.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Narrow Miss: The starship incurs 1 System Strain.
- ☉ Sensor Glitch: Until the end of the pilot's next turn, all combat skill checks include ■.
- ☉☉ Dust Cloud: Reduce the damage dealt by ship weapons by 1 until the end of the Pilot's next turn.
- ☉☉ Mynocks: You have attracted the attention of a stray Mynock. All checks include ■■ until you clear the Mynocks from the hull, or the ship takes a Critical Hit, whichever comes first.
- ☉☉☉ Debris Field: Reduce Shield strength by 1 point until the end of the Pilot's next turn.
- ☉☉☉ Minor Collision: (see below)
- ☉/☉☉☉☉ Major Collision: (see below)
- ☉/☉☉☉☉ Mynock Swarm: (see below)

Minor Collision: Despite your best efforts, a small rock has glanced off your ship. (see below)

Major Collision: A small rock scores a direct hit against your ship. (see below)

Mynock Swarm: Reduce the ship's handling by 1. Additionally, reduce the cost to activate a Critical Hit by ☉ (min ☉) until the swarm is cleared (see below).

COMBAT ADVANTAGE RESULTS

- ☉☉ Grant ■ to next attack against this ship.
- ☉☉☉ Minor Collision: Critical Hit
- ☉☉☉☉ Major Collision: Critical Hit (+20)

Mynock Swarm [Minion Group]

A swarm of mynocks have attached themselves to your ship, and are chewing through power cables. Two groups of 4 must be cleared from the ship before repairs can be made.

MYNOCK SWARM



Skills (group only): Brawl, Coordination

Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (mynocks can make an Average (◆◆) Coordination check to latch onto any starship or vehicle they are engaged with. Ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1), Flyer (mynocks can fly, see page 202), Helium Allergy (when exposed to helium, mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

Weapons: Sucker and Claws (Damage 4; Critical 5; Range [Engaged])

BATTLEFIELD

It doesn't matter whether you're on the ground or in space, a battlefield is never a good place to be, and it only gets worse when you're not supposed to be there at all.

GENERAL PROPERTIES

1. A battlefield is a chaotic place, all checks involving movement incur ■.
2. Maneuver costs to move between range brackets are doubled. A character may voluntarily suffer 1 strain and grant ■ to all enemy actions targeting him before the start of his next turn to ignore this effect for one round.

SPECIFIC THREAT/DESPAIR TABLE

- ⊗ Narrow Miss: The character or vehicle suffer 1 strain or system strain.
- ⊗ Limited Visibility: All ranged skill checks incur ■ until the end of your next turn.
- ⊗⊗ Nearby Explosion: Suffer 2 strain or system strain to dodge shrapnel from a nearby explosion.
- ⊗⊗ Friendly Fire: The character or vehicle suffers 1 Wound or Hull damage.
- ⊗⊗⊗ Deafening Blast: The character is deafened, or the vehicles sensors are blinded until the end of the encounter.
- ⊗⊗⊗ Proximity Explosive: The character or vehicle and all engaged suffer 2 Wound or Hull damage.
- ⊗/⊗⊗⊗⊗ Direct Hit: A stray rocket explodes almost on top of you (see below).
- ⊗/⊗⊗⊗⊗ Stray Shot: The character is attacked by someone. (see below)




Direct Hit: A stray rocket explodes almost on top of you. (see Direct Hit below)

Stray Shot: The character is attacked by someone. (see Stray Shot below)

BATTLEFIELD DAMAGE ENVIRONMENTAL ATTACKS




Direct Hit

Weapon: Direct Hit (Damage 4, Critical 5, Range [N/A], Blast 4)

Dice Pool   

Stray Shot

Weapon: Stray Shot (Damage 6, Critical 4, Range [N/A])

Dice Pool   



BORDER TOWN CANTINA

This town borders, either figuratively or literally, the edge of civilization and the frontier. The risks here are more social than physical, but that doesn't make them any less dangerous, or potentially deadly.

GENERAL PROPERTIES

1. Taking cover may be performed as an incidental.
2. Damage from all weapons with the Blast quality is increased by 2.

SPECIFIC THREAT/DESPAIR RESULTS

🔪 Wrong Tact: Effective or not, your turn of phrase is not taken kindly. Add ■ to your next social check.

🔪 Walking on Eggshells: This guy is so easily offended it's frustrating. Take 1 strain, or add ■ until the end of the encounter.

🔪🔪 Look, He Brought Friends: He's not fond of you, and he brought backup. Add ■ to social checks for the rest of the encounter.

🔪🔪 Dirty Laundry: The target knows something about you that you'd rather not see revealed. Take 3 strain.

🔪🔪🔪 We Don't Serve Their Kind Here: The simple presence of one of your party (GM's choice) is enough to offend them. Add ■ to social checks for the rest of the encounter, ■■■ if that person remains present.

ttt

🔪/🔪🔪🔪 Offended the Wrong Person: Now you've done it, you've said or done something that has offended exactly the wrong person, and things are about to go from bad to worse. (see below)

🔪/🔪🔪🔪 Who Threw the First Punch: Maybe you, maybe not. Either way, you're about to end up in a good old fashioned brawl. (see below)

Offended the Wrong Person: If you're lucky, you'll just spend the night in jail. If not, you may be in line for a hanging, or maybe you'll just have some fresh 'unpaid fees' at the port. Regardless, your social standing with someone in power has gone to pot, and you're not likely to recover it any time soon.

Who Threw the First Punch: Whatever was said, or done, it's too late to fix it now. Somebody decided it was fighting words, and you can't talk them down until after the brawl stops. You're attacked by a gang of Border Town Thugs (see below). If 'He Brought Friends', then you're dealing with 4 Groups of 4, otherwise, it's just 2 groups of 3.

BORDER TOWN THUGS MINION GROUP



Skills (group only): Brawl, Melee, Ranged [Light]

Abilities: none

Weapons: Brass Knuckles (Damage +1, Critical 4, Range [Engaged], Disorient 3) Vibroknife (Damage +1, Critical 2, Range [Engaged], Pierce 2, Vicious 1) Slugthrower Pistol (Damage 4, Critical 5, Range [Short])

Combat Tactics: Fortunately, they have a basic code of honor around these parts. None of the thugs will resort to weaponry beyond their brass knuckles unless someone else does first. Other than that, anything goes, and once the guns come out, they won't be using the stun setting. Two minion groups will attack the offending party, with the other two attempting to keep the rest of the party busy.

DESERT SAND DUNE

Common on arid planets throughout the galaxy, desert sand dunes present a difficult environment for all activities, much less combat. The sand gets everywhere, is difficult to move through, and what's worse, sudden sand storms can spring up out of nowhere...not to mention that there's nowhere to hide.

GENERAL PROPERTIES

1. All checks incur ■ due to the heat.
2. Taking cover may only be performed while prone (see Prone; EotE Core p203).
3. Maneuvers to move induce 1 strain per maneuver performed. This is in addition to any other strain that may be incurred in a maneuver.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Lose Footing: Character either suffers two strain or becomes prone.
- ☉ Glare: Until the end of the character's next turn, add ■ to all checks involving sight.
- ☉☉ Sand Clog: A weapon or other item wielded by the character becomes fouled with sand, and is inoperable until they spend an action to clear it.
- ☉☉ Sweaty Grip: For the rest of the encounter, add ■ to all checks involving a held weapon or item.
- ☉☉☉ Dust Devil: The character is blinded until the start of their next turn.
- ☉☉☉ Sudden Sand Storm: (see below)
- ☉/☉☉☉ Swallowed by Sinkhole: (see below)
- ☉/☉☉☉☉ Attacked by Larval Sarlacc: (see below)

Sudden Sand Storm: Until the end of the encounter, a sand storm swirls around the characters. Maximum visibility is Short. All checks include ■■ due to the environmental effects.

Sand Sinkhole: The character sinks to his waist in a sand sinkhole. He immediately becomes immobilized and prone. Also, the character may not take the guarded stance maneuver. The character may escape the sinkhole by succeeding in a Hard (◆◆◆) Athletics or Skullduggery check.

Attacked by Larval Sarlacc: Larval Sarlaccs are voracious predators. In a desert environment, they attack from below the surface. Each turn at the end of the round a Larval Sarlacc will attack the character (see stats below).

Larval Sarlacc: Early in their life cycle, larval Sarlaccs are fast, aggressive predators. They appear as large worms with beaked mouths and tentacles extending from their bodies along their length in random directions. They will attack a host victim, rapidly digest it, and then move on to their next prey. They continue this behavior until they are large enough to mate, at which point they become immobile.

LARVAL SARLAAC

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	12	8	0/0		

Skills: None.

Talents/Abilities: Adversary 1; Digestive Acid Bite (Burn 1)

Weapons: Bite (Damage 7, Critical 3, Range [Engaged]; Burn 1, Vicious 1)

DETENTION BLOCK ENTRY ROOM

On ships or in security complexes on a planet's surface, entry to detention blocks is tightly controlled. The entry points typically include a control console as well as autonomous blasters that will initiate upon the system sensing combat. Typically, there are some guards present as well.

GENERAL PROPERTIES

1. Blaster fire initiates the automated defense protocol.
2. A computer terminal is available at the control console.

SPECIFIC THREAT/DESPAIR RESULTS

- ☒ Loud Klaxons: Add ■ to checks requiring concentration until the claxon is disarmed.
- ☒ Obscuring Smoke: Add ■ to the next skill check that involves sight.
- ☒☒ Bewildered: The character is disoriented until the end of the next round.
- ☒☒ Damaged Console: Upgrade the difficulty of all checks using the computer terminal once until the control console is repaired.
- ☒☒☒ Reinforcements: An additional guard arrives to defend the detention block.
- ☒☒☒ Shock Grating: The floor beneath the characters feet crackles with stunning energy. (see below)
- ☒/☒☒☒☒ Automated Defense Protocol: If initiated, the PC is targeted (see below)
- ☒/☒☒☒☒ Security Droid: (see below)

Shock Grating: Defensive stun grating has activated under the characters current location. Make a melee attack roll against the character. Each net success deals 1 stun damage. Attacks continue at the start of the characters turn until the character spends a maneuver to move out of the stun quadrant.

Automated Defense Protocol: These automated blasters will be activated upon sensing any sort of blaster or slugthrower fire. The attack range is determined by the GM, but is typically Short range.

Security Droid: An automated security droid emerges from a holding alcove to defend the detention block. Additional security droids may be triggered for each additional ☒☒ on the same roll.

DEFENSIVE SYSTEMS ENVIRONMENTAL ATTACK

Weapon: Defensive Blaster (Damage 5, Critical 4, Range [Medium])

Dice Pool: ◆◆

Weapon: Stun Grating (Damage -, Critical -, Range [Engaged] Stun Damage)

Dice Pool: ◆◆◆◆

SECURITY DROID

This is a standard security droid. It will act aggressively, attacking any intruders, however it is only equipped with stun weapons.



Skills (group only): Ranged (Heavy).

Talents/Abilities: Integrated stun blaster

Weapons: Stun Blaster (Damage 9, Critical 3, Range [Long] Stun Damage)

FOOT CHASE

While the galaxy boasts a myriad of diverse and technologically advanced forms of transportation, many times an individual's own feet are the most effective conveyance. Inevitably, a time will come when someone wants to escape or pursue on foot. While seemingly a simple task, such events can be fraught with all manner of obstacles and hazards. Furthermore, it requires athleticism to be effective in such a situation.

GENERAL PROPERTIES

1. During the chase, all characters make opposed Athletics checks with the difficulty based on the environment as determined by the GM (see the Chase sidebar; EotE Core p241).
2. All ranged attack rolls upgrade the difficulty dice once.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Slippery Footing: Add ■ to the characters next Athletics check.
- ☉ Delayed: The character may not spend strain to take an additional maneuver on his next turn.
- ☉☉ Changing Situation: Upgrade the difficulty dice of the characters next chase roll.
- ☉☉ Muscle Strain: The character loses his free maneuver for the next round.
- ☉☉☉ Shaken Loose: The character drops a weapon or piece of gear (selected by the GM).
- ☉☉☉ Temporarily Winded: (see below)
- ☉/☉☉☉☉ Bowled Over: The character is knocked prone and suffers 1 strain.
- ☉/☉☉☉☉ Lost Track: (see below)

Temporarily Winded: The character makes a Hard (◆◆◆) Discipline check. If failed, the character may not voluntarily take strain for a number of rounds equal to 1 + the net failures rolled.

Lost Track: The character is no longer aware of the position of their quarry/pursuers. During the chase roll at the beginning of each round, the character makes a Perception check instead of an Athletics check in order to re-acquire their opponent (difficulty is based on the range of the opponent). If unsuccessful, the opponent improves the distance by one range band (either farther if a quarry, or closer if a pursuer) with a success of their Athletics chase roll (unopposed). Once the opponent is re-acquired, the chase proceeds as normal.



FROZEN ICE CAVE

Common on thermally deficient planets throughout the galaxy, these vast expanses of snow present a difficult environment for all activities, much less combat. The snow is difficult to move through, the cold is exhausting, and what's worse, gusts of wind or sudden storms can drop visibility to nothing.

GENERAL PROPERTIES

1. All checks incur ■ due to the cold.
2. Taking cover may only be performed while prone.
3. When items are dropped (whether intentionally, or because of a disarm), they slide away to Short range. This can be avoided when intentionally dropping an item by spending a maneuver to set it down.

SPECIFIC THREAT/DESPAIR RESULTS

- ☞ Slick Footing: Character either suffers two strain or becomes prone.
- ☞ Trick of the Light: Light filtering through the ice behaves strangely, and distracts the character. The character incurs ■ on his next check.
- ☞☞ Iced Over: A weapon or other item wielded by the character becomes coated in ice, and is inoperable until they spend an action to clear it.
- ☞☞ Distracting Reflections: The walls of ice act as mirrors, making it difficult to determine who is where. The character incurs ■■ for all ranged actions until the end of his next turn.
- ☞☞☞ Collapse: Something has caused a chunk of ice and snow from the ceiling to drop, landing perilously close to the character. The character suffers 4 strain from the close call.
- ☞☞☞ Icy Slope: The character loses his footing and slides down an icy slope. The character is knocked prone, loses cover, and moves to Long range from the fight.
- ☞/☞☞☞☞ Zero Traction: (see below)
- ☞/☞☞☞☞ Wampa Attack: (see below)

Zero Traction: The character accidentally discovers a patch of ice which provides no traction, and takes a devastating fall. As a result of the fall, the character is knocked prone, disoriented for 2 rounds, and receives a Critical Injury.

Wampa Attack: A wampa has successfully ambushed the character, and attacks. It immediately attacks, and gains an initiative slot immediately before the character starting on the next round.



5	2	1	2	1	2	WAMPA
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE			
6	16	12	1 0			

Strong, resilient, and stealthy, the wampa is a deadly ambush predator, capable of taking down prey several times its size. Its thick fur and hide protects it from both the cold and damage.

Skills: Athletics 1, Brawl 2, Cool 2, Stealth 3

Talents/Abilities: Cold Weather Beast (The Wampa is unaffected by extreme cold, and gains an additional defense die when defending against cold based damage.), Silhouette 2 (The wampa is significantly larger than a normal human.)

Weapons: Claws (Damage 6, Critical 3, Ranged [Engaged], Disorient 3, Knockdown)

HANGER

Found on large ships, space stations, and planetary star ports, a hangar's flight deck can be a noisy and dangerous place. With speeders and spacecraft taxiing to and fro, and myriad support vehicles scurrying about, not to mention flammable fuels and tibanna gas canisters, the hazards can be everywhere.

GENERAL PROPERTIES

1. Verbal communication may only be accomplished at Short range or closer.
2. A computer terminal is available in the encounter area.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Oil Patch: The characters next maneuver to move incurs 2 extra strain.
- ☉ Exhaust Smoke: Add ■ to the characters next skill check that involves sight.
- ☉☉ Obstructing Service Droid: The target(s) of the PCs next ranged attack gain cover.
- ☉☉ Exhaust Thrust: The character, and all engaged characters become prone.
- ☉☉☉ Out of Control Service Vehicle: (see below)
- ☉☉☉ Security Patrol: (see below)
- ☉/☉☉☉☉ Fuel Ignition: The character becomes on fire (Rating = 2).
- ☉/☉☉☉☉ Tibanna Explosion: (see below)

Out of Control Service Vehicle: A service vehicle careens into the combat area. The character must make a Hard (ddd) Coordination or Vigilance check to avoid being knocked prone and suffering 2 strain.

Security Patrol: A security officer and crew arrive in a Security Walker (see below) and command a cease to hostilities over the built-in loudspeaker. If fighting doesn't cease, the security officer will use the vehicle's grenade launcher to fire stun grenades at all combatants.

Tibanna Explosion: A shot has caused the detonation of a tibanna gas canister, near the character. The character is targeted by the Tibanna Explosion environmental attack (see below).

Combat Tactics: The security officer will maintain distance at long range (if possible) and fire stun grenades in order to stop the conflict.

Note: Pilot check = ◆◆.

SECURITY WALKER

SILHOUETTE	3	SPEED	0	HANDLING	0	DEP. FORE/PORT/STARBOARD/AFT	- - - -	ARMOR	2
						HT THRESHOLD	6	SS THRESHOLD	5

The security walker was developed as riot control equipment, but became a favorite of civilian security forces across the galaxy. Used on numerous worlds, this small walker is operated by a single security officer. It has a single weapon: A repeating stun grenade launcher that the operator will use to quell any disturbance or fighting. Weapon: Stun Grenade Launcher (Damage 8, Critical -, Range [Long], Blast 8, Disorient 3, Stun Damage)
Dice Pool: ◆◆◆

TIBANNA EXPLOSION ENVIRONMENTAL ATTACK

Weapon: Tibanna Explosion (Damage 5, Critical 4, Range [Close], Blast 5, Concussive 2)
Dice Pool: ◆◆

HOVER-TRAIN CAR (EXTERIOR)

Ubiquitous on well-developed planets, hover-trains are a primary means of public transportation. Moving incredibly fast, hover-trains run on tracks that can be subterranean, on the surface, or suspended several hundred meters in the air. Inertial compensators adjust the g-forces experienced in the cabin. On the trains exterior, things are more difficult, and more dangerous.

GENERAL PROPERTIES

1. All physical/combat checks receive ■■ as an environmental effect.
2. Airstream: At the beginning of each non-prone characters turn, they must make an Average (◆◆) Athletics or Coordination check. A failure results in the character becoming prone and being unable to take any additional maneuvers or actions that turn (they may still perform incidents).
3. Verbal communication may only be performed while engaged.

SPECIFIC THREAT/DESPAIR RESULTS

- ⊗ Slick Deck: The character either suffers two strain or becomes prone.
- ⊗ Wind in the Eyes: The character may not aim until after the end of his next turn.
- ⊗⊗ Vibration: Add ■ to the characters next check.
- ⊗⊗ Nearly Fall: Become prone and roll and Average (◆◆) Fear check.
- ⊗⊗⊗ Snag: The character is immobilized until he spends an action to become un-snagged.
- ⊗⊗⊗ Curvy Rail: The character becomes disoriented until the end of his next turn.
- ⊖/⊗⊗⊗⊗ On the Edge: (see below).
- ⊖/⊗⊗⊗⊗ Signal Beacon: (see below).

On the Edge: The character drops all held items and is hanging on the side of the train car. Immediately make a Hard (◆◆◆) Fear check. Whatever the result, the character is immobilized until they spend an action to climb back up.

Signal Beacon: The train is passing close to a signal beacon. The character must make a Hard (ddd) Coordination or Vigilance check to avoid being knocked prone and suffer 2 damage.

Note on Fear Checks: The GM should only require one of these environmentally-induced fear checks per character per encounter. Whichever one comes up first is the one the character should roll. Ignore additional fear checks for that character.



HOVER-TRAIN CAR (INTERIOR)

Public transportation presents its own unique challenges. Innocent bystanders, and tight quarters make combat encounters particularly touchy.

GENERAL PROPERTIES

1. Maximum range is Short.
2. Cover can be gained as an incidental to any maneuver taken during a characters turn.
3. Due to tight quarters, if a character falls prone, it takes two maneuvers to stand. These maneuvers may be spent across any number of turns.
4. The background cabin noise adds ■ to checks requiring concentration or hearing; ■■ if shots have been fired since the end of the characters last turn.

SPECIFIC THREAT/DESPAIR RESULTS

- ⊗ Crowded: The character may not take a guarded stance, or go prone until the end of his next turn.
- ⊗ Passenger Interference: A passenger stumbles into the character, pushing him out of cover, or into the line of fire. Remove modifiers due to cover, or add ■ to all attacks against that character.
- ⊗⊗ Vibration: Add ■ to the characters next check.
- ⊗⊗ Reverse Pickpocket: Where did that come from? The character gains a small, innocuous piece of equipment. (What is it, and why did someone slip it into your possession?)
- ⊗⊗⊗ Pickpocket: The character loses a small piece of equipment, or some credits.
- ⊗⊗⊗ Lost in the Crowd: The character loses his target in the crush of passengers, and must succeed on an Average (◆◆) Perception check to find him again.
- ⊗/⊗⊗⊗⊗ Emergency Brake: A passenger pulls the emergency brake. The train comes to a swift, and unexpected stop. Each character must make a Hard (◆◆◆) Coordination check, or falls prone; ⊗ on the check means that the character has taken damage equivalent to a Short fall (see Falling; EotE Core p215).
- ⊗/⊗⊗⊗⊗ Combat Troops: A squad of military troops happen to be in a nearby car, and are attracted by the commotion (see below).

Combat Tactics: The combat troops will intervene if they believe the passengers are threatened. If they walk into a combat situation, they will focus fire, and eliminate threats based on highest priority to prevent harm to the passengers. Otherwise, they will attempt to impose order and prevent bloodshed.

COMBAT TROOPS

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
5	7	-	11	1	1

Skills (group only): Athletics, Brawl, Coerce, Ranged (Light), Ranged (Heavy)

Abilities: None.

Equipment: Blaster Pistol (Damage 6, Critical 4, Range [Medium], Stun Setting) Padded Armor, Frag Grenade (Damage 5, Critical 4, Range [Close], Blast 4)

INFESTED GRASSLANDS

A sprawling, open grasslands with a hidden danger... The area is infested with Skekfish, small burrowing predators that hunt in swarms. The danger of a skekfish swarm is not apparent until it is too late.

GENERAL PROPERTIES

1. Tall grass grants a ■ to Stealth checks and ■ to Perception checks.
2. A character may make a Difficult (◆◆◆) Perception check as a maneuver to observe the skekfish's behavior, granting ■ to all attacks against the creatures. A character who is already familiar with skekfish can make this check before the skekfish are revealed, and gains ■■ on this check.

SPECIFIC THREAT/DESPAIR RESULTS

- ☞ Leaping Skekfish: A small skekfish leaps at the character, inflicting 3 strain as the character avoids the sudden attack.
- ☞ Nerf Pie: You've stepped on a rather large animal dropping, suffer a ■ from the stench until you spend a maneuver to clean it off.
- ☞☞ Hidden Burrow: The character is knocked down.
- ☞☞ Tangled Skekfish: Several leaping skekfish get tangled on the characters clothing or equipment. The character is Disoriented for 1 round.
- ☞☞☞ Dust in Your Eyes: Upgrade all combat and Perception checks until the end of the characters next turn.
- ☞☞☞ Immature Skekfish Swarm: The character is attacked by a swarm of immature skekfish (see below).
- ☹ Nerf Stampede: The swarm panicks a nearby herd of nerfs, triggering a stampede. The triggering character, and all Engaged characters, are targeted by a Nerf Stampede attack (see below).
- ☹ Adult Skekfish Swarm: The character is attacked by a swarm of adult skekfish (see below).

Skekfish Swarm: A swarm of young skekfish boil up out of the grasses around the character. This swarm consists of a single Swarming Skekfish minion.

Adult Skekfish Swarm: A swarm of adult skekfish focus their hunger on the character. This swarm consists of 3 Swarming Skekfish minions.

SWARMING SKEKFISH


3	2	0	0	0	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
6	6	-	0/0		

Skills: Brawl (group only).
Talents/Abilities: Vicious Swarm (Adult swarms have a Vicious rating equal to the number of minions in the group.)
Weapons: Razor Fins (Damage 6, Critical 3, Range [Engaged], Pierce 2, Burn 1)

NERF STAMPEDE

ENVIRONMENTAL ATTACK

Dice Pool: ◆◆◆◆◆
Damage 10, Critical 4, Range [Engaged], Concussion 3, Knockdown



IONIZED ATMOSPHERE

Most atmospheres hold a differential electrical charge between the ground and the cloud systems. In an ionized atmosphere electrical discharges are ever present, and the simple act of discharging a blaster has a chance of triggering a deadly lightning strike.

GENERAL PROPERTIES

1. Anyone using a powered, or energy weapon (such as a blaster, lightsaber, or vibro-weapon), suffers 1 strain per $\nabla\nabla$ (before canceling) on any attack roll.
2. The constant crash and flash of thunder and lightning overwhelm the senses. Incur $\blacksquare\blacksquare$ on any checks involving sight or hearing. (This includes ranged attacks.)

SPECIFIC THREAT/DESPAIR RESULTS

- ⚡ Atmospheric Charge: The atmospheric charge is growing stronger. Add ⚡ to your next roll.
- ⚡ Atmospheric Spark: A small, spontaneous spark strikes you. Incur \blacksquare on all rolls until the end of your next round.
- ⚡⚡ Disabled Equipment: A piece of equipment (player's choice) is disabled until the end of the encounter.
- ⚡⚡ Nearby Discharge: Lightning strikes nearby, dealing 2 Strain that cannot be soaked.
- ⚡⚡⚡ Disabled Equipment: A piece of equipment (GM's choice) is disabled until the end of the encounter.
- ⚡⚡⚡ Minor Lightning Strike: (see below)
- $\text{⚡}/\text{⚡⚡⚡⚡}$ Strikes Twice: (see below)
- $\text{⚡}/\text{⚡⚡⚡⚡}$ Major Lightning Strike: (see below)

Disabled Equipment: A character may make a Heroic (◆◆◆◆) Mechanics check as an action to restore the device to normal function during the encounter.

Minor Lightning Strike: The character suffers the effects of a Minor Lightning Strike (see below).

Strikes Twice: The character suffers the effects of a Minor Lightning Strike (see below), and the GM can spend uncanceled ⚡ on the character's next roll to inflict 1 wound per ⚡⚡ .

Major Lightning Strike: The character suffers the effects of a Major Lightning Strike (see below).

LIGHTNING STRIKE ENVIRONMENTAL ATTACK

Minor Lightning Strike

Dice Pool: ◆◆◆

Damage 4

Critical 3

Range [Close]

Blast 3, Piercing 1, Vicious 1

Major Lightning Strike

Dice Pool: ◆◆◆◆

Damage 9

Critical 2

Range [Close]

Blast 4, Piercing 2, Vicious 3

JUNGLE

Found throughout the galaxy on various planets, jungles consist of thickly grown vegetation, generally in a humid, tropical type of environment. While they can be beautiful, they can also hide great dangers. Furthermore, a jungle is closed terrain that hampers movement and ranged combat.

GENERAL PROPERTIES

1. Dice pools for all ranged combat include ■ per range band beyond engaged.!
2. Maneuvers to move induce 1 strain per maneuver performed. This is in addition to any other strain that may be incurred in a maneuver.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Distracting insect swarm: May not aim until end of PC's next turn.
- ☉ Constricted space: May not take a guarded stance, or go prone until the end of the PC's next turn.
- ☉☉ Foliage: Must spend 1 maneuver to clear foliage before making a ranged attack.
- ☉☉ Caught up in vines: The character is immobilized until he spends 1 maneuver to escape.
- ☉☉☉ Seed pod releases anesthetic dust: The character is disoriented until the end of their next turn.
- ☉☉☉ Large insect spits acid: Character is blinded until the start of their next turn.
- ☐/☉☉☉☉ Attacked by Predatory Insect Hive: (see below)
- ☐/☉☉☉☉ Attacked by predatory Plant: (see below)

Predatory Insect Hive: The character has disturbed a hive of biting insects. The character will suffer 2 strain immediately, and 2 strain at the beginning of each combat round until they spend a maneuver to move.

Predatory Plant: The character is the target of a predatory plant whose vine has ensnared the character and is drawing him toward its mouth pod. The character is immobilized until they can make a Hard (◆◆◆) Athletics or Average (◆◆) Skullduggery check. At the end of the PC's turn, the plant makes a bite attack against the character (see stat block below).

PREDATORY PLANT

3	0	0	0	0	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
10	20	-	1 1		

These plants include large yellow and green mouth pods with tentacle-like vines that grasp creatures and draw them into the mouth pod for subsequent digestion.

Skills: None.

Talents/Abilities: Ensnare with tentacles and vines

Weapon: Bite (Damage 5, Critical 5, Range [Engaged], Pierce 2

Dice Pool: ◆◆◆



JUNKYARD

From trashed speeders, to droids, to broken starships, mountains of durasteel and laminates dominate the landscape. Cubes of condensed scrap are stacked precariously by a large magnetic crane. Junk droids scurry about cleaning and organizing while the screech of mynocks can be heard in the distance.

GENERAL PROPERTIES

1. A character engaged with the crane can control it with an Average (●◆) Mechanics check. If the crane is out of control, a character may make a single Hard (●◆◆) Mechanics check attempt to shut it down.

SPECIFIC THREAT/DESPAIR RESULTS

- ⚙ Loose Scrap: The characters footing wasn't as sound as it looked. Fall prone.
- ⚙ Reflected Shot: A stray shot is reflected toward you, if not behind cover, take 2 strain or fall prone.
- ⚙⚙ Faulty Magnets: The magnetic crane has grabbed the characters weapon. The character must spend 1 maneuver to recover it.
- ⚙⚙ Volatile Hardware: A nearby piece of machinery explodes. The character is knocked prone and is disoriented until the end of his next turn.
- ⚙⚙⚙ Junk Droid Panic: The labor droids panic, and run randomly through the scene. Add ■ to all attacks outside engaged range for the remainder of the encounter.
- ⚙⚙⚙ Faulty Droid: A labor droid grabs and ensnares the character.
- ⚙/⚙⚙⚙⚙ Attacked by Mynocks: (see below).
- ⚙/⚙⚙⚙⚙ Magnetic Crane: (see below).

Attacked by Mynocks: The character has disturbed a hive of biting insects. The character will suffer 2 strain immediately, and 2 strain at the beginning of each combat round until they spend a maneuver to move.

Magnetic Crane Goes Wild: The magnetic crane gets too close for comfort. Any metallic objects on or in the players possession are taken by the crane in its magnetic field.

MYNOCK SWARM

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
1	4	-	1 1		

Skills (group only): Brawl, Coordination

Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (mynocks can make an Average (◆◆) Coordination check to latch onto any starship or vehicle they are engaged with. Ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1), Flyer (mynocks can fly, see page 202), Helium Allergy (when exposed to helium, mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

Weapons: Sucker and Claws (Damage 4; Critical 5; Range [Engaged])

RESEARCH LABORATORY

A large room with lab benches, instrumentation, and chemicals, laboratories can be found on some capital ships as well as on any civilized planet in the galaxy. Laboratories present their own special hazards to those in a combat situation.

GENERAL PROPERTIES

1. Taking cover may be performed as an incidental.
2. A computer terminal is present in the room.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Smoke: Add ■ to all checks until the smoke dissipates.
- ☉ Damaged Console: Upgrade difficulty dice to use the computer terminal until it is repaired.
- ☉☉ Noxious Fumes: Suffer 2 strain. Add ■ to all checks until the fume dissipates.
- ☉☉ Boiling Liquid: Suffer 1 damage and 1 strain or drop weapon/held item.
- ☉☉☉ Cryogen Spill: The character suffers 2 strain at the start of their turn until they move.
- ☉☉☉ Acid Spill: The character is exposed to acid (rating = 2) (see Fire, Acid, and Corrosive Atmospheres; EotE Core p214). Rinsing the acid off requires an action.
- ☹ Lab Fire: Something in the lab catches the character on fire (rating = 3) putting out the fire requires an Average (◆◆) Athletics check. Rolling ☹ on this check causes the lab itself to catch fire (see below).
- ☹ Mutant Creature: (see below).

Lab Fire: The laboratory has caught fire in an ever-growing conflagration. At the end of each round, make a single Lab Fire attack (see below) against all targets within range. Rolling ☉/☹ will increase/decrease the fires range one step, and ☉☉/☉☉☉ may be spent to increase/decrease the fires intensity (upgrade/downgrade the fires dice pool), and increases/decreases the fires base damage by 1. If the fires base damage is ever reduced below 1, it is extinguished.

Mutant Creature: A mutated lab creature has escaped its container and attacks the character (see stats below) until the character or the mutant creature is defeated.

MUTANT CREATURE



The result of scientific experimentation, the original species of this creature is not identifiable. Though small, it is very aggressive. It has two tentacles that it uses to ensnare and draw prey to its fanged mouth. It is also very agile, and its bite is quite vicious.

Skills: None.

Talents/Abilities: Silhouette 0; Adversary 1

Weapons: Tentacle Grab ◆◆◆ (Damage -, Critical -, Range [Engaged] Ensnare 2)

Fanged Bite ◆◆◆ (Damage 1, Critical 2, Range [Engaged] Pierce 2, Vicious 2)

LABORATORY FIRE ENVIRONMENTAL ATTACK

Lab Fire (Damage 1, Critical 3, Range [Engaged])

Dice Pool: ◆

ROCKY MOUNTAINSIDE

Mountainous terrain presents its own unusual challenges to those who are unaccustomed. Moving down is easy, but gaining height has advantages that make the extra risk worth while.

GENERAL PROPERTIES

1. New Rule - Elevation: Elevation makes all the difference in the world when cover comes into play. A character at higher elevation than his target may remove one ■ granted by cover. A character at lower elevation than his target incurs an additional ■ when the target has cover.
2. New Rule - Moving Lower: When moving lower, a character may make an Average (◆◆) Coordination check as an incidental to halve the maneuver cost of changing range bands. Failure results in the character suffering 1 strain, despair results in the character suffering 1 wound and taking a critical hit).
3. New Rule - Moving Higher: When moving higher maneuver costs to change range bands are doubled. A character may make an Average (◆◆) Athletics check to ignore this penalty, but failure costs 1 strain, and despair results in a Short fall (see Falling; EotE Core p215).
4. Characters may make an Athletic check to push rocks down on characters at lower Elevations. The attack does Brawn+5 damage, and has a base difficulty of average (◆). Difficulty increases by one for every additional Elevation difference between the attacker and target.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Lose Rock: Character either suffers two strain or becomes prone.
- ☉ Sparse Cover: The characters cover, if any, is lost and regaining cover will require 2 maneuvers.
- ☉☉ Short of Breath: The lack of breathable air at this altitude is getting to the character, who suffers 2 strain, and can no longer suffer strain to take an additional maneuver until the end of the encounter.
- ☉☉ Dust Storm: A fierce wind throws dust and gravel at the character, who suffers 3 strain.
- ☉☉☉ Rock Fall: A careless step releases rocks, heading straight for a friend (see below).
- ☉☉☉ Rock Slide: A careless step triggers a small rock slide, dropping the character one Elevation.
- ☉/☉☉☉☉ Avalanche: The character sets off a rock slide (see below).
- ☉/☉☉☉☉ Unlucky Strike: A falling rock hits the character, causing a critical injury (+30).

Rock Fall: One friendly character suffers a Minor Rock Slide environment attack (see below).

Special Note: The GM must trigger the Blast effect if at least ☉☉ is rolled.

Rock Slide: The character suffers a Short fall (see Falling; EotE Core p215), and is knocked prone.

Avalanche: All characters at the same Elevation as, or lower than the triggering character, suffer an Avalanche environmental attack (see below) opposed by their Coordination skill. Anyone who takes damage is knocked prone.

ROCK SLIDE ENVIRONMENTAL ATTACK

Damage 5, Critical 3, Range
[N/A], Blast 4
Dice Pool: ◆◆◆

AVALANCHE ENVIRONMENTAL ATTACK

Damage 8, Critical 3, Range
[N/A], Vicious 2
Dice Pool: ◆◆

STARSHIP CRASH

When a starship has been badly damaged, the crew must work together doing anything and everything to keep the ship in one piece long enough to survive the crash from orbit.

GENERAL PROPERTIES

1. All checks have a Hard (◆◆◆) difficulty due to the ship's condition.
2. All checks add ■ due to the stressful nature of the situation.
3. The amount of overall (☆/▼) determine the outcome of the challenge.
4. The (▼/⊗) add modifiers to the outcome of the challenge.

SPECIFIC THREAT/DESPAIR RESULTS

- ⊗ Pinned: May not change stations or assist ally except with computer skill until the end of the turn.
- ⊗ Loose Wires: Sparks fly from loose connections. Add ■ to character's next check.
- ⊗⊗ Turbulence: Knocked down. Suffer 2 strain to get up and back to your station.
- ⊗⊗ System Reboot: System is unusable for the next round.
- ⊗⊗⊗ Hit by Debris: Crew is disoriented (see Disoriented; EotE Core p218) until end of their next turn.
- ⊗⊗⊗ System Failure: Upgrade the difficulty of checks until the end of this character's next turn.
- ▼/⊗⊗⊗ Lost a Stabilizer: Upgrade the difficulty of all checks for the remainder of the encounter (max once).
- ▼/⊗⊗⊗ Hull Breach: Station is disabled. PC takes 2 wounds (ignoring soak) and must change stations.

The ship crashes on the planet's surface. The characters rush to escape the ship before it explodes, grabbing what equipment and/or credits they can (see Aftermath below). If the PC rolled a (▼) during the challenge, they don't make it to cover in time before the ship explodes. They are blown from the wreckage and suffer a Critical Injury (+10).

Aftermath: Each PC may attempt to salvage Equipment and/or credits from the wreckage with an upgraded hard (◆◆◆) Perception check.

Successes	Result
0-6	25% Equipment / Credits saved.
7-12	50% Equipment / Credits saved.
13-18	100% Equipment / Credits saved.

STARSHIP PASSAGE

Battles aboard starships present their own special hazards. While most personal weapons are not capable of easily cutting through a ship's hull, most parts of a ship house myriad other system components, conduits, and cables that can be damaged...

GENERAL PROPERTIES

1. Taking cover may be performed as an incidental.
2. Damage from all weapons with the Blast quality is increased by 2.

SPECIFIC THREAT/DESPAIR RESULTS

- ☉ Grease Patch: Character either suffers two strain or becomes prone.
- ☉ Constricted Space: The character may not take a guarded stance, or go prone until the end of his next turn.
- ☉☉ Loud Klaxons: Add ■ to checks requiring concentration or hearing until the klaxon is disabled.
- ☉☉ Electrical Shock: The character is disoriented until the end of his next turn.
- ☉☉☉ Ruptured Coolant Line: (see below)
- ☉☉☉ Lubricant Line: Move costs x2; add ■■ to checks requiring movement/stability.
- ☉/☉☉☉☉ Compressed Gas Explosion: The character is Staggered (EotE Core p218) until the end of his next turn.
- ☉/☉☉☉☉ Ship System Damaged: (see below)

Ruptured Coolant Line: Until the end of the encounter, fog from a burst cryogenic coolant line swirls around the characters, hampering vision and reducing temperatures. Maximum visibility is Short. All checks include ■■ due to environmental effects.

Ship System Damaged: Roll d10 on the following table to determine the effect:

- 1 Life Support: All check difficulty dice are upgraded once. At the start of each round thereafter, they get upgraded again to a maximum of 3 upgrades.
- 2 Artificial Gravity: The encounter area is immediately considered to be at zero-G.
- 3 Lighting: The encounter area is immediately considered to be in total darkness.
- 4 G-Force Compensators: If the ship is underway all characters are considered to have fallen a Short distance and become prone. Otherwise there is no immediate effect.
- 5 Temperature control: The air of the ship grows increasingly hot or cold (GM's choice). All checks include ■. An additional ■ is added at the beginning of each round thereafter, to a maximum of ■■■.
- 6 Hyperdrive Damaged: If the ship is in hyperdrive, it immediately drops out of hyperspace, causing all characters to become prone. Otherwise there is no immediate effect.
- 7 Control Malfunction: The ship's control thrusters are misfiring; at the beginning of each round, all characters must make an Average (◆◆) Coordination check or become prone.
- 8 Damaged Hatch Controls: All hatches/bridges are frozen in place.
- 9 Electrical Fire: The triggering character, and all characters engaged with him suffer a fire attack (see below). Attacks continue at the beginning of each effected character's turn until either the fire is extinguished or the character moves away from the fire.
- 10 Component Hit: One of the ship's components is damaged and inoperable (EotE Core p245). GM's choice.

Each of the ship system damage results above is considered an Average (◆◆) critical hit for repair purposes.

ELECTRICAL FIRE ENVIRONMENTAL ATTACK

Damage 1, Critical 4, Range [Engaged]
Dice Pool: ◆◆

TOXIC MUD FLAT

The thick, viscous mud here is too thick to easily move through, and too thin to support your weight. To make matters worse, toxic gasses bubble up through the thick mud, choking the air with noxious fumes.

GENERAL PROPERTIES

1. Moving across the surface on foot is virtually impossible, suffer 2 additional strain for each maneuver used to move. This does not apply to travel above the surface, or in vehicles otherwise designed for this environment.
2. Exposure to the air here is mildly toxic, even when wearing a breath mask. Suffer 1 strain for every 2 hours of exposure.

SPECIFIC THREAT/DESPAIR RESULTS

- ☼ Choking Gas: Suffer 1 Strain unless in a fully enclosed vehicle.
- ☼☼ Collapsing Gas Pocket: Knocked prone (see Prone; EotE Core p203), and effected by Choking Gas (see above).
- ☼☼ Stalled Squall Line: All movement across the surface Incurs an additional strain, including system strain for vehicles, regardless of their type. This effect lasts until the end of the encounter.
- ☼☼☼ Toxic Gas Eruption: A massive bubble of toxic gas erupts to the surface. All exposed characters suffer 3 Strain, and vehicles suffer 2 System Strain. The life support systems of any vehicles are overwhelmed, and disabled until the end of the encounter; occupants suffer 1 strain.
- ☼☼☼ Sudden Wind Storm: The character (or vehicle they are in) are pushed one Range Increment in a direction chosen by the GM.
- ☼/☼☼☼☼ Toxic Sink Hole: (see below)
- ☼/☼☼☼☼ Muck Worm Attack: (see below)

Toxic Sink Hole: Your vessel is caught when a massive bubble of toxic gas pops underneath. The vessel and crew are effected by a Toxic Gas Eruption (see above), and the vehicle is immobilized (see Immobilized; EotE Core p218) until the pilot makes a Difficult (●◆◆) Pilot check to break loose from the muck.

Muck Worm Attack: The commotion above has attracted an enormous beast from deep within the toxic muck.

MUCK WORM

6	1	1	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
15	80	60	2 2		

An enormous Muck Worm has surfaced nearby, and is 'curious' about the activity on the surface. The Muck Worm is Silhouette 4, and will ignore anything smaller than Silhouette 2. It will move toward the nearest vessel, favoring larger vessels first, and attack it if possible. It will retreat below the muck if it incurs more than 60 Wounds or 20 Strain. Skills: Brawl 1, Perception 2, Vigilance 2.

Talents/Abilities: Silhouette 4, Speed 3 (The Muck Worm has a Vehicle Scale speed of 3), Sweep attack (The Muck Worm may spend ☼ on a successful Brawl check to hit the target as well as anyone engaged with the target).

Weapons: Body Slam (Brawl: Damage 15; Critical 4; Range [Short]; Blast 4, Breach 2, Knockdown) Bite (Brawl: Damage 8; Critical 5; Range [Engaged]; Pierce 2, Vicious 1



URBAN SKYWALK

As diverse as the galaxy is, it is remarkable that most urban environments follow the same basic pattern. A street for vehicle traffic with a pedestrian walkway on one or both sides of the street, and shops, apartments, and offices adjoining the walkway. Frequently, the walkways are crowded; occasionally the shops have goods placed outside to attract customers.

GENERAL PROPERTIES

1. Taking cover requires two maneuvers instead of one. The maneuvers may occur over multiple turns.
2. Being knocked prone inflicts one strain in addition to any other strain suffered.
3. Crossing the street requires an Average (◆◆) Athletics or Coordination check or PC is knocked prone and suffers 2 strain (due to nearly being struck by a speeder).

SPECIFIC THREAT/DESPAIR RESULTS

- ☒ Lost in Crowd: One enemy gains concealment; Average (◆◆) Perception to find.
- ☒ Trash Droid Dump: Must spend maneuver to egress before moving.
- ☒☒ Steam Vent: Until PC moves, add ■■ to all checks involving sight.
- ☒☒ Caught in the Open: PC loses cover, and may not take cover until end of next turn.
- ☒☒☒ Bystander: A bystander is near an enemy; treat as engaged ally for next attack.
- ☒☒☒ Authorities Arrive: (see below)
- ☒/☒☒☒ Urban Stampede: (see below)
- ☒/☒☒☒☒ Out of Control Speeder: (see below)

Authorities Arrive: One squad (Minion group of 3, stats below) of local police arrives and attempts to stop any fighting.

Urban Stampede: A group of bystanders, frightened by the combat, stampedes through the area of the encounter, engulfing the characters. At the beginning of each characters turn, he or she must make an Average (◆◆) Athletics or Coordination check as a maneuver. Net ▼ adds an equal number of ■ to any checks the character takes their turn; net ☒ deals strain to the character. Stampede duration is at the GMs discretion.

Out of Control Speeder: A speeder careens off the street. The character must make a Hard (◆◆◆) Coordination or Vigilance check to avoid being knocked prone and suffering 2 strain.

LOCAL LAW ENFORCEMENT

5	2	2	3	1	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/A DEFENSE		
6	20	16	1 0		

Found galaxy wide, local law enforcement just wants to keep the peace.

Skills (Group Only): Perception, Ranged (light).

Talents/Abilities: None.

Possessions: Blaster pistol (Damage 6; Critical 3; Range [Medium]; Stun Setting)

Dice Pool: ◆◆

2x stun grenades (Damage 8; Critical -; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun damage), Dice Pool: ◆◆◆, padded armor.



VOLCANIC CANYON

Canyons made from centuries of volcanic activity twist and wind their way across the landscape. Narrow corridors of volcanic stone and erupting steam vents make navigating the canyons difficult, not to mention perilous.

GENERAL PROPERTIES

1. All Perception checks add ■ due to limited visibility.
2. The high temperatures and humid air add ■■■ to any checks involving strenuous activity.

SPECIFIC THREAT/DESPAIR RESULTS

- ☼ Steam Vent: Adds ■ to the character's next check.
- ☼ Heat Stroke: The character suffers 1 strain.
- ☼☼ Falling Rocks: The character must make an Average (◆◆) Vigilance check or suffer 4 strain.
- ☼☼ Wrong Turn: The path is blocked. Finding a new route takes substantial time.
- ☼☼☼ Steam Eruption: The character is blinded until the end of their next turn, and suffers 2 strain.
- ☼☼☼ Cave In: The character is disoriented (see Disoriented; EotE Core p218) for the rest of the encounter.
- ☼/☼☼☼☼ Volcanic Cavern: The character falls through the ground into a lava filled chasm (see below).

Volcanic Cavern: The ground beneath the character's feet crumbles away, revealing a lava filled cavern. Success on an Average (◆◆) Vigilance check prevents the fall, but leaves them hanging at the edge. For every uncanceled ☼, the character suffers 1 strain. For every uncanceled ▼, the character suffers 1 wound. A ☼ indicates that they have fallen through, suffering a Short fall (see Falling; EotE Core p215). To escape the cavern, the character must make an Hard (◆◆◆) Athletic check, or otherwise be rescued. If the PC makes a Hard (◆◆◆) Perception check, they find a corpse with some credits and a random item.

