

INTERSTELLAR TRAVEL

Interstellar travel is a complex and hazardous process. In short, a ship with a functioning hyperdrive can go anywhere the plot allows, and arrive at any time the plot requires. Starships without functioning hyperdrives can only travel within the same star system, as they cannot go faster than light speed.

SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Most starships are capable of traveling from a planet's surface to orbit under their own power in a matter of minutes. Travel between planets may take hours or days.

HYPERSPACE TRAVEL

Where sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive,

PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements referred to as planetary scale range bands. Planetary scale range bands follow the same rules as regular range bands found on page 16. The only differences are that planetary scale range bands operate on a much larger scale, and that the engaged range band is replaced with a new range band called close.

hyperspace allows starships to travel at many times the speed of light.

Navigating even the most well documented hyperspace route entails a raft of incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's astrogator still needs to enter coordinates and double check the computer's final calculations. Under ideal conditions, this requires an **Easy** **◆ Astrogation check**. The Game Master can modify this to reflect the circumstances under which it is being made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride.

VEHICLE PROFILES

In addition to the vehicle profiles presented in the Adventure Book, several common vehicles are described here.

ARATECH 74-Z MILITARY SPEEDER BIKE

A militarized version of Aratech's successful 74-Y speeder bike, the 74-Z is a high-performance speeder bike used by Imperial military forces as a scout, courier, and fast combat transport vehicle.

Vehicle Type: Speeder Bike

Vehicle Model: 74-Z

Manufacturer: Aratech Repulsor Company

Maximum Altitude: Twenty-five meters

Crew: One pilot

Passenger Capacity: One

Cost: 3,000 credits

Silhouette: 2

Speed: 3

Handling: +1

Defense: 0

Armor: 0

Hull Trauma Threshold: 3

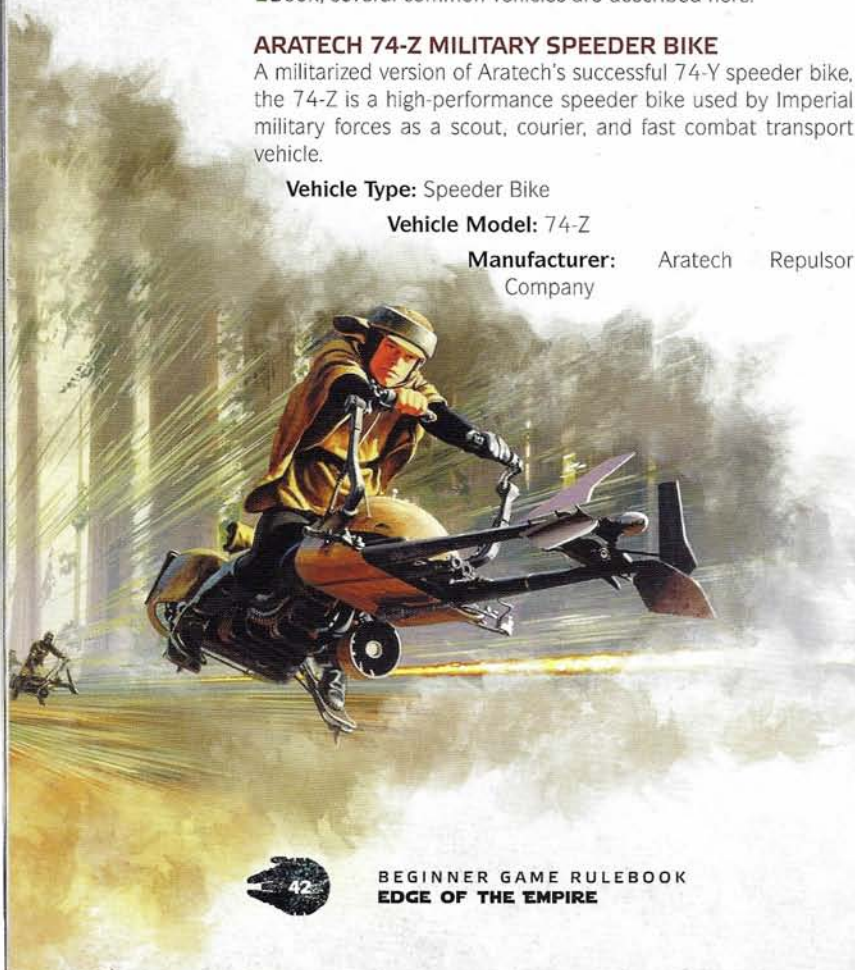
System Strain Threshold: 3

WEAPONS

Forward Mounted Light Repeating Blaster—this weapon uses personal scale, not starship scale. (Range Close; Damage 12; Critical 3; Auto-Fire, Pierce 1).

TIE FIGHTERS AND THE KRAYT FANG

GMs should feel free to use the TIE/In and *Krayt Fang* profiles as presented in the Adventure Book for their ongoing adventures. Note, however, that the Adventure Book profiles for vehicles omit the Critical Hit Rating from all weapons. Both the TIE/In fighters and the *Krayt Fang* should treat all of their weapons as having a Critical Hit Rating of 3.



CUSTOMIZED FIRESPRAY SYSTEM PATROL CRAFT

The Firespray-class system patrol craft was designed by Kuat Systems Engineering at the end of the Clone Wars. Six prototypes were built shortly before the Battle of Naboo; one was stolen by a bounty hunter named Jango Fett.

Recently, KSE re-introduced the Firespray to market in response to increased demand for law enforcement and patrol vessels from Imperial controlled worlds. This is a customized model, with extra firepower.

Hull Type: Patrol Boat

Ship Class: Firespray

Manufacturer: Kuat Systems Engineering

Hyperdrive: Yes **Navicomputer:** Yes

Ship's Complement: One pilot, two guards

Passenger Capacity: Four (prisoners)

Consumables: One month

Cost: 40,000 credits

Silhouette: 4 **Speed:** 4 **Handling:** 0
Defense: 1 **Armor:** 4 **Hull Trauma Threshold:** 15
System Strain Threshold: 12

WEAPONS

Forward Mounted Auto-Blasters (Range Close; Damage 3; Critical Hit 5; Auto-Fire).

Forward Mounted Concussion Missile Launchers (Range Short; Damage 7; Critical Hit 3; Breach 4, Blast [4], Linked 1, Limited Ammo 6).



BTL-A4 Y-WING ATTACK STARFIGHTER

A relative rarity among starfighters, Koensayr Manufacturing's BTL-A4 is a

dedicated heavy attack and bomber starfighter designed primarily for crippling and destroying capital ships.

Hull Type: Starfighter

Ship Class: BTL Y-Wing

Manufacturer: Koensayr Manufacturing

Hyperdrive: Yes **Navicomputer:** None—R2 or R4 Astro-mech Droid socket

Ship's Complement: One Pilot

Passenger Capacity: None

Consumables: One week

Cost: 80,000 credits

Silhouette: 3 **Speed:** 4 **Handling:** 0
Defense: 1 **Armor:** 3 **Hull Trauma Threshold:** 12
System Strain Threshold: 10

WEAPONS

Turret Mounted Twin Light Ion Cannons (Range Close; Damage 8; Critical Hit 4; Ion, Linked 1).

Forward Mounted Laser Cannons (Range Close; Damage 6; Critical Hit 3; Linked 1).

Forward Mounted Proton Torpedo Launchers (2) (Range Short; Damage 10; Critical Hit 3; Breach 6, Blast 6, Limited Ammo 8, Linked 1).

TABLE 6-4: STARSHIP AND VEHICLE CRITICAL HITS

NUMBER OF CRITICAL HITS	DIFFICULTY TO REPAIR	EFFECTS
First Critical Hit	Easy ◆	Immediately suffer 2 system strain. No ongoing effect.
Second Critical Hit	Average ◆◆	Engine damaged. Maximum speed reduced by 1; handling reduced by 1.
Third Critical Hit	Hard ◆◆◆	Shields disabled. Defense reduced to 0.
Fourth and all Subsequent Critical Hits	Hard ◆◆◆◆	One starship component (such as a weapon, or the ship's hyperdrive) of the GM's choice disabled until repaired.

as a whole, not an individual. Likewise, minions make one attack per group, not per individual. However, working as a group allows minions to mitigate their lack of skills. When operating in a group, the minions treat each member beyond the first as one skill rank for certain skill checks they have to make. So a group of four Imperial Navy troopers would count as having three ranks (for the three additional troopers after the first) in any checks the group was called on to make. This only applies to checks involving the skills listed in the minion profiles, however.

- **Minions are killed by Critical Injuries.** If a Minion suffers a Critical Injury, it is killed outright (or incapacitated) at the GM's discretion. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds.

RIVALS

Rivals are more dangerous than minions, but still inferior to most Player Characters. Rivals follow most of the same rules as Player Characters do, with the following exceptions.

- **Rivals do suffer Critical Injuries normally.** However, when a rival exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Rivals cannot suffer strain.** When a rival would suffer strain, he suffers an equivalent number of wounds instead. They can, however, use abilities or invoke effects that would cause them to suffer strain; this simply causes them to suffer wounds instead.

NEMESSES

The nemesis is the opposite number of the Player Character. They are identical to them in virtually every respect, and may in fact be more powerful; this is necessary to ensure that they are able to pose a threat to an entire party. Nemeses frequently possess a number of talents as well as higher characteristics and skills, and their equipment can often rival that of even the most well supplied parties. Nemeses suffer strain and wounds normally, and do not have any special rules governing their operations.

ADVERSARY LIST

In addition to those found on the Adventure Book, the following are a list of adversaries the GM can use in his *Star Wars: Edge of the Empire* Beginner Game adventures.

IMPERIAL NAVAL OFFICER [RIVAL]

Officers in the Imperial Navy are highly trained, often at a military academy. Most of their duties naturally fall into the category of ship-bound activities, in some form monitoring the hundreds or thousands of personnel necessary to maintain the massive capital-scale ships the navy depends upon. However, it is also possible that officers can be deployed at the head of naval troopers, taking part in ship-to-ship actions against pirates or independent vessels or even on sorties on the ground. If searching for a particular individual or vessel, for instance, an officer might be sent with troops to the local spaceport via shuttle to conduct a search or investigation to attempt to locate the quarry in question.

Brawn 2 **Cunning 3** **Presence 2**
Agility 3 **Intellect 2** **Willpower 2**

Skills: Discipline 3, Ranged (Light) 2, Vigilance 2

Talents: None

Soak/Defense: 3 / 0

Thresholds: Wounds 13

Abilities: Tactical Direction (may spend a maneuver to direct one allied minion group within medium range. The group may make an immediate free maneuver or adds +1 Boost die to their next check).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy uniform clothing (+1 Soak).

IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Imperial stormtroopers are calculating, fearless individuals with a reputation for efficiency and an absolute lack of mercy or any emotion in the execution of their duties. Stormtrooper sergeants, who command squads of eight such individuals, are expected to exemplify those traits and show an increased grasp of tactics and abilities. Stormtrooper sergeants tend to be extremely motivated and self-assured individuals that place the mission above all else, sacrificing anything necessary to achieve the objective at hand. They can also carry more powerful weaponry than the rank and file as well.

Brawn 3 **Cunning 2** **Presence 1**
Agility 3 **Intellect 2** **Willpower 3**

Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2

Talents: None

Soak/Defense: 5

Thresholds: Wounds 14

Abilities: Tactical Direction (may spend a maneuver to direct one stormtrooper minion group within medium range. The group may make an immediate free maneuver or adds +1 Boost die to their next check).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1), vibroknife (Melee; Damage 4; Critical 3; Engaged; Pierce 1), 3 frag grenades (Ranged [Light]; Damage 6; Critical 4; Range [Short]; Blast 4, Limited Ammo 1), stormtrooper armor (+2 Soak), utility belt, extra reloads.

HUTT CRIME LORD [NEMESIS]

There are few races in the galaxy that are so simultaneously hated and feared as the Hutts. These massive beings have a stranglehold on the criminal underworld in entire regions of the galaxy, including the portion aptly named Hutt Space as well as much of the Outer Rim and even portions of the Mid Rim. Hutts typically operate in cartels, which are based around their own familial clans. Individual members of a clan can control an entire spaceport or even a whole planet. Hutts are typically arrogant, self-centered creatures who prefer to be amused and adored at all times, and surround themselves with all manner of sycophants and criminal underlings in crude courts that are a parody of what might be found on Coruscant or other civilized worlds.

There are many who may make the mistake of underestimating a Hutt, looking on them as a bloated, gluttonous slug. This assessment is completely correct; however it misses two important points. One is the extremely cunning and devious mind that dwells within the bloated exterior. The Hutt cartels do effectively rule Hutt Space, no matter what the Empire claims. The second point is that Hutts may not be dexterous, but are extremely strong beneath their rolls of fat.

Brawn 6 **Cunning 6** **Presence 3**
Agility 1 **Intellect 4** **Willpower 5**

Skills: Athletics 1, Charm 2, Coerce 4, Cool 5, Deceit 5, Discipline 5, Knowledge 3, Leadership 1, Melee 2, Negotiate 5, Ranged (Light) 2, Resilience 5

Talents: Convincing Demeanor 2 (remove up to two Setback dice ■ from any Deception or Skulduggery check), Durable 2 (ignore the first 2 Critical Injuries suffered per day), Nobody's Fool 3 (upgrade difficulty of all Charm, Coerce, and Deceit checks targeting Hutt by 3) Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1)

Soak/Defense: 10 / 0

Thresholds: Wounds 30 / Strain 20

Abilities: Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. They add 3 Setback dice ■■■ to all Brawl, Melee, and Coordination checks they're required to make), Ponderous (Hutts can never spend more than one maneuver moving per turn).

Equipment: Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibro-axes (Melee; Damage 9; Critical 3; Range [Engaged]; Pierce 2) or large-bore blaster pistols (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Stun Setting, Hutt Only)

AQUALISH THUG [MINION]

Slightly more intelligent, and more likely to use advanced technology than the Gamorrean enforcers that are popular with many crime lords, Aqualish are no less physically powerful than their porcine counterparts and equally prone to violence as a means of resolving even the mildest dispute. Although not all members of the Aqualish people are crude and thuggish, a sizable enough percentage of them are that the sight of them acting as enforcers and henchmen for all manner of unpleasant figures is hardly surprising to any well traveled citizen of the galaxy's seedy underbelly.

Brawn 3 **Cunning 2** **Presence 1**
Agility 2 **Intellect 2** **Willpower 1**

Skills (groups only): Brawl, Coercion, Melee, Ranged (Light)

Talents: None

Soak/Defense: 3 / 0

Thresholds: Wounds 6

Abilities: None

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range: Engaged; Disorient 3)

JOURNEYMAN BOUNTY HUNTER [RIVAL]

Journeyman hunters have been accepted into the ranks of an existing guild and are fully accredited and licensed to pursue authorized bounties. They are the rank and file of most existing bounty hunter organizations, and will likely be encountered by any criminal whose bounty is not high enough to attract the attention of a Master Hunter. Journeymen may choose which bounties they pursue, but just as often they are assigned to hunt particular quarries based upon the needs of the guild. It is not uncommon for guilds to assign multiple journeymen to seek a particular target. Unlike apprentice hunters, it is not expected that journeymen will automatically work together; if they choose to compete, the guild benefits regardless and the winner will advance in position through the organization.

Brawn 3 **Cunning 3** **Presence 2**
Agility 3 **Intellect 2** **Willpower 2**

Skills: Brawl 1, Coerce 1, Coordination 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1

Talents: Lethal Blow 1 (the first Critical Injury inflicted by Journeyman Bounty Hunter per day counts as 2 Critical Injuries to the target).

Soak/Defense: 5 / 0

Thresholds: Wounds 13

Abilities: None

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), disruptor rifle (Ranged [Heavy]; Damage 10; Critical 2; Range [Long]; Cumbersome 2) laminate armor (+2 soak)

SMUGGLER [RIVAL]

Many smugglers started out as legitimate businessmen, but for whatever reason (either an inability to make an honest living or a moral fluidity that lent itself to illegitimate jobs) migrated to the lucrative but dangerous profession of smuggling illegal cargoes across the galaxy. Smugglers are a hardy, independent breed, frequently thrill-seekers who enjoy flouting the law and accomplishing acts others tell them cannot be completed.

Brawn 2 **Cunning 3** **Presence 3**
Agility 3 **Intellect 3** **Willpower 2**

Skills: Charm 2, Cool 1, Ranged (Light) 2, Pilot 3, Skulduggery 2, Streetwise 2, Vigilance 1

Talents: Natural Jockey 2 (remove up to two Setback dice ■ from any Piloting check)

Soak/Defense: 2 / 0

Thresholds: Wounds 12

Abilities: None

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting)



MYNOCK [MINION]

Mynocks are disgusting silicon-based space parasites that survive by latching onto the hulls of starships and feeding off power cables and other vital systems. About a meter long with wings that could be used in atmosphere, they have spread throughout the galaxy by hitching rides on passing starships. They absorb matter and energy from their hosts, which can eventually cause system failure. Mynocks can be found on the surface of several different worlds, although an allergy to helium can limit the number of habitats they can live in.

Brawn 1 **Cunning 1** **Presence 1**
Agility 3 **Intellect 1** **Willpower 1**

Skills (group only): Brawl, Coordination

Talents: None

Soak/Defense: 1 / 1

Thresholds: Wounds 4

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), Helium Allergy (when exposed to Helium, Mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

Equipment: Sucker-mouths and claws (Brawl; Damage 4; Critical 5; Range [Engaged])

CAPTIVE RANCOR [NEMESIS]

Rancors are terrifying, deadly predators, found on several worlds throughout the galaxy. Complete carnivores, an adult rancor can grow to be up to 10 metres tall, although they often walk with a hunched, simian gait using their arms and hands as well as their legs. Their hands can be used for grasping and holding prey, and end with wicked claws. Combined with their prodigious strength, a

rancor could become an apex predator on many worlds it ended up on.

This fearsome combat ability makes rancors popular amongst crime lords as gladiatorial opponents or "pets." The infamous gangster Jabba the Hutt is known to keep a rancor in a cavern below his palace. Those who displease the crime lord all too often become the rancor's next meal.

Brawn 6 **Cunning 3** **Presence 1**
Agility 2 **Intellect 1** **Willpower 3**

Skills: Brawl 2, Perception 2, Survival 3, Vigilance 2

Talents: None

Soak/Defense: 12 / 0

Thresholds: Wounds 40 / Strain 15

Abilities: Silhouette 3, Sweep attack (The rancor can spend a Triumph ☉ on a successful Brawl check to hit the target as well as anyone engaged with the target)

Equipment: Massive rending claws (Brawl; Damage 20; Critical 3; Range [Short]; Knockdown)

