

## SYMBOLS AND DICE

	Success  symbols are canceled by Failure  symbols; if there are any Success  symbols left, the check succeeds.
	Triumph  symbols count as Success  symbols and may also be spent to trigger a powerful positive consequence.
	Advantage  symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat  symbols.
	Failure  symbols cancel Success  symbols. If there are enough Failure  symbols to cancel all the Success  symbols, the check is a failure.
	Despair  symbols count as Failure  symbols (they cancel Success  symbols) and may also be spent to trigger a powerful negative consequence.
	Threat  symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage  symbols.



Ability Die



Proficiency Die



Difficulty Die



Challenge Die



Boost Die



Setback Die



Force Die

## SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT PAGE 206

Cost	Result Options
	<p>Recover 1 strain (this may be selected more than once). Add  to the next allied active character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak (cost may vary).</p> <p>Activate a weapon quality (cost may vary).</p>
	<p>Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add  to the targeted character's next check. Add  to any allied character's next check, including the active character.</p>
	<p>Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round.</p> <p>Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or causing him to drop his blaster. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). The effects should be temporary, and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a weapon it is wielding.</p>
	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade any allied character's next check, including the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p>
	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.</p>

## DIFFICULTY LEVELS PAGE 17

Difficulty Level	Dice	Example
Simple	—	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success, or Setback dice indicate the possibility of complications.
Easy		Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average		Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range or trying to strike a target while engaged.
Hard		Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting		Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable		Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

## ATTACK DIFFICULTIES PAGE 205

Rng Band	Difficulty
Engaged	Easy  plus modifiers depending on weapon used, see below.
Short	Easy
Medium	Average
Long	Hard
Extreme	Daunting

Melee attacks (Brawl or Melee checks) are always Average .

## RANGED DIFFICULTY MODIFIERS PAGE 210

Condition	Modifier
Engaged w/Ranged (Light)	+1 difficulty
Engaged w/Ranged (Heavy)	+2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

## SPENDING THREAT AND DESPAIR IN COMBAT PAGE 207

Cost	Result Options
	<p>The active character suffers 1 strain (this option may be selected more than once).</p> <p>The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.</p>
	<p>An opponent may immediately perform one free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or an allied character suffers  on his next action.</p>
	<p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape.</p>
	<p>The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check, including the current active character.</p> <p>The tool or melee weapon the character is using becomes damaged.</p>



## RANGED WEAPONS PAGE 160

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Energy Weapons</b>									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
<b>Slugthrowers</b>									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
<b>Thrown Weapons</b>									
Bola / Net	Ranged (Light)	2	-	Short	1/3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1
<b>Explosives and Other Weapons</b>									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

## MELEE WEAPONS PAGE 161

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Brawling Weapons</b>									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
<b>Melee Weapons</b>									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+2	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun Setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defensive 1
<b>Improvised Weapons</b>									
Small	Melee	+1	5	Engaged	1				
Medium	Melee	+2	5	Engaged	3				Cumbersome 2
Large	Melee	+3	5	Engaged	4				Cumbersome 4

## WEAPON QUALITIES

The following are summaries of weapon qualities. Full descriptions can be found in the Core Rulebook, and active qualities require ☹️ to trigger unless listed otherwise.

**Accurate (Passive):** Add   per rating to attack checks.

**Auto-Fire (Active):** Increase difficulty of attack checks by  . May trigger multiple times to generate additional hits.

**Breach (Passive):** Ignore 1 point of armor (10 points of soak) per rating.

**Burn (Active):** When triggered, target suffers weapon's base damage for a number of rounds equal to rating.

**Blast (Active):** When triggered, targets engaged with target suffer wounds equal to rating.

**Concussive (Active):** When triggered, target is staggered a number of rounds equal to rating.

**Cortosis (Passive):** Weapons are immune to Sunder, armor is immune to Pierce and Breach.

**Cumbersome (Passive):** Must have Brawn equal to rating, or increase difficulty by difference to all checks.

**Defensive (Passive):** Increase melee defense by rating.

**Deflection (Passive):** Increase ranged defense by rating.

**Disorient (Active):** When triggered, target is disoriented a number of rounds equal to rating.

**Ensnare (Active):** When triggered, target is immobilized a number of rounds equal to rating.

**Guided (Active):** Requires ☹️☹️☹️ to trigger. If triggered and attack misses, makes additional attack with ability equal to Guided rating.

**Knockdown (Active):** Requires additional ☹️ per silhouette beyond 1 to trigger. When triggered, target is knocked prone.

**Inaccurate (Passive):** Adds   to attack checks equal to rating.

**Inferior (Passive):** Adds ☹️ to all check results, decreases base damage or defense by 1 (if no defense, then decreases soak by 1).

**Ion (Passive):** Deal damage to system strain threshold.

**Limited Ammo (Passive):** May make number of attacks equal to rating, then must be re-loaded.

**Linked (Active):** When triggered, may generate additional hit on same target. May trigger number of times equal to rating.

**Pierce (Passive):** Ignores number of points of soak equal to rating.

**Prepare (Passive):** Must perform a number of preparation maneuvers equal to rating before using weapon.

**Slow-firing (Passive):** After using, must wait number of rounds equal to rating before using again.

**Stun (Active):** When triggered, inflicts strain equal to rating.

**Stun Damage (Passive):** Attacks deal damage as strain instead of wounds. This is still reduced by soak.

**Sunder (Active):** Trigger to damage weapon or item.

**Superior (Active):** Adds ☹️ to all check results, increases base damage by 1 or defense by 1.

**Tractor (Passive):** On hit, target may not move unless it passes a check to break free.

**Vicious (Passive):** When scoring a critical injury or hit, add 10 times rating to the result.



d100	Severity	Result
01 - 05	Easy (★)	<b>Minor Nick:</b> The target suffers 1 strain.
06 - 10	Easy (★)	<b>Slowed Down:</b> The target can only act during the last allied Initiative slot on his next turn.
11 - 15	Easy (★)	<b>Sudden Jolt:</b> The target drops whatever is in hand.
16 - 20	Easy (★)	<b>Distracted:</b> The target cannot perform a free maneuver during his next turn.
21 - 25	Easy (★)	<b>Off-Balance:</b> Add ■ to his next skill check.
26 - 30	Easy (★)	<b>Discouraging Wound:</b> Flip one light side Destiny point to a dark side Destiny Point (reverse if NPC).
31 - 35	Easy (★)	<b>Stunned:</b> The target is staggered until the end of his next turn.
36 - 40	Easy (★)	<b>Stinger:</b> Increase difficulty of next check by one.
41 - 45	Average (★★)	<b>Bowled Over:</b> The target is knocked prone and suffers 1 strain.
46 - 50	Average (★★)	<b>Head Ringer:</b> The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 - 55	Average (★★)	<b>Fearsome Wound:</b> The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 - 60	Average (★★)	<b>Agonizing Wound:</b> The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 - 65	Average (★★)	<b>Slightly Dazed:</b> The target is disoriented until the end of the encounter.
66 - 70	Average (★★)	<b>Scattered Senses:</b> Remove all ■ from skill checks until the end of the encounter.
71 - 75	Average (★★)	<b>Hamstrung:</b> The target loses his free maneuver until the end of the encounter.
76 - 80	Average (★★)	<b>Overpowered:</b> The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81 - 85	Average (★★)	<b>Winded:</b> Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 - 90	Average (★★)	<b>Compromised:</b> Increase difficulty of all skill checks by one until the end of the encounter.
91 - 95	Hard (★★★)	<b>At the Brink:</b> The target suffers 1 strain each time he performs an action.
96 - 100	Hard (★★★)	<b>Crippled:</b> One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101 - 105	Hard (★★★)	<b>Maimed:</b> A limb is permanently lost. Unless the target have a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106 - 110	Hard (★★★)	<b>Horrific Injury:</b> Randomly roll 1d10 to determine one of the target's characteristics—1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is repaired, treat that characteristic as one point low.
111 - 115	Hard (★★★)	<b>Temporarily Lame:</b> Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116 - 120	Hard (★★★)	<b>Blinded:</b> The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121 - 125	Hard (★★★)	<b>Knocked Senseless:</b> The target is staggered for the remainder of the encounter.
126 - 130	Daunting (★★★★)	<b>Gruesome Injury:</b> Randomly roll 1d10 for one of the target's characteristics—1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one, to a minimum of one.
131 - 140	Daunting (★★★★)	<b>Bleeding Out:</b> Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every five wounds he suffers beyond his wound threshold, he suffers one additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141 - 150	Daunting (★★★★)	<b>The End is Nigh:</b> The target will die after the last Initiative slot during the next round.
151 +	-	<b>Dead:</b> Complete, obliterated death.

When rolling for a critical injury, add +10 for every critical injury the character is already suffering.

## ACTIONS AND MANEUVERS IN ENCOUNTERS

During a character's turn, the character can perform one action and one maneuver. The character can also suffer two strain to perform one additional maneuver, as long as they do not perform more than two maneuvers total during their turn.

### Maneuvers

**Aim:** Gain a bonus on the next attack.

**Assist:** Grant a bonus to an ally's check.

**Guarded Stance:** Take penalties to melee attacks for a bonus to melee defense.

**Interact with the Environment:** This could be anything from moving objects to manipulating control panels.

**Manage Gear:** Draw, holster, or put away weapons and items, or load a weapon.

**Mount or Dismount:** Mount or dismount from a vehicle or animal.

**Move:** Move within range bands or change ranges with something else.

**Drop Prone or Stand from Prone:** Drop to the prone position or stand up.

**Preparation:** Take a maneuver to prepare something for something else.

### Actions

**Exchange an Action for a Maneuver:** Take a maneuver instead of an action.

**Spend an Action to Activate an Ability:** Some abilities require spending actions without checks.

**Activating a Force Power:** Use a Force power.

**Performing a Skill Check:** Anything that requires a skill check requires an action to perform unless specifically stated otherwise.

**Performing a Combat Check:** Perform a skill check with additional rules to attack someone.

## ARMOR PAGE 170

Type	Defense	Soak
Adverse Environment Gear	0	1
Armored Clothing	1	1
Heavy Battle Armor	1	2
Heavy Clothing	0	1
Laminate	0	2
Personal Deflector Shield	2	0
Padded Armor	0	2



d100	Severity	Result
1-9	Easy (◆)	<b>Mechanical Stress:</b> The ship or vehicle suffers one point of system strain.
10-18	Easy (◆)	<b>Jostled:</b> A small explosion or impact rocks the vehicle. All crew members suffer one strain and are disoriented for one round.
19-27	Easy (◆)	<b>Losing Power to Shields:</b> Decrease defense in affected defense zone by one until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer one point of system strain.
28-36	Easy (◆)	<b>Knocked Off Course:</b> A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a <b>Piloting check</b> to regain control. The difficulty of this check depends on his current speed.
37-45	Easy (◆)	<b>Tailspin:</b> All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46-54	Easy (◆)	<b>Component Hit:</b> One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see <b>Table 7-10: Small Ship or Vehicle Components</b> or <b>Table 7-11: Large Ship or Vehicle Components</b> depending on target ship silhouette.
55-63	Average (◆◆)	<b>Shields Failing:</b> Reduce defense in all defense zones by one point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer two points of system strain.
64-72	Average (◆◆)	<b>Navicomputer Failure:</b> The navicomputer (or in the case of a ship without a navicomputer, its R2 Unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73-81	Average (◆◆)	<b>Power Fluctuations:</b> The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example), until this Critical Hit is repaired.
82-90	Hard (◆◆◆)	<b>Shields Down:</b> Decrease defense in affected defense zone to zero, and decrease defense in all other defense zones by one until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer four points of system strain.
91-99	Hard (◆◆◆)	<b>Engine Damaged:</b> The ship or vehicle's maximum speed is reduced by one point, to a minimum of one, until the Critical Hit is repaired.
100-108	Hard (◆◆◆)	<b>Shield Overload:</b> The ship's shields completely fail. Decrease the defense of all defense zones to zero. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers two points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109-117	Hard (◆◆◆)	<b>Engines Down:</b> The ship or vehicle's maximum speed is reduced to zero until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118-126	Hard (◆◆◆)	<b>Major System Failure:</b> One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see <b>Table 7-10: Small Ship or Vehicle Components</b> or <b>Table 7-11: Large Ship or Vehicle Components</b> depending on target ship silhouettes.
127-133	Daunting (◆◆◆◆)	<b>Major Hull Breach:</b> A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134-138	Daunting (◆◆◆◆)	<b>Destabilized:</b> The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139-144	Daunting (◆◆◆◆)	<b>Fire!</b> Fire rages through the ship. The ship or vehicle immediately takes two points of system strain, and anyone caught in the fire takes damage as discussed on page 214. A fire can be put out with some quick thinking and appropriate skill, vigilance, and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per two of the ship's silhouette points to put out.
145-153	Daunting (◆◆◆◆)	<b>Breaking Up:</b> The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154+	-	<b>Vaporized:</b> The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

When rolling for a critical injury, add +10 for every critical hit the starship or vehicle is already suffering.

SILHOUETTE COMPARISON PAGE 235

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is one larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette two or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette two points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette three points larger than the target ship.	Daunting (◆◆◆◆)
Firing vessel has a silhouette four or more points larger than target ship.	Formidable (◆◆◆◆◆)

DAMAGE CONTROL DIFFICULTY PAGE 233

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

MEDICAL CHECK DIFFICULTY PAGE 113

Current Wounds	Medicine Check
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating



**STAR WARS**

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