

## The Minimal Edge

### What is this?

The Minimal Edge (TME) is a cinematic and streamlined role-playing game in the Star Wars universe that combines the simple and elegant mechanics of the minimal d6 engine by Norbert G. Matausch with elements from the Edge of the Empire Star Wars game by Fantasy Flight Games.

This is a fan-made product that was made out of love for the role-playing hobby and the Star Wars universe. I don't want to challenge any copyrights and I don't own anything and I don't want to make any profit out of this, so please don't sue me.

So now that this is out of the way, let's get started with...

### **1. Creating characters**

Characters in TME are a combination of attributes and skills.

#### **1.1 Generate your attribute scores**

**Agility, Brawn, Cunning, Intellect, Presence** and **Willpower** are the six attributes every character in TME possesses.

To get your scores roll a d6 four times and note the numbers. Assign those four numbers, along with a 5 and a 6 to your six attributes. The higher the number, the better. A score of 3-4 is average, a 5-6 is very good.

#### **1.2 Select your skills**

A starting character can select **three** skills from the following list:

Astrogation, Athletics, Brawl, Charm, Coercion, Computers, Cool, Coordination, Deception, Discipline, Gunnery, Knowledge, Leadership, Mechanics, Medicine, Melee Weapons, Negotiation, Perception, Piloting, Ranged Weapons, Resilience, Skulduggery, Stealth, Streetwise, Survival, Use the Force, Vigilance

Staying true to the minimal d6 tradition, these skills are not explained in detail but speak for themselves. You will make them work in your game as it fits your game. Trust the process.

#### **1.3 Determine your Hits, Strain and Soak**

Your Hits tell you, how much damage you can take before being incapacitated. When you are hit in combat or injured you take

damage, which is deducted from your Hits. If your Hits reach zero you are out of the fight and incapacitated.

Hits = 12 + Your Brawn score

You heal one Hit per day naturally through rest. If you want to heal quicker you need bacta, stimpacks or medical aid.

Strain represents your mental strength, endurance and ability to push through and go above your limits.

You suffer strain when you roll Threats in combat (see point 2.3 and 2.4 below), when you are hit by a stun blast or when enduring physical hardship like trekking through a hot humid jungle or swimming in rough waters etc.

If your Strain reaches zero you are out of the fight and need to rest.

Strain = 12 + Your Willpower score

Strain heals much quicker than hits. A few hours of rest removes all Strain and at the end of every combat encounter you remove Strain equal to your Presence attribute score.

Soak represents your ability to shrug off damage and turn potential deadly hits into grazing hits.

When you are hit in combat and take damage this damage is reduced by your Soak value. Only the leftover damage is applied to your hits. **However** no matter how high your Soak, **a successful hit always deals at least one point of damage.**

If you wear armor the armor provides a bonus to your Soak. However armor might impose a disadvantage in certain situations (e. g. when swimming, sneaking, climbing, running and similar activities) and makes you stand out if wearing anything other than light armor.

Armor bonuses range from +1 for light armor, padded vests and similar to +2 for standard battle armor (like stormtrooper armor or bounty hunter armor) to +3 for heavy armor featuring durasteel or ceramic plates. No armor provides more than +3 to Soak.

Soak = Your Brawn score + armor bonus (if any)

## 2. Playing the game

### 2.1 Character Actions

Describe what your character is doing. If the outcome is uncertain or the action is risky or complex, roll 2d6. Do not add dice results, simply look for fives and sixes.

If you roll a 5 or 6 on any die it is a success.

If you have an **advantage** of any kind (a fitting item or piece of gear, a skill, a high attribute, superior terrain or similar) you get +1d6 to roll.

If you have a **disadvantage** of any kind (missing equipment, low attribute, heavy armor, a wound) you get -1d6 to roll.

**Advantages and disadvantages don't stack and they cancel each other.**

If you have three factors that grant you advantage (like a high attribute, a fitting skill and the right equipment) and only one factor that would impose disadvantage the one factor disadvantage cancels all advantage and you just make a normal 2d6 roll.

**You never roll more than 3d6 and never roll less than 1d6. The 2d6 roll is the standard,**

**which is modified by advantage or disadvantage or nothing.**

### 2.2 Combat

Combat is a little more structured than normal gameplay. When combat begins, time is measured in combat rounds which represent roughly 4-6 seconds time in the game world.

During every combat round every participating character gets a turn.

At the start of a combat encounter, you make an initiative roll. A high attribute or a fitting skill (Cool or Vigilance are used in the FFG game) can grant you advantage. Player characters that succeed go before the enemies, Player characters that fail go after the enemies (the DM does not roll). The turn order stays the same during the entire combat.

When a character takes his turn he can take **one action** and perform **one maneuver.**

A player character or an important NPC (a Rival or Nemesis, see 2.5 NPCs below) can choose to suffer two points of strain to perform **an additional maneuver.**

**Nobody can perform more than two maneuvers per round under any circumstances.**

The **action** takes up the most part of a character's turn and represents complex tasks like attacking or trying to break a lock while under fire, hotwiring a speeder or similar tasks.

**You can never take more than one action per round.**

You can choose to trade your action for a maneuver and perform a second maneuver (without suffering strain) if you haven't already performed two maneuvers this round.

**Maneuvers** are smaller tasks that don't require much effort and concentration. The following non-exhaustive list lists the most common maneuvers:

**move a certain distance** (DM decides how far you can move or what you can reach with one maneuver)

**aim** (might negate a disadvantage or provide advantage or add +1 to the damage dealt, DMs decision)

**interact with the environment** (only simple tasks like pushing or pulling a lever, opening an unlocked door or picking up a small item from a table or shelf etc.)

**take cover** (duck behind a crate or wall or whatever is available, might impose disadvantage on the attacker or provide +1 to Soak, DMs decision)

**manage gear** (draw or holster a weapon, apply a stimpack from a utility belt or bandolier, managing gear carried in less accessible places like a backpack might require two maneuvers or even an action, DMs decision)

**Attacks** are actions and handled by normal task resolution rolls. Every die that shows a 5 or 6 is a success. If you have at least one success you hit and deal damage.

The damage you deal is equal to the weapons base damage + the number of successes rolled (any number between 1 and 3 since you never roll less than 1d6 or more than 3d6 and without successes the attack misses).

The Soak value is subtracted from that damage and the remaining damage is

applied to hits (and every attack deals at least 1 point of damage).

## **2.3 OPTIONAL RULE: The Threat Die and the Advantage Die**

Whenever you make a roll for an action you roll two additional d6 in different colors and in a different color than your d6s in your pool for the action roll.

I suggest a green d6 for the **Advantage Die** and a red d6 for the **Threat Die** since it is intuitive (green = good, red = evil).

You subtract the lower value from the higher value. The remaining result are either **Threat** or **Advantages** (depending on what die the points are left over) that provide small positive benefits in the case of Advantages or impose a complication of some sort in the case of Threat.

**Example:** Cal the Slicer wants to pick an electronic lock. He has Intellect 5, a lockpicking kit and the Mechanics skill.

This grants him advantage on the roll so he rolls 3d6 (trying to get at least one result of 5 or 6) and along with his 3d6 he rolls his green Advantage Die and his red Threat Die.

Cal rolls a 3, a 4 and a 6 on his 3d6 task resolution roll. The check is successful.

However his Threat Die shows a 5 and his Advantage Die shows a 3. Subtracting the 3 from the 5 means that 2 Threat are leftover.

The door opens but the moment Cal slips through, a pair of stormtroopers comes around the corner, catching movement out of the corner of their visor..."Halt!" They move to investigate...

**Note:** Do not confuse **Advantages** granted by the Advantage Die with circumstances that grant *advantage* on a task resolution roll. They are completely different things. To differentiate, the term Advantages (as granted by the Advantage Die) is capitalized.

## 2.4 OPTIONAL RULE: The Threat Die and the Advantage Die in combat

During combat, Threats and Advantages from the Threat Die and Advantage Die provide or cause the following specific mechanical benefits:

Advantages:

You can spend one Advantage to remove 1 strain (this option can be taken more than once).

You can spend two Advantages to perform an immediate free maneuver (but you are still limited to two maneuvers per round).

You can spend three Advantages to gain advantage on your next task resolution roll or to grant an ally advantage on their next task resolution roll.

You can spend three Advantages to regain one lost Hit.

You can spend three Advantages to deal an additional point of damage (if the check was an attack).

You can spend four Advantages to cause a critical hit. A critical hit deals +6 points of damage.

Every option can be chosen only once per round with the exception of removing strain and different options can be combined.

**Example:** Cal shoots a stormtrooper with his DL-44 heavy blaster pistol which deals 7+successes points of damage. He rolls with 2d6 and gets a 3 and a 5. He hits with one

success, dealing 8 points of damage. The stormtrooper has 4 points of soak and therefore takes 4 points of damage. He has 5 Hits, so he is still standing with one Hit left.

However, Cal has also generated four Advantages. He spends three Advantages to deal an additional point of damage, bringing the total up to 5 points of damage, killing the stormtrooper and he then spends the last Advantage to remove 1 strain that he has suffered before.

Threat:

**Important rule regarding Threat:** No matter who generates Threat (the player character or an NPC), only the DM decides how Threat is applied. Threat can be applied in the following ways:

The DM can spend one Threat to have the active character suffer 1 Strain (this option can be taken more than once).

The DM can spend two Threat to grant an opponent of the acting character a free maneuver (provided the chosen opponent has not already performed two maneuvers this round).

The DM can spend three Threat to impose a disadvantage on the acting character's next task resolution roll.

The DM can spend three Threat to grant an opponent of the acting character advantage on their next task resolution roll.

The DM can spend four Threat to have a piece of equipment of the acting character malfunction or destroyed.

Every option with the exception of causing strain can only be chosen once and different options can be combined.

Example: Cal shoots at the stormtrooper again. This time he misses and poor Cal also generates five Threat! The maximum amount possible! The DM spends four Threat and declares that Cal's DL-44 malfunctions: The blaster gas leaks into the hot barrel, destroying the weapon. For the last Threat, Cal also suffers one strain.

## 2.5 NPCs

TME uses three distinct types of NPCs:

**Minions (also called Fodder, Goons, Mooks or Extras):** Minions are the lowest end of the food chain and really only dangerous to PCs

in larger numbers. Stormtroopers, street thugs, shopkeepers, security guards, police officers, bouncers, taxi drivers and similar types are Minions. The following rules apply to Minions:

Minions have the following statistics: All attributes have a score of 2. Minions have no skills. A minions Hits are  $4 + 1d3$ . Minions don't have Strain and can not voluntarily suffer strain. Whenever they would suffer strain they lose Hits instead. Minions never roll 3d6 for task resolution, they are capped at 2d6. Soak and Damage is by weapon and armor (and Brawn 2).

**Rivals:** Rivals are in the middle of the food chain one step below a PC. A rival can be a stormtrooper sergeant, an imperial officer, a trained soldier, a personal bodyguard, a cunning smuggler or a bounty hunter. The following rules apply to Rivals:

Rivals determine their attribute scores by generating six numbers by rolling 1d6 and assigning these numbers to the six attributes. Rivals have skills just like a PC and their task resolution rolls follow the same rules as for a PC. A Rival's Hits are determined the same way as for a PC ( $12 + \text{Brawn attribute}$ ) **however**, a Rival has no Strain. A Rival can choose to voluntarily

suffer strain but then he suffers wounds instead. Whenever a Rival would suffer strain he suffers wounds instead. Soak and Damage is by weapon and armor (and Brawn score).

### Nemesis:

A Nemesis is like a PC, just controlled by the DM. A Nemesis generates his attribute scores as a PC (with a given 5 and 6), has Strain as a PC and rolls like a PC. Crime lords, master bounty hunters, famous smugglers, renegade jedi, all these are examples for possible Nemesises.

## 2.6 Character Advancement

Player characters receive experience points (XP) for completing sessions, goals and adventures. Those XP can be saved and used to acquire new skills or to improve an attribute score.

To acquire a new skill you have to spend a flat amount of 15 XP per skill.

To improve an attribute you have to spend the new value times 8 XP and you have to improve an attribute one step at a time.

### 3. The World

#### 3.1 The DM

The DM plays the world and everything in it. Roll for it, if necessary. If it's required, create NPCs. If not, wing it.

#### 3.2 Stock NPCs

**Stormtrooper (Minion):** All attributes 2, Hits 5, Soak 4, Damage 9+ (blaster rifle), Equipment: Stormtrooper armor (+2 soak, integrated comlink, lenses to prevent flash blinding, climate controlled body glove, utility belt), blaster rifle (Damage 9+)

**Street Thug (Minion):** All attributes 2, Hits 6, Soak 3 (+1 soak from padded vest), Damage 6+ (blaster pistol) or 4+ (club/knife), Equipment: padded vest, weapons, comlink, a few credits, various little things, utility belt

**Bounty Hunter (Rival):** Agility 4, Brawn 4, Cunning 3, Presence 2, Intellect 3, Willpower 3, Skills: Streetwise, Coercion, Stealth, Hits 16, Soak 6 (+2 armor), Damage 9+ (blaster rifle) or 6+ (blaster pistol) or 8+ (frag grenade) or 6+ (vibroblade), Equipment: battle armor (with integrated macrobinoculars, comlink, breath mask,

climate controlled body glove), weapons, maybe a small starship, surveillance gear

**Smuggler (Rival):** Agility 5, Brawn 3, Cunning 4, Presence 4, Intellect 3, Willpower 2, Skills: Piloting, Deception, Streetwise, Hits 15, Soak 4 (+1 padded vest), Damage 7+ (heavy blaster pistol), Equipment: stylish leather jacket, utility belt, datapad, comlink, blaster, credits, a tramp freighter

#### 3.3 Vehicles

Vehicles have the following stats:

**Hull:** as Hits for characters

**Armor:** as Soak for characters, only subtracted from damage once the shields are down

**Shields:** some vessels have shields, shields function as hits and are reduced before the Hull is reduced, shields regenerate between combats, as long as the shields are up the damage is not reduced by the armor value of the ship (since the hull is not hit yet)

**Speed:** A number between 1 and 11 for comparison to figure out who might have advantage or disadvantage in a chase. TIE-Fighters have Speed 10, TIE-Interceptors

have Speed 11, X-Wings have Speed 8, A-Wings have Speed 11 and an unmodified stock YT-1300 has Speed 4 (as benchmarks)

**Damage:** By starship weapon, determined the same way as character damage. A TIE-Interceptor or an X-Wing deals 9+ damage, a TIE-Fighter deals 6+ damage, an unmodified stock YT-1300 deals 6+ damage and a quad laser turret would deal 7+ damage (as benchmarks).

Rolls for attacks and maneuvers are made by the pilot according to the standard rules for tests.