

## **1. THERE WILL BE A YEAR DOWNTIME**

I'm not going to do massive downtime responses, I'm just going to assume that (in Star Wars style) we fade out and then re-join our heroes a year later, I'll probably ask for a brief description of what the character has been doing in the first session of the New Year.

## **2. PEOPLE WILL HAVE AN OPPORTUNITY TO SWITCH CHARACTERS IF THEY WISH**

People will have an opportunity to switch characters should they wish to, the onus will be on that player and the group to come up with a reason to include the new PC in the group, since the game will be focussing more on team missions/operations.

## **3. THE GAME IS GOING TO BE RUN AS A SERIES OF TRILOGIES RATHER THAN AN OPEN-ENDED CAMPAIGN**

I am going to set a rough guideline of each mission/operation being a three session story arc, there will be elements that are consistent across the series but I this format will enable us to have a tighter, more focussed game.

## **4. THE NORMAL TIDE CHANGE RULES WILL REMAIN IN EFFECT**

**5. AT THE END OF EACH MISSION I WILL ASK THE PLAYERS TO SUGGEST A NEW CLIENT/MISSION FOR THE NEXT TRILOGY, THIS WILL THEN BE VOTED ON IN A SIMILAR MANNER TO A TIDE CHANGE.**

## **6. THE FOCUS OF THE GAME IS GOING TO REMAIN THE EDGE OF THE EMPIRE SYSTEM**

With this in mind I will ask anyone advancing a character or creating a new one to stick with material from the Edge of the Empire series of books; the focus of the game will shift back to smuggling, staying one step ahead of the law and generally trying to turn a profit whilst the increasingly brutal Empire tightens its grip on the galaxy.

## **7. WE ARE GOING TO LEAVE THE DRACONIS SECTOR**

Whilst the Draconis sector will still be there we are going to open up the rest of the galaxy, if you want to visit Cloud City or Dantooine then go for it.