

Age of Rebellion Beta Report Guidelines

This document contains guidelines for creating an official playtesting report for the Age of Rebellion beta: instructions for submitting the file, guidelines on how to format feedback, and specific questions we would like addressed in the report.

Submission Instructions

Playtesting reports should be submitted as a single .doc file, attached to an e-mail, and sent to ageofrebellionbeta@fantasyflightgames.com. These reports will break from our usual focuses posted with the updates, instead we would like you to address the specific questions listed in this document (along with any other issues your group has noticed).

Please consolidate all feedback from your group into a single report. This report should be submitted no later than the end of the day on Monday, November 4th.

Feedback Guidelines

When writing up your feedback, try to be as succinct as possible. Try to break down each issue you having into an individual entry that covers the following three subjects:

- **Issue Name and Location(s):** Titling each issue you bring up and listing any pages it comes up on helps us locate what rules are causing problems. Additionally, it helps us locate specific issue reports later on when going back through all of the documents we receive.
- **Issue Description:** This section should fully describe the issue you are having, outlining which rules are interacting to form the issue or imbalance your group is experiencing. This is the most important part of an issue report, as this helps us locate what parts of the game are causing your problem. You should try to make this section as short and to the point as possible while fully addressing the issue.
- **Suggestions:** Lastly, this optional section allows to you offer any suggestions of ways you would change the rules to fix the problem you are having.

Example Feedback

Issue: Ace: Gunner (Character Creation pg. 14)

Description: The Heroic Fortitude appears twice in the tree, but is not a ranked talent.

Suggestions: Remove one of the two instances of Heroic Fortitude. Maybe replace it with Toughened?

Specific Questions

Following are the specific issues we would like addressed in this report, along with some guidance on how we would like them analyzed.

Character Creation

Have your group create starting characters. Then grant them 100 - 200 experience points to spend. As you are doing this (and as you are playing the game) consider the following:

Duty

- Do any issues or confusions arise from the implementation of the Duty rules?
- How does your group feel Duty integrates into the character creation process and play?
- Are there any Duty examples your group feels are missing? Any you feel are redundant?

Species

- Do any issues arise from specific species abilities?
- Are there any species your group feels are too powerful or too weak? Why?
- Are there any species your group favors or avoids?

Careers and Specialization

- Are there any careers or specializations your group feels are too powerful or too weak? Why?
- Are there any careers or specializations your group favors or avoids?
- Do all of the talents and skills for each specialization feel appropriate to the themes of that specialization?

Motivations

- Does your group feel the provided motivations add to their character creation process? Why or why not?
- Are there any Motivation examples your group feels are missing? Any you feel are redundant?

Starting Rebellion Resources

- How does your group feel about the starting rebellion resources options?
- Are there any options your group would favor or avoid?

Talents

- Do any issues arise with the use of new talents in Age of Rebellion?

Gear and Equipment

- Are there any pieces of gear your group feels are missing? Any you feel are unnecessary?
- Are there pieces of gear your group feels are too powerful or too weak? Why?
- Do any pieces of gear cause issues during gameplay?

Starships and Vehicles

Give your group some better vehicles than those they start with, then throw them into some encounters with Imperial ships of the same power.

- Are there any starships or vehicles your group feels are missing? Any you feel are unnecessary?
- Are there starships or vehicles your group feels are too powerful or too weak? Why?
- Do any starships or vehicles cause issues during gameplay?

The Force

Have one character take the Force Sensitive Emergent tree and use the new force powers during your games.

- Do either of the new force powers (Foresee and Enhance) feels are too powerful or too weak? Why?
- Do any of these force powers cause issues during gameplay?

Adversaries

Test combat against a wide variety of adversaries from this chapter.

- Are there any adversaries your group feels are missing? Any you feel are unnecessary?
- Are there adversaries your group feels are too powerful or too weak? Why?
- Do any adversaries or adversary abilities cause issues during gameplay?

Adventure

Play through the adventure with a group of starting characters.

- Do you feel the adventure gives all the characters the opportunity to use their abilities?
- Did your group run into any “dead-ends” in the adventure?
- Was the adventure fun and interesting? Why or why not?