

IT'S TIME TO PLAY **STAR WARS: EDGE OF THE EMPIRE!**

I WANT TO PLAY A WOOKIEE!

EACH CHARACTER HAS SIX CHARACTERISTICS, LIKE BRAWN, CUNNING AND WILLPOWER.

MY WOOKIEE NEEDS NOTHING BUT BRAWN!

WHEN YOU WANT TO DO SOMETHING, YOU ROLL A NUMBER OF **GREEN DICE** EQUAL TO YOUR CHARACTERISTICS.

THE GAME MASTER WILL TELL YOU WHAT'S THE DIFFICULTY LEVEL - THAT'S THE NUMBER OF **PURPLE DICE** YOU ADD TO THE ROLL.

SO YOU ROLL ALL OF THEM TOGETHER?

YEP.

THESE DICE HAVE NO NUMBERS ON THEM...

THAT'S RIGHT, THEY HAVE SYMBOLS. AFTER YOU ROLL, COUNT ALL OF THE **SUCCESS** SYMBOLS, AND REMOVE ONE FOR EACH **FAILURE** SYMBOL.

IF YOU HAVE ANY SUCCESS LEFT, YOU DID IT! THE MORE SUCCESSES, THE BETTER.

THEN WHAT ARE THESE OTHER SYMBOLS?

THEY ARE CALLED **ADVANTAGES** AND **THREATS**. THEY, TOO, CANCEL EACH OTHER.

IF YOU HAVE ANY ADVANTAGES LEFT, SOMETHING GOOD HAPPENS. IF YOU HAVE THREATS LEFT, SOMETHING BAD HAPPENS! AND IT'S INDEPENDENT OF YOUR SUCCESS OR FAILURE.

SO IF MY WOOKIEE JUMPS OVER A CHASM AND GETS A SUCCESS BUT ALSO SOME THREATS...

MAYBE HE DROPPED SOMETHING AS HE JUMPED, OR THE LEDGE CRUMBLES AFTER HIM, MAKING THE JUMP EVEN HARDER FOR HIS FRIENDS.

WHAT ARE THESE FOR?

WHEN SOMETHING CAN HELP YOU WITH THE CHECK - SUCH AS HAVING A GREAT RUNNING START BEFORE YOU JUMP - YOU ADD **BOOST** DICE. THEY ONLY HAVE POSITIVE SYMBOLS ON THEM, BUT FEWER THAN THE GREEN ONES.

BUT IF THERE'S SOMETHING THAT MAKES THINGS HARDER--

LIKE TRYING TO JUMP IN THE DARK!

EXACTLY: IT DOESN'T MAKE THE CHASM WIDER, SO YOU DON'T ADD PURPLE DICE... YOU ADD **SETBACK** DICE.

AND THIS WHITE DIE?

IT'S FOR WHEN YOU USE THE FORCE. BUT YOU GUYS WILL BE PLAYING SCOUNDRELS, NOT JEDI.

USE THE FORCE LUKE!

...YES.

NEXT UP: CAREERS.

I'M A PROFESSIONAL WOOKIEE!

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EACH OF YOUR CHARACTERS HAS A CAREER, WHICH DEFINES YOUR SKILLS AND ABILITIES.

MY WOOKIEE IS A HIRED GUN!

I'LL PLAY THE SMUGGLER. EXCITING!

I'M USING THE COLONIST. WHO'S A DROID. (I WON'T BE TAKING ORDERS FROM YOU GUYS.)

WHEN YOU'RE DOING SOMETHING YOU'RE SKILLED AT, YOUR CHANCES OF SUCCESS INCREASE. YOU REPLACE SOME OF THE GREEN DICE WITH **YELLOW PROFICIENCY DICE**.

WHEN I JUMP I USE **ATHLETICS**. I HAVE ONE RANK, SO I GET TO REPLACE ONE GREEN WITH ONE YELLOW!

THAT'S RIGHT. THE YELLOW PROFICIENCY DICE HAVE MUCH BETTER ODDS.

NEVER TELL ME THE ODDS!

HOWEVER... THE GM CAN INCREASE THE CHALLENGE OF A TASK BY TURNING PURPLE DICE INTO **RED CHALLENGE DICE**. THINK OF IT AS A TASK THAT'S NOT ONLY DIFFICULT, IT'S ALSO DANGEROUS.

AND THEY HAVE TWO UNIQUE SYMBOLS.

THE **TRIUMPH** ON THE YELLOW: SOMETHING AMAZING HAPPENS;

AND THE **DESPAIR** ON THE RED: SOMETHING HORRIBLE HAPPENS.

AND THESE DON'T CANCEL EACH OTHER! SOME CRAZY STUFF CAN HAPPEN WITH THESE DICE.

AND WHAT ABOUT THESE?

THESE ARE **DESTINY TOKENS**. YOU CAN FLIP THE **LIGHT SIDE** ONES TO **UPGRADE EXTRA DICE TO YELLOW**.

BUT THEN THEY BECOME **DARK SIDE** TOKENS! AND I CAN USE THEM TO **UPGRADE TO RED**.

YOU CAN ALSO USE THEM TO **ESTABLISH FACTS IN THE FICTION**.

THE BARREL BEHIND THE IMPERIAL TROOPS IS FULL OF EXPLOSIVES!

FOR EXAMPLE--

I SHOOT AT IT!!

PERHAPS WE SHOULD WAIT UNTIL THE GAME ACTUALLY BEGINS.

LAST THINGS YOU SHOULD KNOW ABOUT ARE **WOUNDS** AND **STRAIN**.

WOUNDS WILL KILL YOU.

YES, SO AVOID THOSE.

AND STRAIN WILL STRESS YOU?

YOU CAN SUFFER SOME STRAIN TO GAIN ANOTHER MANOEUVRE ON YOUR TURN.

BUT IF YOU GO OVER YOUR THRESHOLD, YOU LOSE CONSCIOUSNESS!

I DON'T KNOW DUDE, IT'LL BE HARD TO MEMORISE ALL OF THOSE SYMBOLS AND STUFF. JUST GIVE ME A GOOD OLD **D20**--

IT'S ACTUALLY REALLY INTUITIVE, YOU'LL GET IT IN A FEW ROLLS. AND ON THAT NOTE - LET'S ROLL!

OH MY!

RUNNING AWAY FROM TEEMO THE HUTT'S THUGS, YOU RUSH INTO A DIMLY LIT CANTINA...

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