

STAR WARS BATTLE MONOPOLY



Star Wars Battle Monopoly (used with the Star Wars Monopoly set)

General Concepts

The General idea is to add a little sense of the Star Wars struggle into the SW Monopoly game. The House/Hotel representations as fighters, plus each playing piece as a character makes it easy to integrate a battle into the Monopoly game.

Rebels vs. Imperials

Obviously, there are two sides to this contest – Rebs and Imps. Rebels are Luke, Leia, Han, Chewie, Artoo. Imps are Darth Vader, Boba Fett, and the Stormtrooper.

Each side can effect the other, and individual characters can effect other characters through Actions and Combat.

Each Property has an alignment to a particular side or is neutral also.

Imperial Regions

Death Star, Reactor Core, Star Destroyer, Tie Fighter, Bounty space, Imperial Card space and Coruscant are all considered Imperial territory.

Rebel Regions

Hoth, Yavin, X-Wing, Rebel Card space and Millennium Falcon are considered Rebel territory.

Neutral Regions.

Jail, Go, Free Parking, Docking Tax, Endor, Cloud City, Tatooine, The Evaporator, Dagobah and all others are considered Neutral Regions.

Property Regions are defined as all property of one color. All the *Tatooine* properties are a property region. Spaces that are between properties in the same Property Region like Rebel or Imperial Card spaces are considered, for purposes of Character Attack, and Special Abilities, to be in the same Property Region.

Moisture Farm & Reactor Core - These properties, for continuity's sake need to be swapped on the board.

Other General Rules

Docking Tax – Only those that own ship property pay Docking Tax. Pay per Starship Property owned.

[Optional: Players that own the Cloud City: Landing Platform or Death Star: Landing Bay collect 25% of the money paid to Docking Tax]

Pass Go

Income is increased – Pass Go, player get \$300 and if they land on Go, gets \$500.

Order of Play

Player Turn Order is determined each round. Who goes first can be different each turn. Roll 2 dice each turn

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Turn Sequence

Nothing is changed about the Monopoly turn as far as buying items or anything along those lines. Things are only added. The Battle Monopoly Turn goes as follows.

- 1 – Determine Order of Play
- 2 – Roll Movement Dice
- 3 - Pre-Move Action Phase
- 4 – Movement
- 5 – Post-Move Action Phase
- 6 – Property Combat Phase

Determine Order of Play

Each turn, Order of play is determined by rolling two dice. Order is highest to lowest. (Use of Order of Play counters is handy here – Cards numbered 1-8)

Roll Dice / Movement

Rebels who start their turn in Imperial properties roll only one die for movement. Rebels who start their turn in Rebel regions can choose to roll either one or two dice.

Imperials who start their turn in Rebel territory roll one die for movement. Imperials who start their turn in Imperial territory may choose to roll one or two dice.

Hyperspace Jump: If the player rolls Double 6s, this is called a Hyperspace Jump and he can choose to land on any space on the board except for Free Parking.

Action Phase

The player may do one of the following during the pre-Move Action Phase

- 1 - Buy Property and/or Buy Fighter/Ships

The player may do one of the following during the post-Move Action Phase

- 1 – Character Combat: Attack a Character
- 2 - Use Special Ability
- 3 - Take an Imperial or Rebel Card (This negates any other action)

Buy Property and/or Buy Fighter/Ships – This action is as normal in the Monopoly rules, and occurs before the player rolls for movement as a Pre-Move action. Auction of Property is not possible in Battle Monopoly. Discounts on property are possible based on the Character.

Optional – Buying More Fighters and/or Starships beyond the base: Players can buy more than four fighters per Property and/or more than one Capitol ship per Property. Adding Fighters and or Starships beyond the base has no effect on Rent.

Buying Starships: For Purposes of Battle, when buying a Star Destroyer or Millennium Falcon, the 4 Fighters are not exchanged for the Starship. Instead, they remain behind and all ships occupy the space. For purposes of rent, the space is considered to have a “Hotel” on it.

After buying a Starship, the player can still have the option to buy more fighters, if the Buying beyond the base-option is being used.

Paying Merc-Pilots: *Buying Fighters when all the property in the Region is not owned.* - A player, who has only 1 or 2 of the properties of a given Region and not the entire region, can hire Merc-Pilots from the Black Market. This may only happens after the first ships have been bought and placed on the board. Once the first set of ships are bought and placed, this opens the Black Market.

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To place Merc-Fighters, the player must pay twice the normal price of a Fighter for that Property. To represent Merc Fighters, he must use the opposite type of Fighter - Rebels use Imperial TIE fighters, Imperials use Rebel X-Wings.

There is no limit to the amount of Merc Fighters one can buy. Once the player owns all of the Region's Properties, Merc Fighters convert to Regular Fighters, but must be distributed evenly through out the Region.

Mercs defend for free. Mercs will not attack superior forces. Mercs will attack inferior forces if paid. The player must pay the rent of the property with the given amount of Fighters+\$100 to make the Mercs attack.

Character Combat: Attack a Character – All Characters have a ranged weapon of some kind. A character may attack another character if they are in the same Property Region. In an Attack the Attacker rolls one six-sided die (D6), and adds his character's current ATT value.

The Target may choose to either *Defend* Or *Aggressively Defend*.

In the case of *Defend*, the Target rolls one D6, and adds his current DEF. The higher roll wins the combat. If the Attacker wins, the Attacker may chose one the following as a penalty to the defender:

- Loose a Turn
- Pay Attacker \$50
- Attacker may take an item

If the Defender wins, nothing happens.

If the Target player *Aggressively Defends*, the Target rolls a D6 and adds his ATT. If the attacker wins, same things as above happen. If the defender wins, the attacker loses one turn.

If the character is on his own property, add +1 to the appropriate roll.

Optional - Attacking from the Ships/Fighters: If a player lands on a ship he owns or buys one that turn, and there is someone else on a fighter that they own, the two can engage in Fighter Combat. Roll as normal, but add the following bonuses based on the ship.

Tie Fighter	+1 + ATT
X-Wing	+2 + ATT
Millennium Falcon	+3 + ATT
Star Destroyer	+4 + ATT

The loser of this combat loses 2 turns, or 1 turn and \$100.

Optional - Attacking the same side: Star Wars is a battle between good and evil, Imps and Rebs. If an Imp attacks an Imp or a Reb attacks a Reb (in any way), -2 to the Attack roll.

Use Special Ability – Most Characters have one or more special abilities that can be used in a turn. See each character for that list.

Take an Imperial or Rebel Card – Landing on the Rebel or Imperial Cards negates any other action. You must draw a card from those spaces. However, Imperials may draw 2 Imperial cards and choose the best, while Rebels may choose 2 Rebel Cards and choose the best.

Special Rules for Imperial Cards

- “Purchase Droids for all your property ...” – Artoo is immune to this Card.
- “A Death Star Tractor Beam...” - Darth Vader, Stormtrooper and anyone who owns the Star Destroyer may be immune to this card, if they choose to be.

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- “*You have been appointed to the rank of Grand Moff...*” – Darth Vader is immune. Rebels Characters must pay twice amount.

Special Rules For Rebels Cards

- “*Let the Wookie Win...*” – If in play, Chewie gets all money when other players draw this card. Chewie is immune to this card.
- “*Obi-Wan Kenobi Leaves you ...*” – Double the amount if drawn by Luke Skywalker
- “*Win Sabacc*” – Double the amount if draw by Han Solo
- “*Beauty Contest*” – Double the amount if drawn by Princess Leia
- “*Receive for Shuttle Services*” – Double the amount for Han and Chewie if they own a ship.
- *Ewok Light Festival Fund Matures* - if the player is in the Rebel Space in the Endor Region, double the result. If the player owns any of the Endor Region, double the result
- *For Sale of Carbonite Shipment, you get \$45.* - If the player owns any of Cloud City Region, double the result.

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Property Combat

Players may use their “Houses and Hotels” to Attack other players property, in an attempt to free up the property from them.

In order to Attack a Property, the Attacker must have either Fighters (Houses) or a Star Destroyer or Millennium Falcon on the Property region he is attacking from. Attacks take place from Property Region to a single property. Defense can come from the entire Property region.

Property Combat Sequence

1 – Attacker announces Property Combat

Property combat takes place as the last thing in person’s turn (after buying Fighters/Ships)

2 – Attacker chooses the Property Region he attacking from

Only a region can attack a single Property. This Attacking Property Region must have at least 3 fighters to Attack.

3 – Attacker chooses the Property he is attacking

A single property on the defender’s side is chosen

4 – Attacker adds up Battle Dice and Battle Bonuses for Attack

Attacker gets 1D6 for Attack, plus 1D6 if he has Superior Forces. Superior forces means

- Attacker has more fighters than the Defender
- Attacker has a Millennium Falcon or a Star Destroyer and the Defender has only fighters or nothing. No amount of Fighters is considered Superior forces over a Starship.

Plus Battle Bonuses from Characters

5 – Defender adds up Battle Dice and bonuses for Defense

Defender gets a Base Property Defense of 1D6.

+1 for each of the properties he owns in that region. If the player owns all three, he gets +3. For *Dagobah* and *Coruscant*, if both properties are owned, the player receives a +3, if only one is owned, it receives a +1.

If he has any amount of fighters or ships in Region, he receives +1D6. If he has a Millennium Falcon, +2 and if he has a Star Destroyer, +3.

Additional Support: The Defender may receive an additional 1D6 (+2 with Millennium Falcons, +3 with Star Destroyers) if he chooses to have other forces in the same Property Region support. However, that makes the ships viable as casualties of the Battle, and if all forces are destroyed in the Region, all property is forfeited to the bank. But if all ships are not, the support may redistribute evenly over the three properties, with the attacked Property the priority. In other words, if there are 4 fighters left after the battle, then the attacked Property gets 2 fighters, and the others get 1. If a Property is left empty from this maneuver, it does not get returned to the Bank until all fighters are removed from the region.

Plus Battle Bonuses from Characters

6 – Each side rolls dice

Each side rolls dice and adds bonuses to get a total.

7 – Casualties are removed

Casualties are removed in the following order – Fighters then Capitol Ships

To take an undefended Property, the Attacker must roll a minimum of 3 points.

For every 3 points on the Die, a fighter is removed

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For every 4 points on the Die, a Millennium Falcon can be removed (after all fighters are removed)

For every 5 points on the Die, a Star Destroyer can be removed (after all fighters are removed)

If the Defender chose Additional Support from Properties in the Region, the Defender may then redistribute forces accordingly.

If the Defender did not choose Additional Support from Properties in the Region, but other Properties in that region have fighters, and he loses the attacked property, several things apply.

- (1) No more Fighters or other ships can be bought until the missing Property is reacquired.
- (2) The Additional Support option within Property Combat cannot be chosen if other Properties in the Region are attacked.

8 - Attacker chooses whether he is going to continue or not.

The Attacker may continue his attack, if he so chooses, on that one Property. Only one property per turn can be attacked.

He may also choose to attack other Properties in that Property Region as part of his continued attack. However, he must pay \$200 to the Bank to redirect his attack to a new Property. That is paid each time he changes the attack to a new property.

9 – Either a Winner is declared or a Draw is called.

If all forces on the Defenders side on the Target Property are vanquished and the Attacker still has forces left, the Property is returned to the Bank and available for the Attacker to Occupy, if he can reach in one turn. For one turn, no one else can acquire this property except the player that attacked it. If the Attacker lands on it by end of next turn, he gets the Target Property as his own for free. However, it will be open for anyone to buy after that turn. If the Attacker is on the property that was Attacked and he wins, he automatically gets the property free.

If the Attacker's forces are vanquished, nothing happens (although the attacker is now very vulnerable to attack).

If no forces are vanquished and the Attacker ceases his attack, than it's a Draw.

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Adventure Cards

45 Cards each –

3 Card Types

- Items
- Events
- Encounters

Cards are drawn on either Imperial or Rebel Regions. Imperial **MUST** draw a Rebel Adventure card when in a Rebel Region. Rebels **MUST** draw an Imperial Adventure card when in Imperial Regions. Imperials may choose to draw in their own Region and visa-versa, and can ignore their own Cards. No cards are drawn in Neutral Regions.

Optional Rule: Anyone may choose to draw any type of Adventure card in a Neutral Regions, but they must encounter it.

Rebel/Imperial Card Spaces – A Player must draw the Rebel/Imperial card first before the Adventure Card.

Items or Trappings (Equipment)

Hold out Blaster	+1 ATT
Blaster Pistol	+2 ATT
Blaster Rifle	+3 ATT
Bowcaster	+4 ATT (Chewie only)
Armor Vest	+1 DEF
Armor Suit	+2 DEF
VibroAxe	+2 ATT (Close Combat – same property only)
VibroBlade	+1 ATT (Close Combat – same property only)
Hand-Computer	This allows the owning player to Get out of Jail Free, and Free Docking Fees. One time use.
Astromech Droid	+1 BATTLE when a ship is owned
BodyGuard Droid	+2 DEF
Protocol Droid	Free rent in Neutral Regions
Landspeeder	Instead of rolling for movement, the player may travel with the Region he is in, in the direction of play.
Shuttle	Allows travel between owned property regions. Instead of rolling for movement, the player may travel to one his own properties. Cannot collect \$300 from passing Go.

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Events (Global, Regional, or Individual)

Imperial Rental Taxation (Global Event)	All Players must pay the Empire 5% of cash from the money gained from Rent for one turn
Imperial Taxation (Global Event)	All Players must pay the Empire 5% of their current Cash
Imperial Conscription (Global Event)	Anyone on an Imperial Space lose a turn
Imperial Income Taxation (Global Event)	All Players must pay the Empire 10% of cash of all money gained from passing or landing on Go, for one turn.
Imperial Crack Down (Global Event)	All Players on Imperial or Neutral Regions are reduced to 1 space per turn movement until they are out.
Sun Flares in [Region] (Regional Event) Roll 1D6 to determine Region 1 - Tatooine 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth	Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die
Sun Flares in [Region] (Regional Event) Roll 1D6 to determine Region 1 - Cloud City 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant	Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die

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<p>Meteor Shower in [Region] (Regional Event) Roll 1D6 to determine Region</p> <ul style="list-style-type: none"> 1 - Tatooine 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth 	<p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>
<p>Meteor Shower in [Region] (Regional Event) Roll 1D6 to determine Region</p> <ul style="list-style-type: none"> 1 - Cloud City 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant 	<p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>
<p>Pirate Attacks in [Region] (Regional Event) Roll 1D6 to determine Region</p> <ul style="list-style-type: none"> 1 - Tatooine 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth 	<p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>
<p>Pirate Attacks in [Region] (Regional Event) Roll 1D6 to determine Region</p> <ul style="list-style-type: none"> 1 - Cloud City 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant 	<p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>

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<p>Civil unrest on [Property] or Sabotage on the Death Star (Regional Event)</p> <p>Roll 1D6 to determine Region</p> <ul style="list-style-type: none"> 1 – Cloud City 2 - Tatooine 3 - Yavin 4 – Death Star 5 - Endor 6 – Coruscant <p>Then Roll 1d6 to determine Property –</p> <ul style="list-style-type: none"> 1-2 Left Most 3-4 Middle 5-6 Right Most 	<p>Owning player(s) must pay 2d6 * \$10 for each property owned in the Region or Free rent to all who land in the Region.</p>
<p>Docking Pass (Individual Event)</p>	<p>Free Docking fee if ship is owned. One time use</p>

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<p>Meet a [Character]</p> <ul style="list-style-type: none"> • Jedi • Sith Master • Moff • Local Noble • Alien • Crime Boss • Bounty Hunter <p>Direction: the stay until removed by killing in an Attack, directed to do so or replaced by another card. If they ATT, determine results as you would a Character Encounter</p> <p>Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.</p> <p>Jedi</p> <ol style="list-style-type: none"> 1 – Follow your Destiny – Move directly to Go 2 – You are not worthy – Nothing happen 3 – Jedi Combat Training – Pay \$50 for +1 ATT or +2 DEF (<i>One time only</i>) 4 – Jedi Training for Force Sensitives - Take 1 turn and get +1 ATT and +2 DEF. Nothing for non-Force Sensitives. (Same as Dagobah Training) 5 – Jedi Attack - ATT: 4 6 – Jedi Attack - ATT: 5 <p>Sith Master</p> <ol style="list-style-type: none"> 1 – Dark Combat Training - Pay \$100 for +2 ATT (<i>One time only</i>) 2 – You are not worthy - Nothing Happens 3 – Follow your destiny 4 – Sith Attack - ATT: 4 5 – Sith Attack - ATT: 5 6 – Sith Attack - ATT: 6 <p>Moff</p> <ol style="list-style-type: none"> 1 – If Character is wanted, go Directly to Jail. 2 – Corrupt Moff: Directs you to the nearest Rebel Region 3 – Directs you to the nearest Imperial Region 4 – Imperial Escort: Acts a Guide through the next Imperial region you go through – no rent and no Adventure cards need to be drawn. Keep card until then. 5 – Rebel Sympathizer – If Imperial, go directly to Jail. 6 – Running for Re-election – collect \$50 	<p>Local Noble</p> <ol style="list-style-type: none"> 1 – Celebrating the Times – collect \$25 2 – Duel – ATTACK: 3 3 – Noble Connection – Keep as a Get out of Jail Free card. 4 – Tribute – Pay \$50 5 – Neutral Guide – Guides you through the next Neutral Region. No Rent is paid. Leave card in the next non-Neutral space you land on. 6 – You are just a commoner – No effect <p>Alien</p> <ol style="list-style-type: none"> 1 – Alien Artifact - +1 DEF 2 – Alien Encounter – Take another turn. 3 – Alien Insight – Move to the nearest Neutral Region 4 – Alien Attack – ATTACK 4 5 – Alien Training - +1 ATTACK 6 – No effect <p>Crime boss</p> <ol style="list-style-type: none"> 1 – Criminal Contact – Keep as a Get out of Jail Free Card. (<i>One time only</i>) 2 – Guilt by association – Go directly to Jail 3 – Victim of a Crime – Pay \$100 4 – Criminal Incident – If you are not Wanted, you are now until you pass Go. If you are Wanted, then go directly to Jail. 5 – Criminal Attack: ATTACK 4 6 – Criminal Attack: ATTACK 5 <p>Bounty Hunter</p> <ol style="list-style-type: none"> 1 – If Character is wanted, go to Jail. 2 – Pays Character \$50 for information 3 – Directs Character to nearest friendly Region 4 – Directs Character to nearest unfriendly Region 5 – Directs Character to Bounty space 6 – No effect
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Encounters (Characters, or Creatures)

Player may defend or aggressively defend. If the player defends, the player avoids, but does not defeat the enemy.

<p>Imperial Characters</p> <ul style="list-style-type: none"> • Imperial Stormtrooper Patrol (ATT: 6) • Imperial Officer (ATT: 4) • Imperial Attack Droid (ATT: 5) • Imperial Tie Fighter (Or Pilot) (ATT: 4) • Imperial Spy (ATT: 3) • Imperial Assassin (ATT: 5) • Imperial Guard (ATT: 5) 	<p>Imperial players can ignore.</p> <p>If Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50</p> <p>3-5 Lose a turn</p> <p>6 Lose a turn and Pay \$100</p>
<p>Rebel Characters</p> <ul style="list-style-type: none"> • Rebel Trooper (ATT: 5) • Rebel Spy (ATT: 3) • Rebel Officer (ATT: 4) • Rebel Sympathizer (ATT: 4) • Rebel Privateer (ATT: 5) • Rebel Pilot (ATT: 4) • Rebel Scout (ATT: 4) 	<p>Rebel Characters can ignore</p> <p>If Rebel Player attacks, -1 to ATT. If attack fails, go to Jail in addition to the Loss Table.</p> <p>Imperials can collect bounty along with experience when they defeat a Rebel Character. (\$5 per point in ATTACK)</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50</p> <p>3-5 Lose a turn</p> <p>6 Lose a turn and Pay \$100</p>
<p>Neutral Character</p> <ul style="list-style-type: none"> • Pirate (ATT: 4) • Raider (ATT: 5) • Bounty Hunter (ATT: 6) 	<p>Can't avoid. If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50</p> <p>3-5 Lose a turn</p> <p>6 Lose a turn and Pay \$100</p>

- **Experience:** For every 7 pts of ATT, a player may exchange for +1 ATT or DEF.
- **Cards that stay** –Individual Encounter cards take up a space on the board until the end of the game. From then on, the player may choose to encounter that card or draw a new one. If it's another Individual Event Card, it replaces the old one, and the player **MUST** encounter that one.
- **Jail:** All players lose all items when they go to Jail

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Character Sheets

ATT – Attack value. Added in Character combat Attacks.


DEF – Defense value. Added in Character combat Defense.

Battle Bonus: If the given Character is on a Property that is involved in Property Combat (either being attacked or attacking from), the player receives this bonus to the Battle Roll in Property Combat.


Rebel Characters

- Luke Skywalker
- Princess Leia
- Han Solo
- Chewbacca
- Artoo


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LUKE SKYWALKER	Rebel	
ATT: 4 DEF: 2	Force Sensitive Jedi Adept Wanted	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>X-Wing</i> is half price (or free rent)</p> <p><i>TIE Fighter</i> and <i>Star Destroyer</i> cost double (or double rent)</p> <p><i>Tatooine Region & Moisture Farm</i> -\$100 (or free rent of someone else owns)</p> <p><i>Dagobah Region</i> – Free Rent if someone else owned. No discount, however.</p> <p>Rebel Card Bonuses</p> <p>“<i>Obi-Wan Kenobi Leaves you ...</i>” – Double the amount if drawn by Luke Skywalker</p> <p>Jedi Training</p> <p>If Luke lands on <i>Dagobah</i>, he may choose to lose a turn and train. If he does so, after the lost turn, Luke receives a +1 to ATT and + 2 DEF.</p> <p>Light Saber Duel</p> <p>Luke may engage Darth Vader in a Light Saber duel instead of a normal Character Attack. Both sides roll ATT vs. ATT, in this case, and loser loses 2 turns.</p> <p>“I’m here to rescuer you”</p> <p>Luke may break Leia from Jail if she is in Jail and he is Just Visiting</p> <p>Battle Bonus</p> <p>+1 (+2 if players owns the <i>X-Wing</i>)</p>		


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PRINCESS LEIA	Rebel	
ATT: 3 DEF: 3	Force Sensitive Noble Wanted	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>TIE Fighter</i> and <i>Star Destroyer</i> cost double (or double rent)</p> <p>All <i>Yavin 4</i> properties are half price (or free rent if someone else owns them).</p> <p>Free rent on <i>Hoth</i> (No discount, however)</p> <p>“We have the Princess...”</p> <p>If the Princess lands on the <i>Star Destroyer</i> and it’s owned by an Imperial, she is sent to Jail, and cannot pay her way out. She must either wait three turns, or wait for a Rebel to land on the Jail space and free her. They Rebel character just has to land on Jail to Free her.</p> <p>Rebel Card Bonuses</p> <p>“<i>Beauty Contest</i>” – Double the amount if drawn by Princess Leia</p> <p>Jedi Training</p> <p>If Leia lands on <i>Dagobah</i>, she may choose to lose a turn and train. If she does so, after the lost turn, Leia receives a +1 to ATT and + 2 DEF.</p> <p>Light Saber Duel</p> <p>Leia may engage Darth Vader in a Light Saber duel instead of a normal Character Attack. Both sides roll ATT vs. ATT, in this case, and loser loses 2 turns.</p> <p>“There is another...”</p> <p>+1 to ATT if Luke is in the same Property Region (and she is not attacking Luke)</p> <p>Battle Bonus</p> <p>+1 if <i>Hoth Echo Base</i> or <i>Yavin War Room</i> Owned. +2 if both are owned. +3 if either entire <i>Hoth</i> or <i>Yavin</i> Region is owned. +4 if both regions are owned.</p>		


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HAN SOLO	Rebel	
ATT: 4 DEF: 3	Not Force Sensitive Underground Wanted	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>Millennium Falcon</i> is half price (or free rent) <i>Cloud City</i> -\$50 (or free rent) <i>TIE Fighter</i> and <i>Star Destroyer</i> +\$50 (or double rent) <i>Tatooine: Jabba's Palace</i> double rent.</p> <p>Rebel Card Bonuses</p> <p>“<i>Win Sabacc</i>” – Double the amount if draw by Han Solo “<i>Receive for Shuttle Services</i>” – Double the amount for Han and Chewie if they own a ship.</p> <p>Cloud City: Carbon-Freezing Chamber</p> <p>When Han Solo lands on Carbon-Freezing Chamber, if an Imperial Character owns it, he must go directly to Jabba's Palace, and wait for the next Rebel. He cannot leave Jabba's Palace and do any Action until a Rebel reaches Jabba's Palace.</p> <p>Millennium Falcon Movement Bonus</p> <p>If Han owns the <i>Millennium Falcon</i>, he may roll an additional die for movement. This bonus Die is optional. He may roll the base 2 dice (Hyperspace Jump still applies) and if he doesn't like the result, roll an additional die.</p> <p>Marksmanship Attack</p> <p>Han may attack characters in other Property Regions, up to 3 spaces away. -1 per space to the ATT roll and the Target must roll DEF.</p> <p>Break Chewie Out</p> <p>Han can break Chewie from Jail if he is Just Visiting</p> <p>Wanted by Jabba</p> <p>Han is not welcome in <i>Jabba's Palace</i>. Every time he lands there, he must roll ATT vs. 1D6+2 roll to escape being thrown into Jail. This occurs at the end of the turn.</p> <p>Battle Bonus</p> <p>+2 (+3 if players owns the <i>Millennium Falcon</i>)</p>		

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CHEWBACCA	Rebel	
ATT: 3 DEF: 4	Force Sensitive Underground Wanted	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>Millennium Falcon</i> is half price (or free rent)</p> <p><i>Cloud City</i> -\$50 (or free rent)</p> <p><i>TIE Fighter</i> and <i>Star Destroyer</i> +\$50</p> <p>Rebel Card Bonuses</p> <p>“<i>Receive for Shuttle Services</i>” – Double the amount for Han and Chewie if they own a ship.</p> <p>“<i>Let the Wookie Win...</i>” – If in play, Chewie gets all money when other players draw this card. Chewie is immune to this card.</p> <p>Millennium Falcon Movement Bonus</p> <p>If Chewie owns the <i>Millennium Falcon</i>, he may roll an additional die for movement. This bonus Die is optional. He may roll the base 2 dice (Hyperspace Jump still applies) and if he doesn't like the result, roll an additional die.</p> <p>Imperial Scum</p> <p>Chewie gets a +1 Character Combat bonus against Imperial Characters.</p> <p>Wanted by Jabba</p> <p>Chewie is not welcome in <i>Jabba's Palace</i>. Every time he lands there, he must roll ATT vs. 1D6+2 roll to escape being thrown into Jail.</p> <p>Break Han Out</p> <p>Chewie can break Han from Jail if he is Just Visiting</p> <p>Battle Bonus</p> <p>+2 (+3 if players owns the <i>Millennium Falcon</i>)</p>		

STAR WARS BATTLE MONOPOLY


ARTOO	Rebel	
ATT: 1 DEF: 5	Not Force Sensitive Droid	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>X-Wing</i> is half price (or free rent)</p> <p><i>Millennium Falcon</i> -\$50 (or free rent)</p> <p><i>Tatooine Region</i>, free rent</p> <p>Imperial Card Bonuses</p> <p>“Purchase Droids for all your property ...” – Artoo is immune to this Card.</p> <p>Break Anyone Out</p> <p>If Artoo lands on any Death Star property or the Reactor Core, he may free any Rebel character from Jail (for a price, if he so chooses, of \$20). If he owns any of these properties, he doesn't have to land on it to offer this service.</p> <p>Stuck in the Muck</p> <p>If Artoo lands on <i>Dagobah</i>, movement reduced to 1 die next turn.</p> <p>He's just a droid</p> <p>Artoo is always Just Visiting in Jail. If sent to Jail, is Just Visiting. He gets \$50 if he draws a Get Out of Jail free card, and the card is returned to the deck. He can also Break people out of Jail when landing on Jail, if people pay him \$20.</p> <p>Sabotage</p> <p>Artoo can Sabotage ships. (Need a way to mark sabotaged ships). If not owned, the ship is sabotaged for one turn. No one can buy a ship while it is sabotaged. If owned, Artoo (after paying appropriate rent, if applicable) may sabotage so that no one else has to pay rent until owner repairs the ship. Owner can repair on his next turn if he so chooses by paying \$10 per point on a die roll (rolled at time of repair).</p> <p>Battle Bonus</p> <p>+1 if <i>X-Wing</i> owned</p>		

STAR WARS BATTLE MONOPOLY


Imperial Characters

- Darth Vader
- Boba Fett
- Stormtrooper


STAR WARS BATTLE MONOPOLY

DARTH VADER	Imperial	
ATT: 5 DEF: 4	Force Sensitive Dark Lord of the Sith Dark Jedi Imperial Official	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>Star Destroyer</i> is half price (or free rent)</p> <p><i>TIE Fighter</i> is Free if he lands on it (or free rent)</p> <p><i>Death Star</i> region and <i>Reactor Core</i> -\$100 (or free rent)</p> <p><i>X-Wing</i> and <i>Millennium Falcon</i> cost double (or double rent)</p> <p><i>Dagobah</i>, double rent</p> <p>Imperial Card Bonuses</p> <p>“<i>A Death Star Tractor Beam...</i>” - Darth Vader, Stormtrooper and anyone who owns the <i>Star Destroyer</i> may be immune to this card, if they choose to be.</p> <p>“You have been appointed to the rank of Grand Moff...” – Darth Vader is immune.</p> <p>Light Saber Duel</p> <p>Darth Vader may engage Luke or Leia in a Light Saber duel instead of a normal Character Attack. Both sides roll ATT vs. ATT, in this case, and loser loses 2 turns.</p> <p>Bogged down with Imperial Duties</p> <p>If Darth Vader lands on the any one of the <i>Death Star</i> properties and an Imperial (including himself) owns the property he landed on, his movement is reduced to one until he leaves the <i>Death Star</i>.</p> <p>Rebel Scum</p> <p>Darth Vader can send any Rebel character to Jail if he lands in the same Property Region as the Rebel Character (as an Action)</p> <p>Battle Bonus</p> <p>Battle Bonus: +2 (+3 if players owns the <i>TIE Fighter</i> or <i>Star Destroyer</i> AND +3 if all the <i>Death Star</i> Region is owned)</p>		

STAR WARS BATTLE MONOPOLY










BOBA FETT	Imperial	
ATT: 4 DEF: 4	Not Force Sensitive Bounty Hunter	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>Cloud City - Free rent</i></p> <p><i>Tatooine, half rent (except Jabba's Palace)</i></p> <p><i>Tatooine: Jabba's Palace - \$100 (or free rent)</i></p> <p><i>Millenium Falcon cost double. (or double rent)</i></p> <p>Bounty Hunt</p> <p>As part of a Character Attack, Boba Fett may send any Rebel Character to Jail instead of making them lose a turn. If successful, Boba Fett receives The following bounty.</p> <ul style="list-style-type: none"> Luke Skywalker - \$50 Princess Leia - \$50 Chewbacca - \$75 Han Solo - \$100 Artoo - \$20 <p>Bounty Claim</p> <p>Boba Fett receives all money from Bounty and is Immune from the Bounty space. If Boba Fett becomes wanted, he cannot collect Bounty until the Wanted condition is cleared.</p> <p>Rebel Scum</p> <p>Boba gets a +1 Character Combat bonus against Rebel Characters, and +2 Character Combat Bonus against Han and Chewie.</p> <p>Battle Bonus</p> <p>None</p>		

STAR WARS BATTLE MONOPOLY

STORMTROOPER	Imperial	
ATT: 2 DEF: 3	Not Force Sensitive Soldier	
Special Abilities		
<p>Property Discounts/Penalties</p> <p><i>Star Destroyer</i> is -\$50 (or free rent)</p> <p><i>TIE Fighter</i> is -\$75 (or free rent)</p> <p><i>Death Star</i> region and <i>Reactor Core</i>, free rent</p> <p><i>X-Wing</i> and <i>Millennium Falcon</i> cost +\$50 (or double rent)</p> <p>Imperial Card Bonuses</p> <p>“<i>A Death Star Tractor Beam...</i>” - Darth Vader, Stormtrooper and anyone who owns the <i>Star Destroyer</i> may be immune to this card, if they choose to be.</p> <p>Jailer Bonus</p> <p>Stormtroopers are always Just visiting in Jail, unless he is Wanted. Once he spends one turn in Jail, the Wanted is cleared.</p> <p>Blockade</p> <p>Stormtroopers can set up Blockades for one turn. (Must have a way to mark a Blockade). A Blockade is placed on the property the Stormtrooper is currently at, and for one turn, no player may pass the Blockade. If they reach the Blockade, they stop on the space with the Blockade, and are detained. If the players wishes to attempt to break to Blockade, he must roll ATT vs. the Stormtrooper’s ATT. If the player wins, move as normal. If the player loses, he must first pay rent to the space with the Blockade (if applicable) and then Go Directly to Jail.</p> <p>Battle Bonus</p> <ul style="list-style-type: none"> +1 (+2 if players owns the <i>TIE Fighter</i> or <i>Star Destroyer</i> AND +3 if all the <i>Death Star Region</i> is owned) 		

Imperial TIE Fighter Rebels Roll 1 Die for movement 	Neutral Docking Tax Only effects those with Starship Property Pay per Starship owned	Neutral Dagobah: Yoda's Hutt	Rebel Rebel Card Space Imperials Roll 1 Die for movement 	Neutral Dagobah: Swamp
	Rebel Hoth: North Ridge Imperials Roll 1 Die for movement 	Rebel Hoth: Frozen Plains Imperials Roll 1 Die for movement 	Imperial Imperial Card Rebels Roll 1 Die for movement 	Rebel Hoth: Echo Base Imperials Roll 1 Die for movement 
Rebel Millenium Falcon Imperials Roll 1 Die for movement 	Neutral Tatooine: Jabba's Palace	Neutral Tatooine: Mos Eisley	Neutral Moisture Farm	Neutral Tatooine: Lar's Homestead
	Rebel Yavin 4: Temple Thone Room Imperials Roll 1 Die for movement 	Rebel Yavin 4: Massassi Temple Imperials Roll 1 Die for movement 	Rebel Rebel Card Space Imperials Roll 1 Die for movement 	Rebel Yavin 4: War Room Imperials Roll 1 Die for movement 
Rebel X-Wing Imperials Roll 1 Die for movement 	Neutral Cloud City: Reactor Control Room	Neutral Cloud City: Carbonite-Freezing Chamber	Imperial Imperial Card Rebels Roll 1 Die for movement 	Neutral Cloud City: Landing Platform
	Imperial Death Star: Centrsl Core Rebels Roll 1 Die for movement 	Imperial Reactor Core Rebels Roll 1 Die for movement 	Imperial Death Star: Throne Room Rebels Roll 1 Die for movement 	Imperial Death Star: Landing Bay Rebels Roll 1 Die for movement 
Imperial Star Destroyer Rebels Roll 1 Die for movement 	Neutral Endor: Ewok Village	Rebel Rebel Card Space Imperials Roll 1 Die for movement 	Neutral Endor: Shield Generator	Neutral Endor: Forest
	Imperial Coruscant: Imperial Palace Rebels Roll 1 Die for movement 	Imperial Bounty All money goes to Boba Fett. Rebels Roll 1 Die for movement 	Imperial Coruscant: Monument Square Rebels Roll 1 Die for movement 	Imperial Imperial Card Rebels Roll 1 Die for movement 



<p>Imperial </p> <p>Imperial Encounter Imperial Spy ATTACK 3</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Imperial Encounter Imperial Assassin ATTACK 5</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Imperial Encounter Imperial Guard ATTACK 5</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>
<p>Imperial </p> <p>Imperial Encounter Imperial Officer ATTACK 4</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Imperial Encounter Imperial Attack Droid ATTACK 5</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Imperial Encounter Imperial Fighter Pilot ATTACK 4</p> <p>If the Character has a Star Ship property, pilot attacks in his Fighter (+2 ATT). Use Fighter to Fighter Attack Bonuses in the rules. . If the Character loses the Combat, the Property is returned to the bank.</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses non-fighter combat, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>
<p>Imperial </p> <p>Imperial Encounter Imperial Storm Trooper Patrol ATTACK 6</p> <p>Imperial players can ignore.</p> <p>If an Imperial Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Neutral Encounter Raider ATTACK 5</p> <p>Can't avoid. If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Imperial </p> <p>Neutral Encounter Bounty Hunter ATTACK 6</p> <p>Can't avoid. If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>

Imperial



Individual Event

Meet a Sith Master

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Dark Combat Training - Pay \$100 for +2 ATT (One time only)
- 2 – You are not worthy - Nothing Happens
- 3 – Follow your destiny – Move directly to Go
- 4 – Sith Attack - ATT: 4
- 5 – Sith Attack - ATT: 5
- 6 – Sith Attack - ATT: 6

Imperial



Individual Event

Meet a Jedi

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Follow your Destiny – Move directly to Go
- 2 – You are not worthy – Nothing happen
- 3 – Jedi Combat Training – Pay \$50 for +1 ATT or +2 DEF (One time only)
- 4 – Jedi Training for Force Sensitives - Take 1 turn and get +1 ATT and +2 DEF. Nothing for non-Force Sensitives.
- 5 – Jedi Attack - ATT: 4
- 6 – Jedi Attack - ATT: 5

Imperial



Individual Event

Docking Pass

Free Docking Fee if Ship is owned. (One time use)

Imperial



Individual Event

Meet a Moff

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – If Character is wanted, go Directly to Jail.
- 2 – Corrupt Moff: Directs you to the nearest Rebel Region
- 3 – Directs you to the nearest Imperial Region
- 4 – Imperial Escort: Acts a Guide through the next Imperial region you go through – no rent and no Adventure cards need to be drawn. Keep card until then. Leave Moff on the next non-imperial Space you land.
- 5 – Rebel Sympathizer – If Imperial, go directly to Jail.
- 6 – Running for Re-election – collect \$50

Imperial



Individual Event

Meet a Local Noble

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Celebrating the Times – collect \$25
- 2 – Duel – ATTACK: 3
- 3 – Noble Connection – Keep as a Get out of Jail Free card.
- 4 – Tribute – Pay \$50
- 5 – Neutral Guide – Guides you through the next Neutral Region. No Rent is paid. Leave card in the next non-Neutral space you land on.
- 6 – You are just a commoner – No effect

Imperial



Individual Event

Meet an Alien

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Alien Artifact - +1 DEF
- 2 – Alien Encounter – Take another turn.
- 3 – Alien Insight – Move to the nearest Neutral Region
- 4 – Alien Attack – ATTACK 4
- 5 – Alien Training - +1 ATTACK
- 6 – No effect

Imperial



Individual Event

Meet a Crime Boss

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Criminal Contact – Keep as a Get out of Jail Free Card.
- 2 – Guilt by association – Go directly to Jail
- 3 – Victim of a Crime – Pay \$100
- 4 – Criminal Incident – If you are not Wanted, you are now until you pass Go. . If you are Wanted, then go directly to Jail.
- 5 – Criminal Attack: ATTACK 4
- 6 – Criminal Attack: ATTACK 5

Imperial



Individual Event

Meet a Bounty Hunter

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – If Character is wanted, go to Jail.
- 2 – Pays Character \$50 for information
- 3 – Directs Character to nearest friendly Region
- 4 – Directs Character to nearest unfriendly Region
- 5 – Directs Character to Bounty space
- 6 – No effect

Imperial












Neutral Encounter










Pirate

ATTACK 4

Can't avoid. If Player loses, roll 1D6 on Table to determine loss.

- 1-2 Pay \$50
- 3-5 Lose a turn
- 6 Lose a turn and Pay \$100

<p>Imperial </p> <p>Global Event</p> <p>Imperial Crack down</p> <p>All Players on Imperial or Neutral regions are reduced to 1 space per turn for movement until they are out.</p>	<p>Imperial </p> <p>Global Event</p> <p>Rebel Unrest</p> <p>Anyone in an Rebel or Neutral Region lose one turn.</p>	<p>Imperial </p> <p>Regional Event</p> <p>Sun Flares in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die</p>
<p>Imperial </p> <p>Regional Event</p> <p>Sun Flares in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die</p>	<p>Imperial </p> <p>Regional Event</p> <p>Meteor Shower in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Imperial </p> <p>Regional Event</p> <p>Meteor Shower in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>
<p>Imperial </p> <p>Regional Event</p> <p>Pirate Attack in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Imperial </p> <p>Regional Event</p> <p>Pirate Attack in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Imperial </p> <p>Regional Event</p> <p>Civil unrest or Sabotage on the Death Star</p> <p>Roll 1D6 to determine Region</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Tatooine 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Then Roll 1d6 to determine Property – 1-2 Left Most, 3-4 Middle, 5-6 Right Most.</p> <p>Owning player must pay 2d6 * \$10 or Free rent to all who land on it.</p>

<p>Imperial </p> <p>Item</p> <p>Atromech Droid</p> <p>+1 Battle Bonus +2 if a Star Ship Property is owned</p>	<p>Imperial </p> <p>Item</p> <p>BodyGuard Droid</p> <p>+2 DEFENSE</p> <p>If Attack succeeds, the droid is destroyed, but defender takes no other penalty</p>	<p>Imperial </p> <p>Item</p> <p>Protocol Droid</p> <p>Free Rent in the Neutral Regions</p>
<p>Imperial </p> <p>Item</p> <p>Landspeeder</p> <p>Instead of rolling for movement, the player may travel with the Region he is in, in the direction of play.</p>	<p>Imperial </p> <p>Item</p> <p>Shuttle</p> <p>Allows travel between Regions. Instead of rolling, may choose to transport to any owned Property.</p> <p>If he passes Go, he may not collect Income.</p>	<p>Imperial </p> <p>Global Event</p> <p>Imperial Rental Taxation</p> <p>All Players must pay the Empire 5% of cash gained from Rant collected for One Turn.</p> <p>(If Free Parking Pot is being used, put money there)</p>
<p>Imperial </p> <p>Global Event</p> <p>Imperial Taxation</p> <p>All Players must pay the Empire 5% of Cash in Hand.</p> <p>(If Free Parking Pot is being used, put money there)</p>	<p>Imperial </p> <p>Global Event</p> <p>Imperial Conscription</p> <p>Anyone in an Imperial Region lose one turn.</p>	<p>Imperial </p> <p>Global Event</p> <p>Imperial Income Tax</p> <p>All players must pay the Empire 10% of money earned for passing or landing on Go, for one turn.</p> <p>(If Free Parking Pot is being used, put money there)</p>

Imperial



Item

Hold Out Blaster

+1 ATTACK

Imperial



Item

Blaster Pistol

+2 ATTACK

Imperial



Item

Blaster Rifle

+3 ATTACK

Imperial



Item

Bowcaster

+4 ATTACK

Restriction: Can only be used by Chewie. Any other player can sell the Bowcaster for \$100.

Imperial



Item

Armor Vest

+1 DEFENSE

Imperial



Item

Armor Suit

+2 DEFENSE

Imperial



Item

VibroAxe

+2 ATTACK

(Close Combat only - Same property)

Imperial



Item

VibroBlade

+1 ATTACK

(Close Combat only - Same property)

Imperial












Item

Hand Computer

Get out of Jail Free

Free Docking Fees

(One time only. Discard after use)

<p>Rebel </p> <p>Rebel Encounter Rebel Trooper ATTACK 5</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Rebel Encounter Rebel Spy ATTACK 3</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Rebel Encounter Rebel Officer ATTACK 4</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>
<p>Rebel </p> <p>Rebel Encounter Rebel Sympathizer ATTACK 4</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Rebel Encounter Rebel Privateer ATTACK 5</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Rebel Encounter Rebel Fighter Pilot ATTACK 4</p> <p>If the Character has a Star Ship property, pilot attacks in his Fighter (+2 ATT). Use Fighter to Fighter Attack Bonuses in the rules. If the Character loses the Combat, the Property is returned to the bank.</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses non-fighter combat, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>
<p>Rebel </p> <p>Rebel Encounter Rebel Scout ATTACK 4</p> <p>Rebel players can ignore.</p> <p>If an Rebel Player attacks, -1 to ATT. If the attack fails, go to Jail, in addition to the Loss Table.</p> <p>If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Neutral Encounter Raider ATTACK 5</p> <p>Can't avoid. If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>	<p>Rebel </p> <p>Neutral Encounter Bounty Hunter ATTACK 6</p> <p>Can't avoid. If Player loses, roll 1D6 on Table to determine loss.</p> <p>1-2 Pay \$50 3-5 Lose a turn 6 Lose a turn and Pay \$100</p>

Rebel



Individual Event

Meet a Sith Master

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Dark Combat Training - Pay \$100 for +2 ATT (One time only)
- 2 – You are not worthy - Nothing Happens
- 3 – Follow your destiny – Move directly to Go
- 4 – Sith Attack - ATT: 3
- 5 – Sith Attack - ATT: 4
- 6 – Sith Attack - ATT: 5

Rebel



Individual Event

Meet a Jedi

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Follow your Destiny – Move directly to Go
- 2 – You are not worthy – Nothing happen
- 3 – Jedi Combat Training – Pay \$50 for +1 ATT or +2 DEF (One time only)
- 4 – Jedi Training for Force Sensitives - Take 1 turn and get +1 ATT and +2 DEF. Nothing for non-Force Sensitives.
- 5 – Jedi Attack - ATT: 3
- 6 – Jedi Attack - ATT: 4

Rebel



Individual Event

Docking Pass

Free Docking Fee if Ship is owned. (One time use)

Rebel



Individual Event

Meet a Moff

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – If Character is wanted, go Directly to Jail.
- 2 – Corrupt Moff: Directs you to the nearest Rebel Region
- 3 – Directs you to the nearest Imperial Region
- 4 – Imperial Escort: Acts a Guide through the next Imperial region you go through – no rent and no Adventure cards need to be drawn. Keep card until then. Leave Moff on the next non-imperial Space you land.
- 5 – Rebel Sympathizer – If Imperial, go directly to Jail.
- 6 – Running for Re-election – collect \$50

Rebel



Individual Event

Meet a Local Noble

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Celebrating the Times – collect \$25
- 2 – Duel – ATTACK: 3
- 3 – Noble Connection – Keep as a Get out of Jail Free card.
- 4 – Tribute – Pay \$50
- 5 – Neutral Guide – Guides you through the next Neutral Region. No Rent is paid. Leave card in the next non-Neutral space you land on.
- 6 – You are just a commoner – No effect

Rebel



Individual Event

Meet an Alien

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Alien Artifact - +1 DEF
- 2 – Alien Encounter – Take another turn.
- 3 – Alien Insight – Move to the nearest Neutral Region
- 4 – Alien Attack – ATTACK 4
- 5 – Alien Training - +1 ATTACK
- 6 – No effect

Rebel



Individual Event

Meet a Crime Boss

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – Underground Contac5t – Keep as a Get out of Jail Free Card.
- 2 – Guilt by association – Go directly to Jail
- 3 – Victim of a Crime – Pay \$100
- 4 – Criminal Incident – If you are not Wanted, you are now until you pass Go.
- 5 – – Criminal Attack: ATTACK 4
- 6 – Criminal Attack: ATTACK 5

Rebel



Individual Event

Meet a Bounty Hunter

Roll 1D6 on Table to determine benefit or loss. Character stays until end of game or is removed.

- 1 – If Character is wanted, go to Jail.
- 2 – Pays Character \$50 for information
- 3 – Directs Character to nearest friendly Region
- 4 – Directs Character to nearest unfriendly Region
- 5 – Directs Character to Bounty space
- 6 – No effect

Rebel












Neutral Encounter








Pirate

ATTACK 4

Can't avoid. If Player loses, roll 1D6 on Table to determine loss.

- 1-2 Pay \$50
- 3-5 Lose a turn
- 6 Lose a turn and Pay \$100

<p>Rebel </p> <p>Global Event</p> <p>Imperial Crack down</p> <p>All Players on Imperial or Neutral regions are reduced to 1 space per turn for movement until they are out.</p>	<p>Rebel </p> <p>Global Event</p> <p>Rebel Unrest</p> <p>Anyone in an Rebel or Neutral Region lose one turn.</p>	<p>Rebel </p> <p>Regional Event</p> <p>Sun Flares in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die</p>
<p>Rebel </p> <p>Regional Event</p> <p>Sun Flares in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 2D6. Destroy a 1 Fighter for every 3 points on the die, 1 Millennium Falcon for every 4 points on the die, 1 Star Destroyer for every 5 points on the die</p>	<p>Rebel </p> <p>Regional Event</p> <p>Meteor Shower in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Rebel </p> <p>Regional Event</p> <p>Meteor Shower in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Dagobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 1D6 + 3. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$10 for every property owned in the Region or Free rent to all who land in that Region.</p>
<p>Rebel </p> <p>Regional Event</p> <p>Pirate Attack in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Rebel </p> <p>Regional Event</p> <p>Pirate Attack in a Region (Roll to determine Region)</p> <ol style="list-style-type: none"> 1 - Tatooine 2 - Degobah 3 - Yavin 4 - Death Star 5 - Endor 6 - Hoth <p>Roll 1D6. Destroy a Fighter for every 3 points on the die, a Millennium Falcon for every 4 points, a Star Destroyer for every 5 points.</p> <p>Owning player(s) must pay 1D6 * \$20 for every property owned in the Region or Free rent to all who land in that Region.</p>	<p>Rebel </p> <p>Regional Event</p> <p>Civil unrest or Sabotage on the Death Star</p> <p>Roll 1D6 to determine Region</p> <ol style="list-style-type: none"> 1 - Cloud City 2 - Tatooine 3 - Yavin 4 - Death Star 5 - Endor 6 - Coruscant <p>Then Roll 1d6 to determine Property – 1-2 Left Most, 3-4 Middle , 5-6 Right Most.</p> <p>Owning player must pay 2d6 * \$10 or Free rent to all who land on it.</p>

<p>Rebel </p> <p>Item</p> <p>Atromech Droid</p> <p>+1 Battle Bonus +2 if a ship is owned</p>	<p>Rebel </p> <p>Item</p> <p>BodyGuard Droid</p> <p>+2 DEFENSE</p> <p>If Attack succeeds, the droid is destroyed, but defender takes no other penalty</p>	<p>Rebel </p> <p>Item</p> <p>Protocol Droid</p> <p>Free Rent in the Neutral Regions</p>
<p>Rebel </p> <p>Item</p> <p>Landspeeder</p> <p>Instead of rolling for movement, the player may travel with the Region he is in, in the direction of play.</p>	<p>Rebel </p> <p>Item</p> <p>Shuttle</p> <p>Allows travel between Regions. Instead of rolling, may choose to transport to any owned Property.</p> <p>If he passes Go, he may not collect Income.</p>	<p>Rebel </p> <p>Global Event</p> <p>Imperial Rental Taxation</p> <p>All Players must pay the Empire 5% of cash gained from Rant collected for One Turn.</p> <p>(If Free Parking Pot is being used, put money there)</p>
<p>Rebel </p> <p>Global Event</p> <p>Imperial Taxation</p> <p>All Players must pay the Empire 5% of Cash in Hand.</p> <p>(If Free Parking Pot is being used, put money there)</p>	<p>Rebel </p> <p>Global Event</p> <p>Imperial Conscription</p> <p>Anyone in an Imperial Region lose one turn.</p>	<p>Rebel </p> <p>Global Event</p> <p>Imperial Income Tax</p> <p>All players must pay the Empire 10% of money earned for passing or landing on Go, for one turn.</p> <p>(If Free Parking Pot is being used, put money there)</p>

Rebel



Item

Hold Out Blaster

+1 ATTACK

Rebel



Item

Blaster Pistol

+2 ATTACK

Rebel



Item

Blaster Rifle

+3 ATTACK

Rebel



Item

Bowcaster

+4 ATTACK

Restriction: Can only be used by Chewie. Any other player can sell the Bowcaster for \$100.

Rebel



Item

Armor Vest

+1 DEFENSE

Rebel



Item

Armor Suit

+2 DEFENSE

Rebel



Item

VibroAxe

+2 ATTACK

(Close Combat only - Same property)

Rebel



Item

VibroBlade

+1 ATTACK

(Close Combat only - Same property)

Rebel



Item

Hand Computer

Get out of Jail Free

Free Docking Fees

(One time only. Discard after use)