

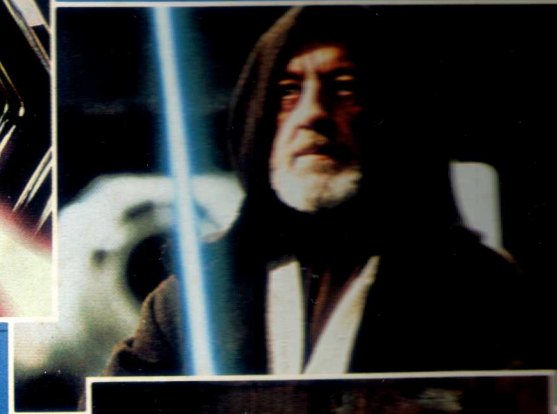
STAR WARS®

ESCAPE

FROM THE DEATH STAR™



A
MULTI-PLAYER/
SOLITAIRE
ADVENTURE
BOARDGAME

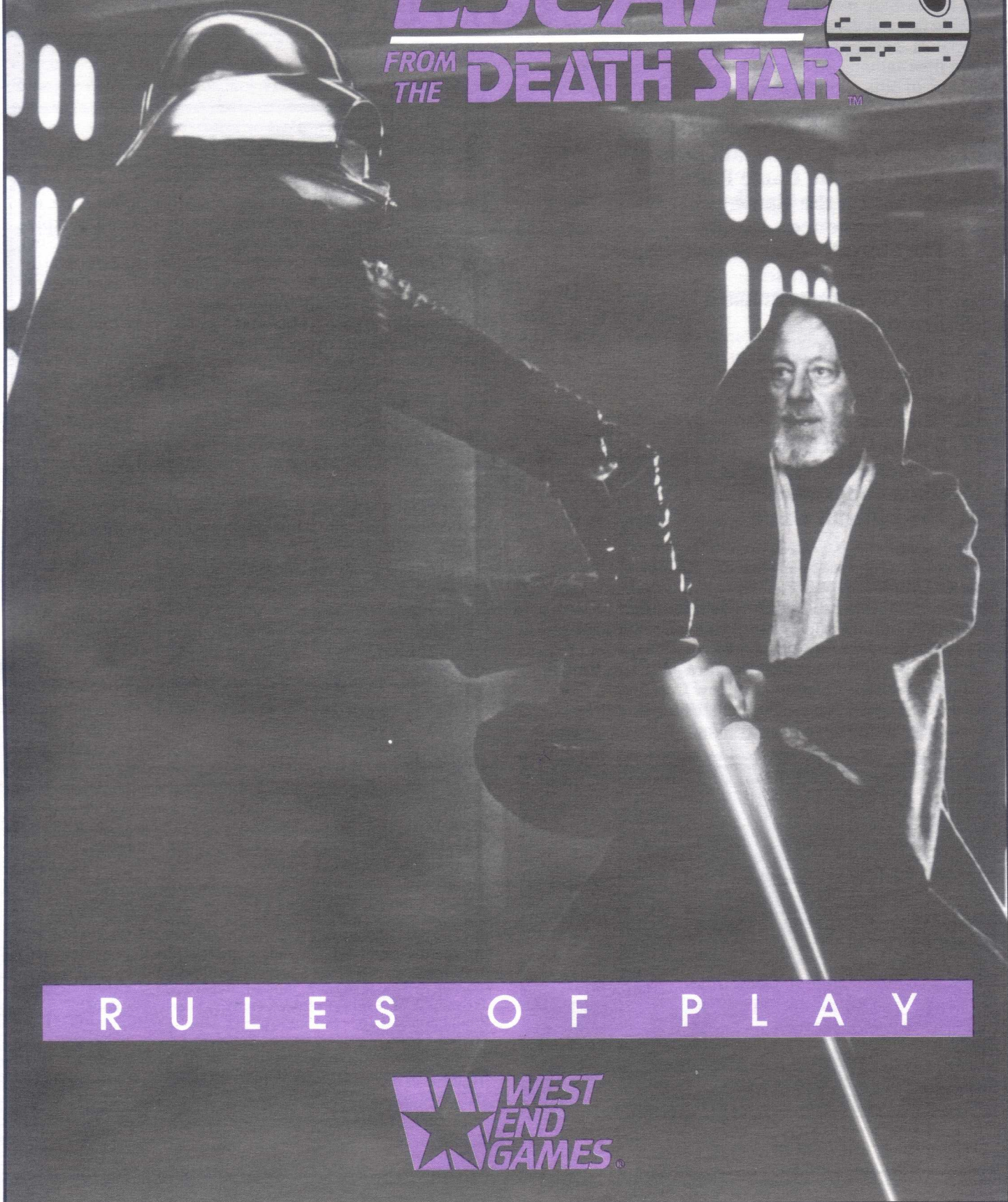
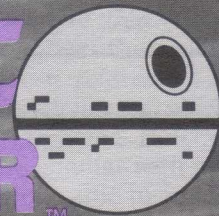


A STAR WARS®

ADVENTURE BOARDGAME



STAR WARS
ESCAPE
FROM THE **DEATH STAR**™



R U L E S O F P L A Y



ESCAPE FROM THE DEATH STAR™

RULES OF PLAY

Contents

1. Escape from the Death Star
2. A Look at the Game Parts
3. Setting Up the Game
4. Turn Sequence
5. The Stormtrooper/Blaster Phase
6. The Action Phase
7. The Movement Phase
8. Droid Points
9. Force Points
10. Terminal Sectors
11. Darth Vader
12. Obi-Wan Kenobi
13. Sector Card Decks
14. Winning the Game
15. Hints and Notes
16. The Difficult Game

Credits

Design: **Stephen Hand**
 Development and Editing: **Douglas Kaufman**
 Additional Editing: **C. J. Tramontana, Paul Murphy**
 Graphics: **Rosaria Baldari, Cathleen Hunter**
 Playtesting and Advice: **Jim Bambra, William Brand, Jonatha Ariadne Caspian, Andrew Colclough, Greg Gorden, Gregory Karswell, Chris Kubasik, Michael Stern, Ray Winner, Mandy Wooton**



Luke and Leia had already started back up the corridor when a series of blinding explosions ripped through the walkway ahead of them. Several pursuing stormtroopers tried coming through the elevator, only to be crisped, one after another, by Chewbacca's deadly blaster bolts. Disdaining the elevators, the Imperials blasted a gaping hole through the wall. The ragged opening was too large for Solo and the Wookiee to cover completely with their fire.

"We can't go back that way!" Solo said to the small group of trapped Rebels.

"No, it looks like you've managed to cut off our only escape route," Leia agreed angrily. "This is a detention area, you know. They don't build them with multiple exits."

"Begging your forgiveness, Your Highness," Solo replied sarcastically, "but maybe you'd prefer it back in your cell?"

"There's got to be another way out," Luke muttered, pulling a small transmitter unit from his belt. "See-Threepio, See-Threepio, we've been cut off here. Are there *any* other ways out of the detention area — anything at all?"

40207-30

Published by
West End Games
 RD# 3 Box 2345
 Honesdale, PA 18431

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran** • Assistant Publisher: **Denise D. Palter** • Editorial Director: **Bill Slavicsek** • Associate Editors: **Greg Gorden, Douglas Kaufman, Paul Murphy** • Editors: **Jonatha Caspian, C. J. Tramontana, Michael Stern** • Art Director: **Stephen Crane**
 Graphic Artists: **Rosaria J. Baldari, Bernadette G. Cahill, Jacqueline M. Evans, Cathleen Hunter, Sharon Wyckoff**
 Production Manager: **Steve Porpora** • Sales Director: **Martin Wixted** • Sales Manager: **Fitzroy Bonterre** • Sales Assistants: **Tony DeCosmo, Maria Kammeier** • Special Projects Manager: **Ronald Seiden** • Treasurer: **Janet Riccio**

©, TM & © 1990 Lucasfilm, Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization.



1. Escape from the Death Star

Escape from the Death Star recreates the dramatic escape scene in *Star Wars IV: A New Hope*. In this scene, the Rebel Heroes Luke Skywalker, Han Solo, and Chewbacca, a Wookiee, free Princess Leia Organa from her prison cell in the awesome Imperial battle station known as the *Death Star*. Following Leia's release, a frantic escape and chase occur as the four Heroes makes their way through a maze of corridors toward Solo's ship, the *Millennium Falcon*.

Escape from the Death Star is an exciting simulation of this great Rebel adventure. Can you, as Luke, Leia, Han, or Chewie, duplicate the feat of the movie Heroes, and *escape from the Death Star*?

How the Game is Played

The game is for one to four players who take on the role of the four Rebel Heroes and who, as the Heroes, must work together to outmaneuver and outsmart the Imperial forces controlled by the game system. The Heroes must reach the *Falcon* and escape before they are captured and brought before Darth Vader to meet a fatal destiny. *All* of the Heroes must escape in order for there to be a victory over the evil Empire — if even one Hero fails to make it to the *Falcon*, all of the other Heroes are also captured, and all the players lose.

Each player has a playing piece depicting that person's adopted character. The Heroes start together near one end of the playing area, which shows a schematic of the Death Star; they must make their way up to the Main Forward Bay at the far end of the playing area, where the *Millennium Falcon* stands poised to fly them to freedom. Along their escape route, the Heroes must also find and deactivate the Death Star's tractor beam that, when functioning, prevents the *Falcon* from leaving the Imperial battle station.

Escape from the Death Star is played in turns. In most turns, each player's Hero will undergo attacks from pursuing stormtroopers, and then have a chance to wield his or her blaster against the attackers. Following the firefight, the player will draw a *Sector Card*, resolve the encounter detailed on that card, and move to one of several other sectors.

Within this simple framework of action and game strategy, a whole range of events can occur: Heroes may find themselves aided by the Force, they may be trapped by stormtroopers, and they can witness a lightsaber duel between Obi-Wan Kenobi and Darth Vader. With the variety of actions possible in *Escape from the Death Star*, no two playing sessions will ever be alike.

How to Use This Rules Booklet

Escape from the Death Star is easy to play. Although it would be better to read the entire rulebook beforehand, it is possible to start playing right now, working your way

through the rules and learning as you play. To make easier the process of learning *Escape from the Death Star*, some rules contain parenthesized numbers that refer to other sections of the rulebook. These references are included to help you deal with any questions or problems that may arise when you first play the game. However, after a few game turns, you should be familiar with most of the rules. Quite soon, you will become able to concentrate on beating the game system and having your Heroes escape from the evil, dark jewel of the Galactic Empire — the Death Star!



2. A Look at the Game Parts

A complete copy of *Escape from the Death Star* contains:

- One game map with schematic of the Death Star
- One set of four stand-up character cards for use as playing pieces
- Four player-aid pads
- Three six-sided dice
- 117 cards
- One cardstock chart sheet
- Three plastic game markers

2.1 The Map

A large, diamond-shaped schematic of the Death Star is displayed on the center portion of the game map. It is through the decks and corridors depicted on this schematic that the Heroes move during the game. Around the schematic are spaces for the various sector decks. The *Escape Chart*, which is used during the final portion of the game, is also printed on the map.

The Death Star Schematic and Sectors

Because the Death Star is incredibly vast, no single map could ever hope to cover even a fraction of its thousands of rooms and corridors. Accordingly, the game map depicts a simplified schematic rather than a literal deck plan of the battle station. The schematic shows the relative position of various areas within the Death Star.

The schematic is divided into squares called *sectors*. These sector squares are provided to regulate movement during the game and are not intended to be "real" or adjacent areas; a Hero could enter the same sector square any number of times and have a different encounter or be at a different specific site each time. Moving from one sector into another represents a fast and furious flight through a variety of corridors and hallways.

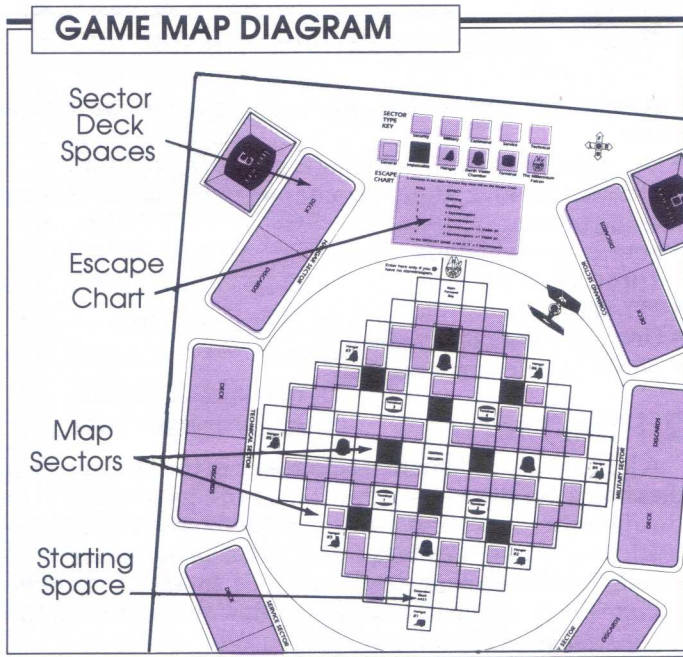
Sector Type Key

Players should refer to this display when reading the rules, and when their Heroes enter any unfamiliar sector on the map.

Sector Types

Not counting the special sectors (see below), there are six types of sectors shown on the schematic, holding an assortment of locations and encounters. Most of the sectors are General (the gray squares). When a Hero spends a turn in one of the gray squares, the player controlling that Hero takes a sector card from the large, gray General Sector Deck. If the Hero is in one of the five other types of sectors, the player draws a sector card from the deck whose color matches that of the sector square on the map.

Part of the fun of playing *Escape from the Death Star* is in learning the locations and encounters that can be



found in the different sector types, and in deciding how to use this knowledge to your, and the Heroes', advantage. The "Game Hints" section of the rules gives more details about each sector type, and should only be read if you want some help.

The different sector types (refer to the key on the game board) are:

- **Command (Green):** These sectors contain the many control rooms from which the Death Star crew runs the battle station. The command sectors are watched over by high-ranking Imperial officers.
- **General (Gray):** These sectors are the most common and form the many non-specific areas through which unauthorized personnel may pass. The general sectors are heavily patrolled by stormtroopers.
- **Military (Purple):** These sectors are manned by military personnel and feature armories and exercise areas.
- **Security (Red):** Only Death Star crew members with the highest authority would dare, or be allowed, to enter sectors controlled by the station's ruthlessly efficient security personnel. Detention blocks and Internal Security control centers are among the places found here.

- **Service (Orange):** These are the sectors that most occupants of the Death Star never see. Service sectors are made up of obscure tunnels and accessways that technical and service staff use in maintaining the battle station.
- **Technical (Blue):** These sectors include the battle station's many laboratories and medical rooms, and are manned by scientific and medical personnel.

Special Sectors

In addition to the six types of sectors mentioned above, there are seven other special types of sectors that do not follow all the normal rules. These sectors are:



• **Darth Vader :** These are the areas on the Death Star where Darth Vader is most likely to be seen. Accordingly, they are empty of crew members, who fear the Dark Lord. The Force is strong in these sectors. Cards are not drawn when Heroes enter Darth Vader sectors; instead, players follow special rules (11.3).

• **Detention Block AA23 and Central Security:** The Heroes start their escape from Detention Block AA23; after that, this sector and Central Security are treated as *general* sectors when drawing cards. Heroes may occasionally be forced to return to Block AA23; if this happens, and the Hero has already passed the mid-point of the map, he or she is moved to Central Security instead.



• **Hangars :** These seven sectors represent the many flight decks and docking bays used by Imperial ships. Due to their great size and convenient elevator platforms, hangars are useful for moving quickly through the Death Star. Unfortunately, hangar sectors are frequently in use, and are usually crawling with Imperial hazards.

Although cards are drawn normally when the Heroes are in hangar sectors, the Heroes must use special rules to move out of the hangars (7.4). Also, whenever a hangar card is drawn, one sector deck must be reshuffled (13).

• **Impassable:** These sectors may never be passed through or entered in any way. They represent heavy machinery or atmosphere-free areas.

• **Main Forward Bay:** When a Hero begins an action phase in this sector, the player controlling that Hero may choose to have the Hero enter the *Millennium Falcon* if there are no stormtroopers in pursuit. Or, the player may choose to roll on the escape chart. Heroes who remain in the Main Forward Bay may use the communications equipment located there to provide a movement bonus to any other Heroes who might still be making their way through the Death Star. (14.2.)



• **Millennium Falcon:** This is the ultimate goal of the Heroes. A Hero in the *Falcon* space is safe from all dangers and has no encounter phase (14.4).



• **Terminals:** These are automated computer-access sectors. At the start of the game, four terminal sector cards are placed face-down, one in each of the positions shown on the game map. When a Hero is in a terminal sector, the player controlling the Hero turns over the corresponding terminal card.

Three of the cards display *comlinks*, which are impor-

tant for contacting the Droids R2-D2 and C-3PO (8). The fourth terminal card represents the *Tractor Beam Terminal*. The tractor beam must be switched off before the Heroes can escape (10.3).

Sector Card Boxes

Around the schematic of the Death Star are seven boxes that correspond to the various sector decks. At the start of the game, the decks are shuffled and placed face-down in the appropriate boxes, forming seven draw piles.

Escape Chart

This chart is printed at the top of the map, near the Main Forward Bay. The first Hero to reach the Main Forward Bay no longer follows the normal encounter/movement rules; instead, he or she just rolls a die, consults the escape chart, and follows the instructions given there (14).

2.2 The Chart Card

This card is set up next to the map at the start of play, and contains an important track and some reminder charts to help you in your escape. These are:

Tractor Beam Status Display

This display is used to record the status of the tractor beam. As long as the Death Star's tractor beam is "On" or "Locked," the *Millennium Falcon* cannot escape; the ship will simply be pulled back on board the battle station. Before the Heroes can escape, they must switch the tractor beam to "Off" (10.3).

Droid Status Display

This display is used to record the status of the Droids, indicating whether they are "Hidden" or "Found" (8.3). The Droids R2-D2 and C-3PO can only help the Heroes as long as Artoo is unhindered while he taps into the Death Star's computers. But the Droids may be "found" by stormtrooper patrols. If that happens, Artoo will have to disengage from the computer terminal he is using, and the Droids must bluff their way through the corridors of the Death Star until they can find another terminal and continue their work.

Darth Vader Points Track

Certain events that occur during the game cause a disturbance in Darth Vader's sensations and feelings. These disturbances are measured in Darth Vader points, which are recorded on the Darth Vader points track.

Whenever one of these events occurs, the Darth Vader marker is moved up the track (11.2). If the marker on this chart reaches the "Game Over" box, the Heroes lose.

Also, there are special "V" squares on the track, used only if you are playing the Difficult Game (16). The other special squares on the track are the DROID squares (11.2). If the Droids' status is "Found" when the Darth Vader marker enters or passes through one of these squares, they become "Hidden" again (8.3).

Darth Vader Sector Table

This table is used when a Hero begins an Action Phase in a Darth Vader sector (11.3). A die is rolled and the result determined according to the entries on the table.

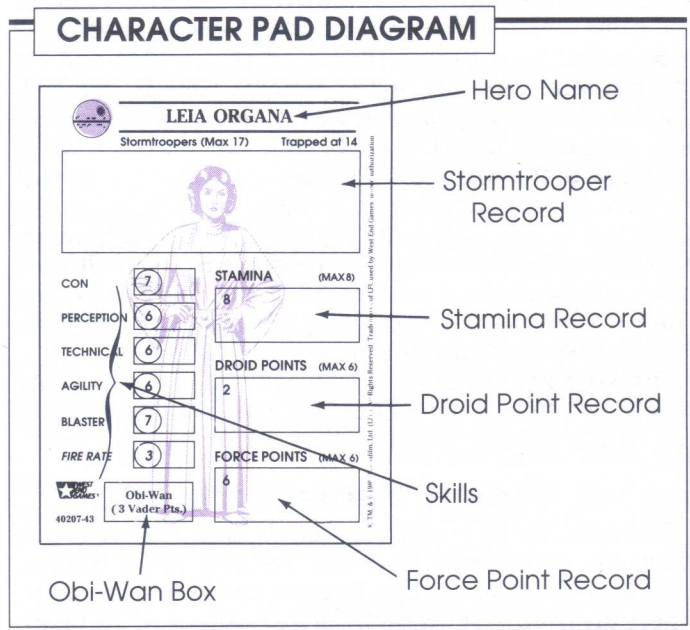
Obi-Wan Reminder Summary

This summary is used to remind players of the ways in which Obi-Wan Kenobi may be used to help them (12).

2.3 Character Pads

There are four character pads, one for each Hero. A Hero's current skills, stamina, Force points, Droid points, and the number of stormtroopers in pursuit of that Hero are recorded on the pad.

Each pad lists a Hero's scores for the following skills and conditions:



- **Agility** is an indication of the Hero's ability to perform difficult physical feats, such as swinging across core shafts and dodging laser beams.
- **Con** indicates how good the Hero is at bluffing his or her way out of even the most difficult situations.
- **Perception** indicates how good the Hero is at noticing things, and at not being noticed.
- **Technical** indicates how good the Hero is at mechanical things, like reprogramming stubborn computers or hot-wiring door controls.
- **Blaster**, of course, shows how handy the Hero is with a blaster. Note: On Han Solo's character pad there are rules covering his special blaster talent.
- **Rate of Fire** tells specifically how many blaster shots the Hero can squeeze out each turn.

The higher a Hero's score is in these areas, the better the Hero is at those actions. It is these skill scores that

players must test when instructed by the sector cards (6.1). Next to each skill score is a small box for recording changes to the Hero's skill level; simply cross off the old score and write in the new one when a change occurs.

In addition to skills, each character pad has spaces for indicating the following:

- **Droid Points:** Each time a Hero gets in touch with the Droids, the Hero receives information and help in the form of Droid points. Heroes may spend Droid points to pass certain skill tests automatically (6.1), or to find their way more easily through the Death Star (7.5). Write the current number of Droid points in the space provided. Each Hero begins with two Droid points.
- **Force Points:** Although the Heroes may not know how to use the Force, the Force is with them during their difficult journey. Force points may be expended to help Heroes succeed in their skill tests (9). Write the Hero's current Force point score in the space provided. Each Hero begins the game with a different number of Force points.
- **Stamina:** As a Hero is damaged by hazards and by stormtrooper fire, his or her stamina level is reduced. Should a Hero's stamina reach zero, he or she is defeated, and the game ends. (The Hero, although not dead, is too weak and battle-worn to go on.) Record the Hero's current stamina level in the space provided. Each Hero (except Chewbacca, who starts with 10) starts with eight stamina.
- **Stormtroopers:** Throughout the game, Heroes will meet more and more stormtroopers (6.1). Use this box to keep track of how many are pursuing a Hero at any one time. Heroes begin with no stormtroopers in pursuit.
- **Obi-Wan Box:** Each Hero may call only once upon the Jedi Knight to help him or her (12). When the Hero makes use of that request, cross off that Hero's Obi-Wan box.

2.4 The Heroes, Helpers, and Villain

The four *Star Wars* character cards included in *Escape from the Death Star* represent the four Rebel Heroes, Han Solo, Chewbacca, Leia Organa, and Luke Skywalker. These are used to show each Hero's position on the Death Star schematic.

The three plastic markers are used on the Tractor Beam Status display, the Droid Status display, and the Darth Vader points track.

2.5 The Dice

There are three six-sided dice included in the game. Some of the sector cards use a code to refer to the number of dice that should be rolled for a particular encounter. "1D6" means roll one six-sided die; "2D6" means roll two six-sided dice, etc.

2.6 The Cards

There are 117 cards in *Escape from the Death Star*, divided into seven different sector decks and a pack of four terminal cards.

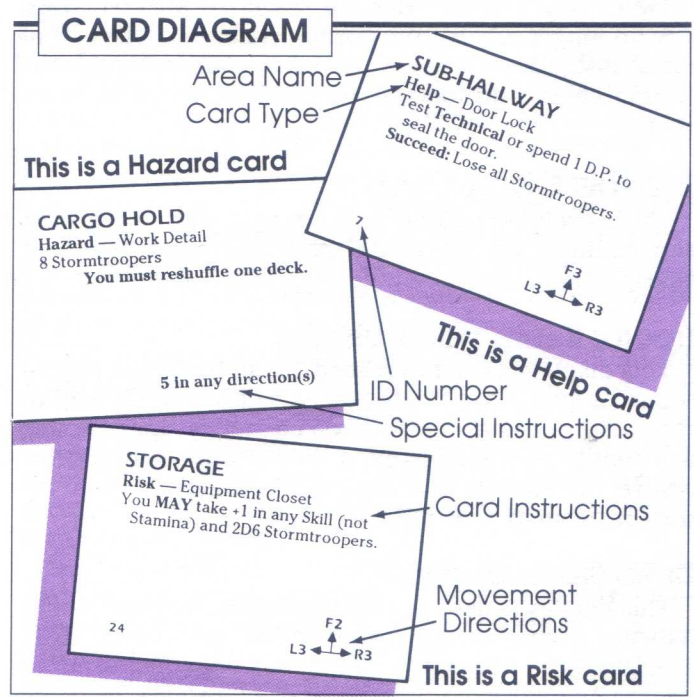
Sector Cards

Although the exact composition of sector cards varies from one type of sector to another, the cards all belong to

one of three classes: *Hazard cards*, *Help cards*, and *Risk cards*. Each sector card gives the name of the exact area currently occupied by the Hero (that information is used for background color and has no effect on play), and the *Movement Directions* which the Hero may use (7.1).

In addition:

- **Hazard Cards** describe a danger the Hero must face (6.1).
- **Help Cards** describe an encounter, event, or object that may be of value to the Hero (6.2).
- **Risk Cards** describe a situation that might be beneficial or dangerous, or both, to the Hero, depending on the circumstances and on the Hero's abilities (6.3).



3. Setting Up the Game

Before starting play, do the following:

1. Choose Heroes: All four Heroes *must* be used in each and every game you play. If there are fewer than four players, one or more players must take more than one Hero. Take the character pad(s) and the character card(s) for the Hero(es) you control.

Suggestion: When three people play, one player each plays Luke, Han, and Leia, and all three players vote on the actions taken by Chewbacca (three-way ties are broken by a die roll). When two play, one player controls Luke and Leia, and the other Han and Chewie. *Escape from the Death Star* is quite an absorbing game for just one player who controls all four Heroes!

2. Prepare Sector Decks: The seven decks of sector cards should be separated by color, shuffled, and placed face-down in the correspondingly colored boxes at the edge of the game board.

3. Place Cards and Markers: One player should do the following to establish the initial game status: Place one marker on the "0" box of the Darth Vader Points Track. Place another in the "On" box of the Tractor Status display. Place the third marker in the "Hidden" box of the Droid Status display. Shuffle the four terminal cards and place them face-down, one per box, in the four terminal sector boxes. Starting Force point levels, Droid points, stamina, and skill scores are already marked on your character pads, so you're ready to play!



4. Turn Sequence

Escape from the Death Star is played in a series of *Turns*, and each turn is divided into *Phases*. The player controlling Luke always takes his turn first. Luke's turn is followed by Han, Leia, and Chewbacca, in that order. Each player, during his or her turn, goes through the phases outlined below.

- **Stormtrooper/Blaster Phase:** During this phase, if any pursuing stormtroopers are indicated in the stormtrooper box on the Hero's character pad, those stormtroopers fire at the Hero by rolling three dice. If the number rolled is equal to or less than the number of stormtroopers, the Hero loses one stamina (5.1). After the stormtroopers fire, the Hero has a chance to fire back by testing his or her blaster skill the number of times indicated by his or her rate of fire. Each successful test is a "hit" and lowers the number of pursuing stormtroopers by one (5.2).

- **Action Phase:** In this phase, the player draws a card from the sector deck corresponding to the type of sector his or her Hero currently occupies. The sector card tells the player what the Hero encounters there, and the player follows the instructions given on the card, taking tests or making decisions as necessary (6.1-6.3). Note: Heroes who are "trapped" (5.3) by stormtroopers miss this phase.

- **Movement Phase:** The player controlling the Hero looks at the movement direction arrows shown on the sector card drawn during the action phase, and chooses which of the available directions his or her Hero will take. The Hero must move if possible. Note: Heroes who are "trapped" (5.3) by stormtroopers miss this phase.

After the movement phase, a Hero's turn is ended, and play passes to the next Hero. Play continues in this manner until a Hero is defeated, or until all four Heroes escape (14).



5. The Stormtrooper/ Blaster Phase

In this phase the stormtroopers fire at the Hero they are pursuing. Then, it's the Hero's turn to retaliate!

5.1 Stormtrooper Fire

If there are any stormtroopers following a Hero, they fire at that Hero in this phase. Check to see how many stormtroopers there are listed in the Hero's stormtrooper box on his or her pad. Then, roll three dice and compare the total roll to the number of stormtroopers.

If the total is greater than the number of stormtroopers, the stormtroopers miss. But if the total is less than or equal to the number of stormtroopers, the Hero has been hit. Reduce the Hero's current stamina by one point.

The Lucky Shot

Whenever the stormtroopers fire, they automatically score a hit against the Hero if the roll is a "triple one." This applies even if there are only one or two stormtroopers remaining in pursuit of the Hero.

5.2 The Hero Strikes Back

After the stormtroopers have fired, the Hero fires at the stormtroopers pursuing him or her. The Hero fires a number of shots equal to his or her rate of fire, which can be increased or decreased during the game.

Each shot made by a Hero is a blaster skill test. For each successful test, one stormtrooper is blasted; the new, lower number of troopers is written on the character pad.

Han Solo

Han Solo is especially skillful with his blaster. When Han's player rolls any doubles, and the roll also indicates that Han has scored a hit, he blasts *two* stormtroopers instead of one with that shot. (Since Han Solo begins with a blaster skill score of 7, this double hit occurs when the player controlling Han rolls double 1's, 2's, or 3's. If, during the game, Han's blaster score is increased to eight or higher, double 4's and so on also apply.)

Example: *Ten stormtroopers are chasing Han Solo at the beginning of his turn. Three dice are rolled for the stormtrooper attack — the total is nine (which is less than the number of pursuing stormtroopers) and Han is hit! His stamina is reduced by one from eight to seven.*

Then Han fires back. He makes a blaster skill test with two dice, getting an eight — a miss. His rate of fire is three, so he rolls again, getting a five — a hit! One stormtrooper is blasted. Han has one more shot; he rolls a double three. This is a hit (total is less than his blaster skill score of seven) and also doubles, so Han blasts two stormtroopers. There are now seven stormtroopers left.

5.3 Special Stormtrooper Rules

- **Maximum Number:** The maximum number of stormtroopers a Hero may have in pursuit is 17. If an encounter would leave a Hero with more than 17 stormtroopers, the excess stormtroopers are ignored and only the number "17" is entered on the character pad.

- **Trapped:** If, at the end of a Hero's stormtrooper/blaster phase, that Hero has 14 or more stormtroopers in pursuit,

the Hero loses his or her action and movement phases; the Hero is “trapped,” and play immediately passes to the next Hero.

• **Diversionsary Tactics:** Heroes may leave behind some of their pursuing stormtroopers if they begin a movement phase in a sector with another Hero who is willing to take them. Likewise, they may draw some of the stormtroopers away from another Hero if they wish. See section 7.2 for details.



6. The Action Phase

Provided that a Hero is not trapped by stormtroopers (5.3), he or she continues the turn with an *Action Phase*. The precise nature of the phase depends upon the type of sector the Hero occupies.

If the Hero is in a terminal sector, a Darth Vader sector, or in the Main Forward Bay sector, he or she does not have a “normal” action phase, and players should refer to the special rules for those sectors (10, 11.3, and 14). If the Hero is in any other sector, the player draws the appropriate card and follows the instructions. (Remember, Heroes in Detention Block AA23 or in Central Security are considered to be in a general sector.)

6.1 Hazard Cards

When *Hazard* cards are drawn, Heroes usually will have to make a *skill test* or some other type of decision. Some hazard cards require no test, and simply impose a penalty of one kind or another.

Stormtrooper Hazards

Most stormtrooper hazards require no skill test. Simply add the number of stormtroopers on the hazard card to the Hero’s stormtrooper total. If the total number of stormtroopers is equal to or greater than 14, the Hero is “trapped,” and does not get a movement phase. Play moves to the next Hero. If the total number is greater than 17, only 17 is written on the pad.

Skill Tests

When a skill test is called for, find the skill referred to by the card on the appropriate character pad. Roll two dice, comparing the total number rolled to the skill in question. If the total is equal to or less than the skill number, the Hero has *passed* the test, and nothing else occurs. If the roll is higher than the skill score, the Hero has *failed* and must suffer the penalties as stated on the card.

• Occasionally, circumstances make it beneficial to a Hero to fail a test. A Hero may voluntarily fail any test. To do this, the player controlling the Hero simply announces this without rolling the dice.

• Sometimes, a card will tell a Hero to take a test with a negative modifier (e.g., “Test **Con-1**”). This means that the stated number must be subtracted from the Hero’s skill

score for this test *only*. This deduction represents the test’s unique difficulty.

• If the Hero fails the test, the result may be changed by the expenditure of Force points (9).

• Some hazards give the Hero the option of spending Droid points *instead* of taking the skill test. Expenditure of Droid points results in automatic success (8). The Hero must decide whether or not to spend Droid points *before* he rolls the dice.

• If a particular hazard does not apply to a Hero in his or her current situation, ignore the instructions and go on to the movement phase.

Example: *The player controlling Leia begins her action phase by drawing a card from the general sector deck, as Leia is in a general sector space. The card says “Hazard — Stun Ray. Test **Technical-1** or spend 2 D.P. to deactivate this anti-intruder device.”*

Leia has two Droid points remaining, but the player decides not to spend them, taking the test instead. Leia’s Technical score is six, -1 makes five. The player rolls two dice.

The dice total is six, higher than Leia’s modified Technical score — Leia has failed the test, and must suffer the consequences listed on the “Fail” section of the card. These are “-1 Agility, -1 Stamina, +1 V.P. and miss your move.”

This means that her agility is lowered from six to five, and her stamina from eight to seven. In addition, the Vader point total is increased by one, and Leia misses her movement phase.

6.2 Help Cards

When a *Help* card is drawn, Heroes generally receive some form of help without having to make any dice rolls. However, some help cards require skill tests. The procedure is exactly the same as that for hazards (6.1), except that a successful roll means that the Hero receives some benefit, and failure means nothing occurs.

The rules for negative skill modifiers, Force points, Droid points, and help cards that do not apply to the Hero’s current situation are exactly the same as for hazard cards drawn under these conditions.

6.3 Risk Cards

Risk cards follow the same rules as hazard cards and help cards. In most cases, a skill test taken on a risk card can have either a success effect or a failure effect.

Risk cards do *not* necessarily mean that the player has a choice of whether to take the skill test. Only if the word *may* appears is the player allowed to choose not to enact that card; otherwise, he or she *must* take the test.

Some risk cards do not involve a test, but allow the player to choose to take both a harmful and beneficial effect at the same time. These cards all contain the word *may*.

Example: *The player controlling Luke draws a Risk card that states “You MAY take +1 in any skill (not stamina) and*

2D6 stormtroopers.” Weighing the dangers vs. the benefits, the player adds one to Luke’s agility and rolls two dice. The total is six, so the player adds six stormtroopers to Luke’s pad.



7. The Movement Phase

Provided that a Hero does not have to miss a move as a result of a hazard or of being trapped by 14 or more stormtroopers, his or her turn continues with a movement phase.

7.1 General Movement Rules

In the lower right hand corner of each sector card are the movement direction arrows, or a special designation regarding movement. These represent the different speed/direction combinations the Hero may choose from when leaving the current sector. The arrows indicate the directions that the Hero may move (forward, backward, left, or right) and the number tells you how many spaces *must* be moved in each of those directions.

Example: *F3 R2* means that the Hero may either move three sectors forward or two sectors to the right. “Forward” always means up the map, toward the Main Forward Bay.

The Hero *must* move in a straight line according to one of the directions shown, and the Hero must move exactly the number of sectors shown, *unless* the way is blocked by an impassable sector or by the edge of the playing area. If this occurs, the Hero stops in the last sector before the obstacle. Heroes may move through or end their movement phases in sectors occupied by other Heroes without restriction.

Important: The Hero *must* move at least one sector, and may sometimes be forced to move in undesirable directions because of this rule. A Hero may remain in place only if *all* the movement directions indicate adjacent sectors that are impassable, for whatever reason. A Hero blocked in this manner does not have a movement phase.

7.2 Shared Sectors

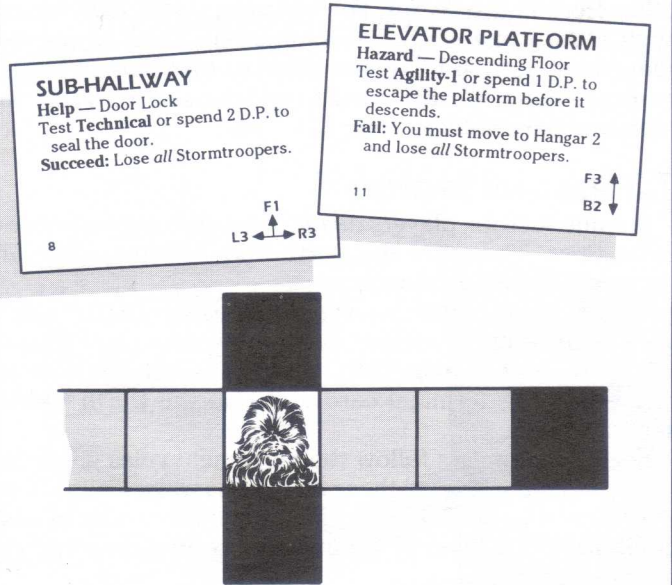
Any number of Heroes may share the same sector. As a special bonus, when a Hero leaves a shared sector, he or she may “take away” some or all of stormtroopers currently pursuing another Hero in the sector. Alternatively, a Hero leaving a shared sector may “leave behind” some or all pursuing stormtroopers for another Hero in the sector. A Hero may not transfer stormtroopers simply by passing through an occupied sector — the Hero must *begin* the movement phase in a shared sector.

In either case, the procedure is simple: the players involved agree on the exact number of stormtroopers to be transferred. They also agree on to whom and from whom the stormtroopers are to be transferred. Each player then alters the number of stormtroopers shown on his or

her Hero pad by the proper amount.

Note: If it is a Hero’s turn to move, that Hero may not take stormtroopers such that his or her total would exceed 13. (Otherwise, the Hero would become trapped, wouldn’t be

MOVEMENT DIAGRAM



In the above example, Chewbacca occupies the space shown on the map. If the player draws the first card shown, he has the choice of moving Chewbacca two squares to the right or three to the left (the forward motion is completely blocked). Note that he may choose to move only two sectors to the right (the third sector is blocked) even though the number shown is three. It is not required that your choice be among the full moves, only that your choice allows at least one sector of movement.

If the card drawn were the second card shown, Chewbacca could not move at all, as all directions given are blocked in the adjacent sector.

allowed a movement phase, and could not take any stormtroopers at all!

Rather than contemplate such an infinite loop, simply remember: a Hero may not take stormtroopers *out* of a sector such that his or her total would exceed 13.

Example: *Han and Leia are in the same sector, and it is Han’s turn to move. Han and Leia each have 13 stormtroopers in pursuit.*

Han cannot take any of Leia’s troopers because to do so would mean a moving Hero has taken stormtroopers in excess of 13, and this is not allowed.

One possibility is for Han to leave all 13 of his stormtroopers with Leia. His total is reduced to zero, and hers is increased to 17 (no Hero may ever be pursued by more than

17 stormtroopers — see 5.3). This is a clever way to shake off nine stormtroopers, though it does leave Leia thoroughly trapped. But don't worry — she can handle it!

- Some cards tell a Hero to lose *all* stormtroopers, meaning that the Hero's stormtrooper total is reduced to zero. This takes place *before* stormtroopers can be taken from another Hero in the sector. For instance, if Han had drawn such a card in the above example, his total would be reduced to zero. If he then wanted to take nine of Leia's stormtroopers, his total would be increased from zero to nine, and hers reduced from 13 to four.

7.3 Special Sectors

In some sectors, players do not follow the normal movement rules. These are the Darth Vader sectors, Hangar sectors, and Terminal sectors.

Heroes starting their movement phase in Darth Vader sectors or terminal sectors may move one square in any direction, except diagonally. A reminder of this rule is printed on the terminal cards, and on the Darth Vader sector table.

Heroes in hangars follow the movement rules given on the hangar card drawn; these directions will usually allow the Hero to move five sectors in any direction or in any combination of directions (but not, of course, diagonally).

7.4 "Jumping" Sectors

There are two instances when Heroes may actually jump sectors rather than follow the normal movement rules.

Hazard/Help Effects

Some hazard and help cards list conditions in which the Hero may or must move to a new sector or type of sector (for example, to Detention Block AA23, or to the nearest Darth Vader sector). If such a card is in effect, the Hero moves immediately to the designated sector. If two such sectors are within equal range, the player chooses to which sector the Hero shall go. If a Hero jumps sectors, any movement arrows on the card allowing the jump move are *ignored*.

- When using a jump move to exit a sector, a Hero may still take stormtroopers from or leave stormtroopers with other Heroes in the sector.

"Special" Move

The movement section on some cards has a *special* designation. These designations include turbo-lifts and hangar bays. As previously stated, in either of these cases, the player may choose to move the stated number of sectors (five in the case of most hangars) in any direction or combination of directions, except diagonally. The Hero need not move the full amount listed when taking a special move.

7.5 Using Droid Points

Some movement cards are marked with the designation DP*. This means that the movement directions of such

cards may be ignored; the Hero may call upon the Droids for aid in finding his or her way through the maze of the Death Star.

When such a card is drawn, the Hero may spend one Droid point and ignore the movement directions on the card, instead moving one sector in any direction (not diagonally). The Hero may only exercise this option if

- he or she is not trapped.
- There is no forced move due to a hazard or help card.
- The Hero would normally be allowed to spend Droid points (see section 8).



8. Droid Points

Throughout this adventure, R2-D2 is plugged into the Death Star's computer systems; this allows him to aid the Heroes with technical data. This aid is represented by Droid points.

At the start of the game, each Hero has two Droid points. Heroes may never have more than six Droid points — any awarded in excess of this limit are wasted. Droid points can be gained by visiting comlink terminal sectors (10.2) and, less commonly, as a result of drawing certain help cards.

8.1 Droid Points in the Action Phase

Some hazard and help cards give Heroes the option of spending Droid points. This expenditure is most often *in place of* taking a skill test. If a player feels that his or her Hero might fail a test, or the player just doesn't want to risk having the Hero take the test, the player may instead spend Droid points if this option is offered on the card. Spending Droid points in place of a test gives the Hero an automatic success for the test in question.

Some cards *demand* an expenditure of Droid points if the Hero wants to gain a benefit or avoid a hazard. In these cases, if the Droid points are not spent, there is no test to fall back on.

Whenever Droid points are spent, deduct the number spent from the current total and write the new number down on the character pad. If a Hero does not have enough Droid points to cover the expenditure required by a card, he or she must suffer the listed consequences.

Example: *The player controlling Han draws a hazard card which states 'Test Agility-1 or spend 2 D.P. to avoid the guard's laser blasts.' The player would rather not suffer the consequences of failure, and is not confident of passing the Agility skill test. He elects to spend two Droid Points instead.*

8.2 Droid Points in the Movement Phase

A card whose movement directions also include the note DP* allows a player to spend one Droid point to ignore the listed movement arrows and, instead, move one sector in any direction except diagonally (7.5).

8.3 Droids Found

Certain hazards may result in the Droids having been found by a stormtrooper patrol. If this happens, do the following:

- Move the Droid status marker into the "Found" box of the Droid status display.
- As a further reminder, circle the Droid point number on each Hero's character pad.

If the Droids are "Found," no player may spend Droid points for any reason. This restriction is in effect until the marker on the Darth Vader points track passes or enters (while moving either up or down the track) a square with the DROID designation. The time the Droids spend as "Found" represents the amount of time it takes them to find privacy and another computer access panel.

Example: *The Darth Vader points marker is on the '4' space of the track when the Droids are found. A few turns later, a roll on the Darth Vader Sector table lowers the Darth Vader points by two. As the marker passes the DROID box at '3,' the Droids become hidden again.*

If the Vader marker is in a DROID square when the Droids are found, they must wait until Darth Vader *moves* onto a DROID space. (That DROID space could be the same space if the marker is moved forward and then backward, for example.) When the Droids are hidden again, do the following:

- Return the Droid Status marker to the "Hidden" box.
- Cross out the circled number on the character pads and rewrite the number, without the circle.



9. Force Points

Though the Heroes may not even believe in the Force, let alone know how to use it, the Force is with them always. At the start of the game, each Hero begins with his or her full Force point allowance (which varies considerably from Hero to Hero) as shown in the Force point box on the character pads.

9.1 Use of Force Points

Heroes may spend Force points whenever they make *any* skill test (including blaster skill tests when shooting at stormtroopers). No other dice rolls may be affected by the Force, *only* rolls made for skill tests.

Spending one Force point lowers a skill test roll total by one. Any number of Force points may be spent on a single roll, as long as the Hero has enough Force points remaining. You may decide whether the Hero spends Force points *after* seeing the roll.

9.2 Darth Vader and the Force

Darth Vader is sensitive to the Force and its fluctuations. For *each* Force point a Hero spends, the Darth Vader points marker should be moved one box up the Darth Vader

FORCE POINTS DIAGRAM

CHEWBACCA
Stormtroopers (Max 17) Tra

DESIGN UNIT
Hazard — Assassin Droid
Test **Technical-1** or spend 3 D
put this unbeatable killing
machine out of action.
Fail: Lose 3 Stamina.

68

F2
B1

STAMINA (MAX 10)
~~10~~ ~~2~~ 8

DROID POINTS (MAX 6)
2

FORCE POINTS (MAX 5)
2

Obi-Wan (3 Vader Pts.)

Chewie has two stamina remaining, and has to make an important Technical skill test as shown on the card (he doesn't have enough Droid Points to avoid the test). His score is eight for Technical. He rolls a ten and would thus fail the test, and end the game. To avoid the failure, he spends two Force points, lowering the roll to an 8, success!

points track. In the above example, when Chewbacca spends two Force points, the marker would be moved forward two boxes.

9.3 Obi-Wan and the Force

Force points can be regained by calling upon Obi-Wan Kenobi (12). If Obi-Wan is called upon to restore a Hero's Force, that Hero's Force point total is restored to its original maximum level. A Hero may spend some of his or her Force points, call upon Obi-Wan, and spend some of the new Force points, all during the same die roll.

Example: *Luke has only one Force point remaining, and rolls a nine for a vital Agility test. He needs a seven, which would require spending two Force points.*

He spends the one point he has, calls upon Obi-Wan (which restores his Force points to eight) and spends one more to lower his roll to a seven.



10. Terminal Sectors

The Heroes must deactivate the Death Star's tractor beam before they can escape in the *Millennium Falcon*. However, they are not sure exactly where the controls for the tractor beam are located, only that it can be found in one of four major terminal sectors. (The other three terminal sectors are also useful since they contain comlinks which will enable the Heroes to gain Droid points.)

10.1 Terminal Sector Cards

At the start of the game, the four terminal sector cards are shuffled and placed face-down in the terminal sector boxes (one card per box). The first time a Hero starts an action phase in a terminal sector, the controlling player turns over the corresponding terminal card as his or her action. The card remains face-up for the rest of the game. The Hero then follows the instructions printed on the card, as does anyone else who enters the sector in subsequent turns.

10.2 Comlinks

In the comlink terminal spaces, there are communications devices which can put the Heroes in touch with the Droids. Visiting these sectors is the most reliable method of gaining Droid points.

- Provided that the Droids are currently *hidden*, a Hero spending his or her action phase in a comlink sector receives three Droid points. In the following movement phase, the Hero *must* move one sector in any of the four allowed directions (forward, backward, right, left).

10.3 Tractor Beam Terminal

At the start of the game, the tractor beam is "On." The Heroes must turn the tractor beam to "Off" in order to be able to leave in the *Falcon* and win the game.

- A Hero spending his or her action phase in a tractor beam terminal sector may alter the status of the tractor beam from "Locked" to "On" or from "On" to "Off." (Certain cards in the sector decks cause the beam to become "Locked.") The change should be indicated by moving the Tractor Beam Status marker. In the following movement phase, the Hero *must* move one sector in any allowed direction.
- It "costs" one Vader point to alter the status of the tractor beam from "Locked" to "On" or from "On" to "Off" (11.2). Increase the Vader track by one point when a Hero alters the status of the tractor beam.
- At any time during his or her turn, a Hero may turn the tractor beam off (or from "Locked" to "On") by calling upon Obi-Wan Kenobi for help (12). The Hero does not have to be in the tractor beam terminal sector to do this. Indeed, the player does not even have to know where the tractor beam terminal sector *is*. He or she just crosses off the Hero's Obi-Wan box and moves the marker on the tractor beam status display. These actions do **not** entitle the players to look at any of the terminal sector cards that are still face-down.



11. Darth Vader

Darth Vader is the most fearsome obstacle aboard the entire Death Star; it is almost certain doom for any of the Heroes if they meet the Dark Lord of the Sith.

11.1 Facing Darth Vader

Heroes may have to face Darth Vader as a result of certain hazard cards (6.1), or by entering a Darth Vader sector and rolling a '6' on the die (11.3)

If the Hero meets Darth Vader and he or she has already crossed off the Obi-Wan box on his or her character pad (12), then the Hero is captured and the game ends. Otherwise, the Jedi Knight *must* be called upon at this time. Obi-Wan engages Darth in a lightsaber duel, allowing the Hero to slip away. Furthermore, the Hero reduces the number of any stormtroopers in pursuit to zero, because the stormtroopers stop to watch the epic clash.

11.2 Darth Vader Points and Track

As the Heroes make their way through the Death Star, the crew of the battle station keeps Darth Vader informed, as best as possible, of the Rebels' progress. More importantly, Darth searches his feelings and senses any danger the Heroes may pose to his plans. This growing sense of anxiety is represented by Darth Vader points which are recorded on the Darth Vader point track.

Vader Point Reduction

Vader points are reduced only as a result of certain help cards, or as a result of a Hero entering a Darth Vader sector and making a low roll on the die (11.3).

Vader Point Increase

Increases in Vader points are caused by certain hazard cards and by the following actions:

- **Tractor Beam Alteration:** Each time a Hero alters the tractor beam status from "Locked" to "On" or from "On" to "Off," add one Vader point. If Obi-Wan is used to alter the tractor beam status, this point is *not* added.
- **Using the Force:** For each Force point a Hero spends, add one Vader point.
- **Obi-Wan Kenobi:** Each time Obi-Wan is called upon for help (12), add *three* Vader points.

DROID Squares

If the Droids are "Found" when the Darth Vader marker enters or passes through a square marked "DROID," the Droids become "Hidden." Move the marker on the Droid status display to reflect this change.

Game Over

If the Vader point marker reaches the "Game Over" box, the game ends immediately. Vader realizes just how dangerous the fleeing Heroes are, and bends his considerable efforts toward destroying them at once. Vader himself

waits aboard the *Millennium Falcon* while all Death Star security forces are concentrated on recapturing the escapees. All the players lose (14.6).

11.3 Darth Vader Sectors

It is in these areas of the game board that Darth Vader is most likely to be found, in meditation, in communication with the Emperor — or just passing through. Though the Force is strong in these sectors, a lucky Hero might be able to confuse the Dark Lord's thoughts. An unlucky Hero could draw unwanted attention upon him- or herself!

- Other than through the use of certain help cards, entering a Darth Vader sector and making a low roll is the only way to reduce the Vader point level.
 - A Hero starting the action phase in a Darth Vader sector rolls a die and compares the number rolled to the table below in order to obtain a result. This table is repeated on the chart sheet.
- | | |
|---|---------------------------------------------------------------|
| 1 | : The Force is with you: deduct three Vader points. |
| 2 | : The Force is strong here: deduct two Vader points. |
| 3 | : The Emperor calls: deduct one Vader point. |
| 4 | : Nothing happens. |
| 5 | : "Something I have not felt since ...": add one Vader point. |
| 6 | : The Hero must face Darth Vader! (11.1) |
- In the following movement phase, the Hero *must* move off the Darth Vader sector. The Hero moves one sector in any allowed direction.



12. Obi-Wan Kenobi

Although he accompanies the Heroes aboard the Death Star, Obi-Wan Kenobi, a Jedi Knight, follows his own path. Alone, he must go meet his destiny by facing Darth Vader. Therefore, Obi-Wan can only help the Heroes a limited number of times.

How to Use Obi-Wan

Each Hero starts the game with an Obi-Wan Kenobi box on his or her character pad. Each Hero may seek Obi-Wan's help only once during the game. After asking for the Jedi's aid, that Hero's Obi-Wan box is crossed off; even though other Heroes may later seek Obi-Wan's aid, that Hero may not.

- Whenever Obi-Wan is used, add three Vader points (11.2).

When to Use Obi-Wan

Obi-Wan can be used at any time during a player's turn to do one of the following:

- **Restore Force Points:** The Hero regains all spent Force points.
- **Distract Stormtroopers:** The Hero reduces the number of pursuing stormtroopers to zero. A previously trapped

Hero may have an action phase in the turn Obi-Wan was played to distract the stormtroopers.

- **Aid Recovery:** The Hero may restore three points of damage he has taken during game play. This means that the Hero may restore up to three points of skill loss, or three points of stamina loss, or both, in a combination that does not exceed a total of three. This restoration of points may not be used to boost skill or stamina scores above the levels that were in effect at the start of game play.

- **Shut Down Tractor Beam:** No matter where the Hero is, and even if the players do not know the location of the tractor beam terminal, he or she can use Obi-Wan to switch the tractor beam from "On" to "Off" or from "Locked" to "On" (10.1). Move the marker on the Tractor Status display to reflect the change.

- **Duel Darth Vader:** When a Hero faces Darth Vader, Obi-Wan must be called upon, or the game is over. When Obi-Wan is called upon, the Hero is not captured by Vader, and he or she loses all pursuing stormtrooper (reduce the number of stormtroopers indicated on the character pad to zero).

Note: Players may find it strange that other Heroes can call upon Obi-Wan *after* the Jedi Knight has duelled with Darth Vader. In *Escape from the Death Star*, it is assumed that the duel ends in a stand-off, with Obi-Wan escaping after the Hero is safe from Vader's clutches. In *Star Wars IV: A New Hope*, Obi-Wan sacrificed himself when he did in order to enable *all* the Heroes to board the *Falcon* and escape. Likewise, Obi-Wan survives duels in this game in order to maximize the Heroes' chances for escape. Only when the last Hero has called upon Obi-Wan (or when all Heroes have escaped) does Obi-Wan sacrifice himself.



13. Sector Card Decks

At the beginning of the game, sector cards are separated by type and placed face-down in the appropriate spaces on the map. After a card is enacted, it is discarded face-up in the appropriate discard space. If, in the course of play, a sector deck is exhausted, reshuffle the deck and place it face-down in its space, forming a new deck.

Hangar Deck Reshuffles

Whenever a card is drawn from the hangar sector deck, one sector deck must be reshuffled, even if it is not exhausted. The player drawing the hangar card gets to choose which deck to reshuffle.

- It must be a deck that has at least one card already in the discard pile.
- If there are no other decks with cards in the discard pile, the hangar deck itself must be reshuffled.



14. Winning the Game

When a Hero begins his or her turn in the Main Forward Bay, preparing the *Falcon* for imminent escape, a number of special rules come into play that detail the Heroes' last-ditch efforts at flight.

14.1 Entering the Main Forward Bay

A Hero who enters the Main Forward Bay while moving forward must stop in that sector and move no further that turn. A Hero may not move into the *Falcon* square without first ending a move in the Main Forward Bay.

A Hero who passes over the Main Forward Bay sector while moving to the left or right does *not* stop in this manner; he or she follows normal movement rules.

14.2 Special Main Forward Bay Actions

A Hero in the Main Forward Bay has a stormtrooper/blaster phase as usual. However, the Hero has the following options in place of a normal action phase:

- If the Hero has zero stormtroopers in pursuit, the player controlling the Hero may send the Hero into the *Falcon*, in which case the Hero's turn ends.
- If the Hero has stormtroopers in pursuit, or if the player controlling the Hero chooses, the Hero may stay in the Main Forward Bay, rolling on the *Escape Chart* and providing a *Movement Bonus* to his fellow Heroes.

The Escape Chart

If the Hero remains in the Main Forward Bay, he or she must roll on the escape chart in lieu of a normal action phase. Roll one die and compare the number rolled to the corresponding entry on the chart below. This chart is repeated on the game map for ease of reference.

- | | |
|---|---------------------------------------|
| 1 | : Nothing |
| 2 | : Nothing |
| 3 | : Four stormtroopers |
| 4 | : Five stormtroopers |
| 5 | : Six stormtroopers, +1 Vader Point |
| 6 | : Seven stormtroopers, +1 Vader Point |

- If a 1 is rolled, the Hero's turn ends. If a higher number is rolled, the Hero's stormtrooper total is increased as shown. On a 5 or 6, the stormtroopers are added, and the Vader track is increased by one.

Movement Bonus

When Heroes who are not in the Main Forward Bay take their movement phase, they get a bonus move of one sector in any direction (not diagonally) for each Hero that is in the Main Forward Bay. This bonus move is taken *after* the Hero takes his normal move as determined by the card.

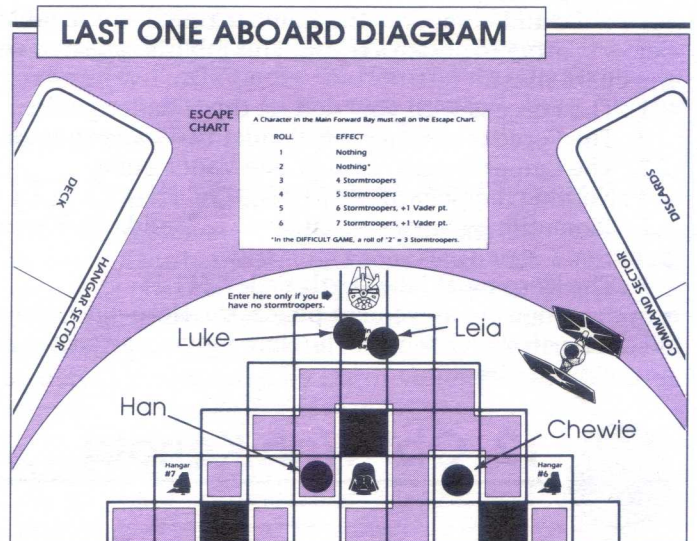
- A Hero may *not* take a bonus move if his or her regular movement phase was lost or forced due to a hazard, because of having only impossible moves, or because he

or she was trapped by stormtroopers.

- A Hero *may* take bonus moves after a hangar or turbo-lift special move.

14.3 Two or More in the Main Forward Bay

When two Heroes are in the Main Forward Bay, the movement bonus is increased to two sectors for all remaining Heroes; when three are in the Bay, the remaining Hero gets three bonus sectors (multiple bonus sectors do not have to be taken in a straight line). In addition, the Heroes in the Bay may take advantage of the movement rule that allows transfer of stormtroopers from one Hero to another, if any of the Heroes want to enter the *Falcon*.



Luke and Leia are already in the Main Forward Bay. Four stormtroopers are pursuing each Hero, and Leia is down to one stamina point. Han and Chewie are not far away. It is Luke's turn.

After the stormtrooper/blaster phase, Luke has two stormtroopers still chasing him. The player chooses to leave Luke in the Bay, and must roll on the Escape Chart. The die-roll is '4,' meaning Luke encounters five more stormtroopers. Now it's Han's turn.

Han's movement directions allow him to go either two spaces forward or three spaces left. He chooses to move forward, and then receives two bonus moves (one each for Luke and Leia). He takes one bonus move forward and one to the right, placing him in the Main Forward Bay.

Leia's stormtroopers miss (*whew!*) and the player knows it's too dangerous to stay in the Bay. Leia runs into the *Falcon* after passing her four stormtroopers to Han.

Chewbacca's movement card also happens to allow two sectors forward, which he takes. He then gets two bonus moves (one for Luke and one for Han, but not one for Leia) and moves two to the left, ending just in front of the Bay.

- A Hero must pass *all* his or her stormtroopers to some other Hero in the Bay; this leaves the Hero with no pursuing stormtroopers, and allows him or her to enter the *Falcon* instead of rolling on the escape chart.

14.4 The Falcon

Heroes in the *Falcon* space do not participate in play in any way. They must have zero stormtroopers in order to enter the *Falcon*, and they have no action phase. *However*, the controlling player may move the Hero out of the *Falcon* and back into the Main Forward Bay during his or her turn. This is the only action the Hero takes that turn.

- Heroes in the *Falcon* do *not* provide bonus moves to their fellows.

14.5 Last One Aboard

When three Heroes are on board the *Falcon*, the rule prohibiting entry unless you have zero stormtroopers is lifted. This means that the last man (or woman) aboard can have any number of stormtroopers in pursuit, as long as all three of the other Heroes are already aboard. If the last one going aboard the *Falcon* survives his or her stormtrooper phase, the game is over and the Heroes have won.

(During the Heroes' adventures, the Droids have made their way to the Main Forward Bay. When the last hero boards the *Falcon*, the Droids run and roll from concealment and hurry up the ramp into the *Falcon*, joining the victorious Heroes.)

14.6 Victory or Defeat

Escape from the Death Star is largely a team effort. The game system is tough to beat, and will require coordination of players' efforts. Don't forget — if one Hero loses, they all lose ... and the Empire is not easily overcome. There are a number of ways the Heroes may be defeated:

- If any Hero's stamina reaches zero
 - If a Hero faces Darth Vader and cannot call upon Obi-Wan for help
 - If the Darth Vader points track reaches "Game Over"
- You will find that escape from the *Death Star* is no easy task, but in time you will uncover many strategies that can be employed to make the odds more even. May the Force be with you.

P.S. If you have a great deal of difficulty in your first game or two, try reading the Hints and Notes section which follows (but don't read it until you've tried playing!) If you find that the game becomes too easy for you, try adding any or all of the Difficult Game rules found in section 16.



15. Hints and Notes

There are many strategies that can be employed to extend the Heroes' life expectancy in *Escape from the Death Star*. Not all of these strategies are self-evident. If

you have played once or twice and can't seem to crack the game, read this section for some hints.

Stay Together

Although it's not always easy (or possible), the most important thing you can do is stick together. This strategy allows a Hero who has few or no stormtroopers to relieve pressure on someone with lots.

Obviously, Heroes won't always get the same movement arrows and be able to stay together every step of the way. This is not necessary; "staying together" simply means thinking about moving nearer other Heroes instead of necessarily moving forward at every opportunity.

Move Ahead

As practically contradictory advice, it is also important to keep up forward momentum. This can sometimes mean violating the above suggestion, and a balance must be struck between going backward to rescue a comrade and going forward to reach the final goal.

This advice applies more to the decision to, say, avoid moving forward just to avoid a hazardous Command sector. This is usually not a good idea. Sooner or later you'll probably end up in a sector you'd rather not enter anyway, so why not make forward progress while you can?

Know the Decks

This may take several games (and even then, you probably will have a few surprises); alternatively, you can leaf through the various decks before playing.

In general, the decks get progressively more nasty from technical through service, military, general (which are teeming with stormtroopers), security, and command. With regard to nastiness, the hangar cards rank somewhere in the middle, but they do contain the all-important "Meet Darth Vader!" card. Heroes who have already used Obi-Wan should think twice before entering a hangar.

By the same token, a Hero with low stamina should avoid the service sectors unless that Hero has three or more Droid points. While looking for a turbo-lift, you may find a garbage masher instead. There are many little tricks and tips such as these in the sector decks, including some very important and useful cards in the security and command decks. Knowing the odds is useful, Han Solo's comments to the contrary notwithstanding.

Watch the Vader Track

Force points, Obi-Wan ... these are very powerful and very seductive. Early in the game, you may be tempted to spend Force points to gain benefits or avoid a medium-nasty penalty. DON'T DO IT. By the end of the game, the Vader track will be up over 10, guaranteed, just from natural progression. Every Force point spent should be spent to have a major effect; every use of Obi-Wan should be to avoid ending the game in a loss for the Heroes. Otherwise, you'll find yourself with the Vader points track on 19, and a single roll on the escape chart could end the

game. A situation such as this often leads to entry into a Darth Vader sector (which is, as they say, a dicey proposition) in an attempt to bring the track count down.

The only exception to trying not to spend Force points and raising the count on the Vader track is if the consequence of failure would include a Vader point anyway, and if the roll is within one of the number needed for success. Then, Luke or Leia may as well spend the point (they've got plenty) to avoid the other consequences of failure.

These are the four most important points about winning the game. There are plenty of others: figuring out when to use the hangar deck reshuffle, judging the odds of taking a test versus the certainty of Droid points, knowing when to duck into a special sector to avoid stormtroopers, and knowing when to take advantage of the speed of moving through corridors, etc. etc. Good luck.



16. The Difficult Game

After you have played *Death Star* several times (and especially if you read the hints and notes), you may suddenly find that the game is relatively easy, and you win practically every time. Winning too easily can be kind of dull; a challenge is always far more exciting than an easy win. The following rules can be added singly, or in groups, to significantly increase the strategy needed to play, and the difficulty of winning. Winning the game with *all* the difficult rules added is a feat worthy of note.

Vader Track "V" Squares

Three of the squares on the Darth Vader points Track are marked with a "V." These squares are to be used only in the difficult game.

The Hero *first* responsible for the Darth Vader marker being moved (for whatever reason) onto or through a Vader square, a "V" square, has caused a disturbance in the Force possibly large enough to attract the attention of Darth Vader. The player controlling the Hero must roll one die and compare the result with the number printed in the Vader square. If the roll is lower than the printed number, Darth Vader strides by and the Hero can breathe easy. If the roll is equal to or higher than the printed number, the Hero must face Darth Vader *immediately* (11.1). If the Hero evades captivity by playing Obi-Wan, the game continues as normal.

It is possible for the marker to land on a Vader square, be moved backward (say, as a result of a roll in a Vader sector), and then to pass over the Vader square again. This does *not* require a Hero to roll for that Vader square again. Each Vader square need only be tested once. To remind yourself that a square has already been rolled for, put a marker of some kind over the square in question.

Obi Gives Two Stamina

In the difficult game, Obi-Wan can only restore two lost skill points or two stamina (or one of each) to a Hero.

Roll for Tractor Space

On the tractor terminal card is the note that a 4-6 must be rolled in order to shut down the tractor beam. This means that the Hero beginning the action phase in the tractor terminal must increase the Vader point track as usual, but then must roll a die. If the die-roll is a 4, 5, or 6, the marker on the tractor status chart is moved as usual. However, if the roll is 1, 2, or 3, the tractor beam is unaffected. The Hero must leave the sector in the movement phase and attempt to return on a subsequent turn, again increasing the Vader point track, and rolling as before.

Reshuffle All Decks

Instead of choosing which *one* deck to reshuffle when a hangar card is drawn, *all* card decks must be reshuffled (except those with no discards) each time a hangar card is drawn. This includes the hangar deck itself.

Last One Aboard

The last Hero aboard the *Falcon* must have zero pursuing stormtroopers. This means they must all be defeated, or Obi-Wan must be used to rid the Hero of all pursuing stormtroopers. Arranging the proper circumstances can be quite difficult: the Hero must still have Obi-Wan to call upon, and the Vader track must be at 16 or lower (remember, using Obi-Wan adds three points to the track).

Damaged Droid Terminal

One of the Droid terminal cards is marked as the *Damaged Terminal*, and provides no Droid points to Heroes spending their action phase there. Heroes take their normal movement phase (one sector in any non-diagonal direction) from the damaged terminal.

No DP*

Ignore the DP* legend printed in the movement section of some of the cards. Droid points may not be used to aid movement; instead, substitute the following:

- Heroes can use the Force to help them find their way through the Death Star's maze-like corridors. In any movement phase, a Hero may choose to ignore the movement directions on the sector card which he or she drew in the action phase. Instead, the Hero may spend one Force point and move into any adjacent (not diagonal) sector. Although moving with the Force may be done in any number of movement phases, Heroes may only spend one point (and, thus, move a maximum of one sector) per phase.

Hazard & Help Effect Summary

Hazard Effects

The penalties a Hero may suffer as a result of hazards are given below. Some hazards cause Heroes to suffer a combination of effects. You can skim this section now if you wish, and refer to it during the game when necessary.

- **Add 1D6/2D6 Stormtroopers:** Roll one die or two dice, depending on the card's instructions, and record the resulting number of additional stormtroopers on the character pad. These stormtroopers are added to the ones (if any) already in pursuit of the Hero.
- **Add 1D6/1 Vader Point(s):** If the hazard is "1D6," roll one die and move the marker up the Vader points track a number of boxes equal to the number shown on the die. If the hazard is "+1 Vader point," the marker is moved up one box.
- **Detained:** Among a number of other effects that may be listed on the card, the Hero must go immediately to Detention Block AA23; the Hero does *not* choose a movement direction arrow (see below). If the Hero's card is north of the row of sectors containing Central Security, the Hero is detained at Central Security instead of at Block AA23. This detention lasts until the beginning of the Hero's next turn. At that time, the Hero acts and moves freely.
- **Droids Found:** Move the marker into the "Found" box on the Droid Status display. No player may spend Droid points (or gain any from a comlink) until the Darth Vader marker has moved onto or through one of the DROID squares on the Darth Vader points track (8.3). When the Droids are "Found," circle each Hero's Droid point number as a further reminder that the Droids have been forced to move and find another access terminal.
- **Face Darth Vader:** The Hero encounters Darth Vader! (11.1). Unless the Hero can call upon Obi-Wan for help, the game is over.
- **Miss Your Move:** The Hero must skip his or her upcoming movement phase; he or she may not choose one of the listed movement directions and, instead, remains in the current sector.
- **-1/-2/-3 (skill/stamina):** The Hero must lower his listed skill or stamina score by one or two or three, as instructed. Simply cross off the old number and write in the new. All subsequent tests of a reduced skill are taken at the new, lower number.
- **Move To ...:** The Hero must move straight to the named sector or type of sector during the upcoming movement phase; he or she does not choose one of the listed movement directions. If the Hero is instructed to move to "the nearest" of a given type of sector and two such sectors are equidistant from the Hero's card (counting adjacent sectors but *never* counting diagonally), the player may choose to which sector the Hero moves.
- **Tractor Off to On or On to Locked:** Change the position of the marker on the Tractor Status display as indicated by the card. Heroes must switch the tractor beam off before they can escape (10.3).

Help Effects

The benefits that Heroes may gain as a result of help cards are detailed below. Some cards may grant a combination of benefits. This section can be skimmed now and referred to again during play.

- **Gain 2 Droid Pts.:** Add two to the Hero's current Droid point total and write the new number in the box on the character pad. A Hero may only gain Droid points if the Droids are currently "hidden" (8), and may never have more than six Droid points.
- **Lose All Stormtroopers:** The Hero shakes off all pursuit. Reduce the Hero's stormtrooper total to zero.
- **+1/+2/+3 (skill/stamina):** The Hero may raise the listed skill or stamina score by the amount shown. All subsequent skill tests are taken using the new, higher number. Stamina may never be increased above the maximum listed for the Hero.
- **Move 1/2/3/4/5 Sector(s) in any Direction:** In the upcoming movement phase, the Hero may ignore the listed movement directions and, instead, "jump" to any sector within the stated number of sectors. The range includes the destination sector, but not the sector the Hero currently occupies. Sectors must be counted orthogonally (to the front, to the back, to the left, or to the right, *never* diagonally), when determining range. Note that Heroes moving two or more sectors using these types of help cards need not move in a straight line, as is the case with normal movement (7).
- **Reduce the Vader Track by 1D6/1 Point(s):** Roll a die and move the marker down the Vader points track a number of boxes equal to the number shown on the die (11.2). If the help offered is the removal of one Vader point, the marker is moved back one box.
- **Remove any -1 Modifier:** Any skill (or stamina, if specifically listed on the card) that is currently *below its starting score* may be increased by one point. This type of help *does not* allow a skill or stamina score to increase beyond that starting score, unlike the "+1 to skill/stamina" help listed earlier.
- **Restore 1/2/3 Stamina:** The Hero's stamina score is increased by the amount shown. A Hero's total stamina may never exceed that Hero's starting amount of stamina; any excess points awarded are wasted.
- **May ...:** In all cases where the word *may* appears, the player who has drawn the card may decide whether or not to enact the conditions of the card. Usually, a *may* card has both beneficial and harmful effects, which the player must weigh against each other. If the player decides not to enact the card, there is no further effect.
- **You May Move To ...:** The Hero may move straight to the named sector or type of sector during his or her upcoming movement phase, ignoring the movement direction arrows shown on the card.





DARTH VADER POINTS TRACK

+1 to shut down Tractor Beam Terminal
 +1 per Force point used
 +3 for each use of Obi-Wan
 Also increase track when instructed by cards

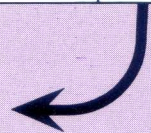
Droids are hidden when the marker passes here

DROID

0	1	2	DROID 3	4	5	DROID 6	V=6* 7	8	9
DROID 10	V=5* 11	12	13	DROID 14	15	V=4* 16	17	DROID 18	19

* In the difficult game, roll one die. If the number rolled is equal to or higher than the V= number, the character causing the increase must face Darth Vader!

GAME OVER



DARTH VADER SECTOR

- 1 - The Force is with you. Deduct 3 Vader points.
- 2 - The Force is strong. Deduct 2 Vader points.
- 3 - The Emperor calls. Deduct 1 Vader point.
- 4 - No effect.
- 5 - Something Vader has not felt since ... Add 1 Vader point.
- 6 - You must face Darth Vader!

Then move to an adjacent sector.

DROID STATUS

When Droids are found, circle each hero's current Droid Point number as a reminder.

found

hidden

When Droids are hidden again, cross out the circled number and rewrite it.

TRACTOR BEAM STATUS

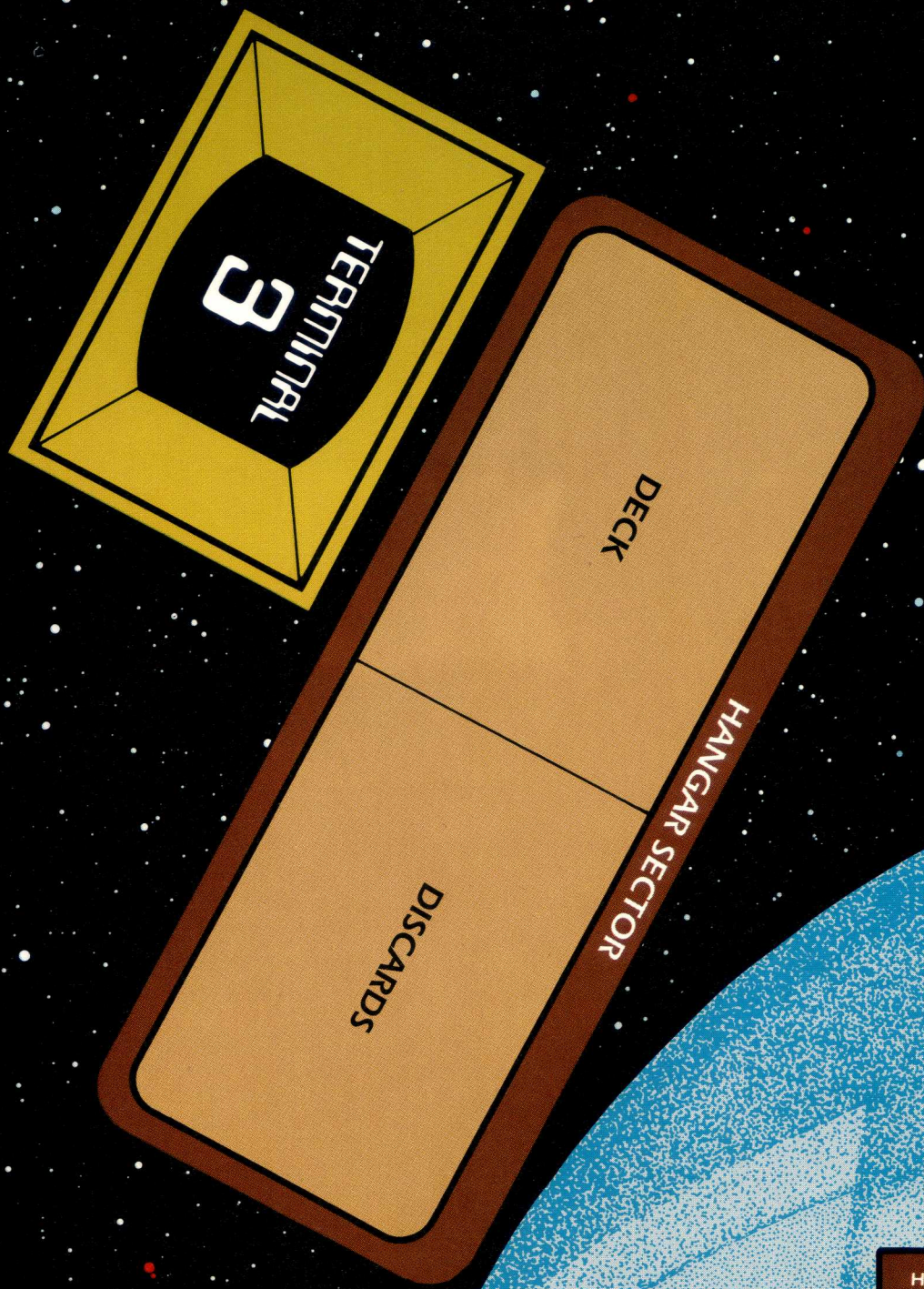
Off

On

Locked

OBI-WAN MAY BE CALLED AT ANY TIME TO DO ANY OF THE FOLLOWING:

- RESTORE all used FORCE POINTS
- RESTORE up to THREE STAMINA
- REMOVE all STORMTROOPERS
- TURN TRACTOR BEAM from ON to OFF or from LOCKED to ON
- DUEL DARTH VADER (and REMOVE STORMTROOPERS too)



**SECTOR
TYPE
KEY**



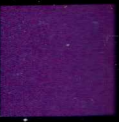
General



Security



Impassable



Military



Hangar

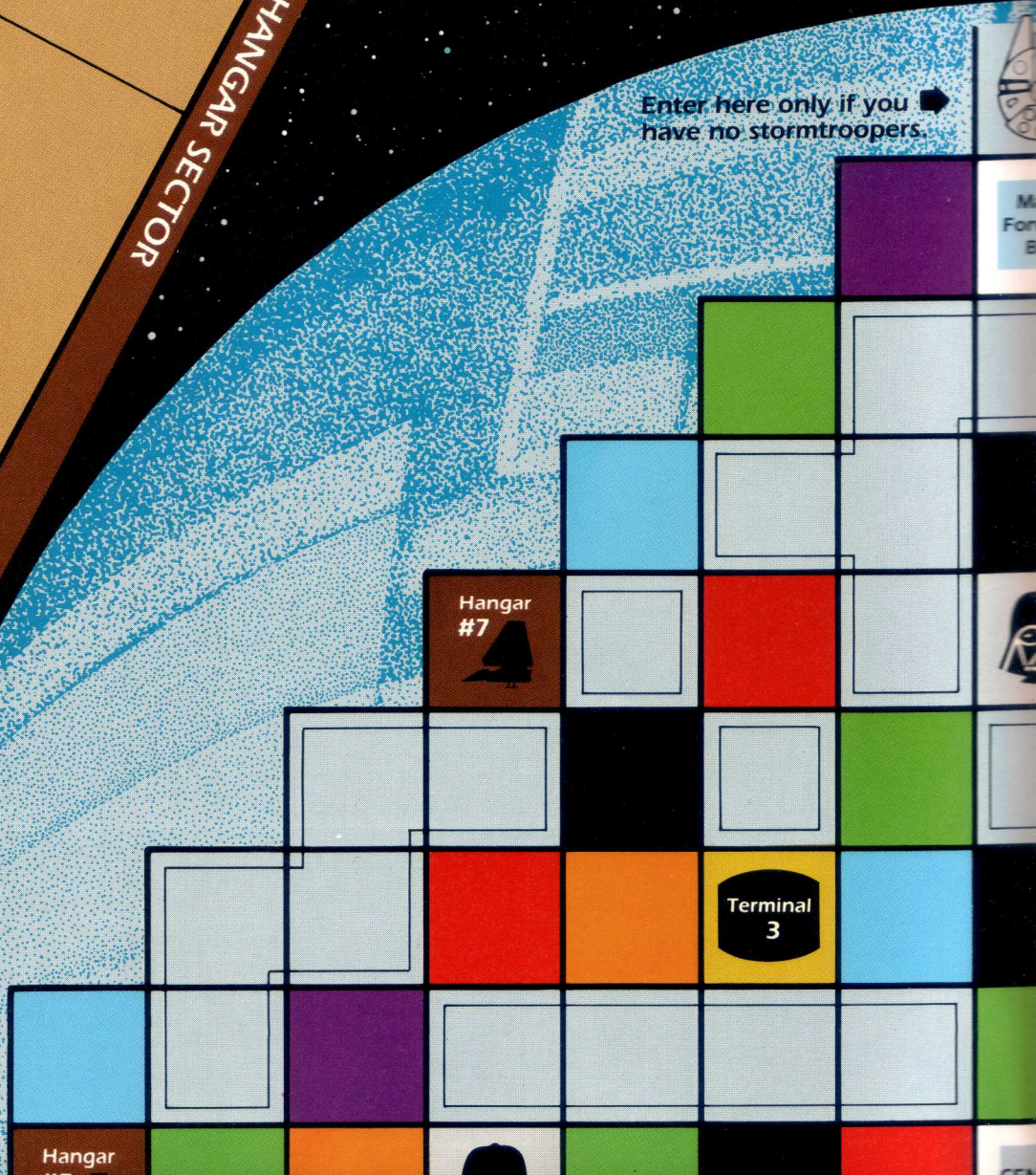
**ESCAPE
CHART**

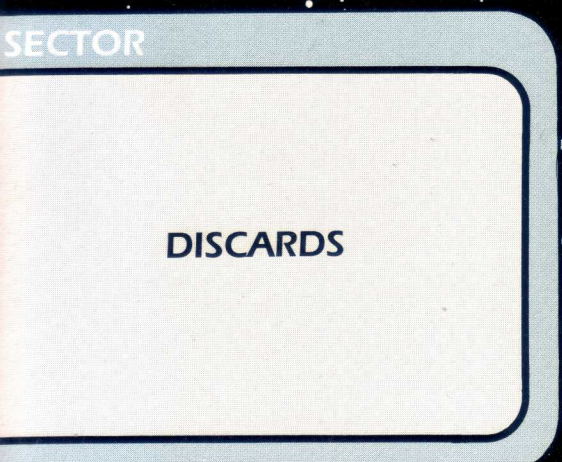
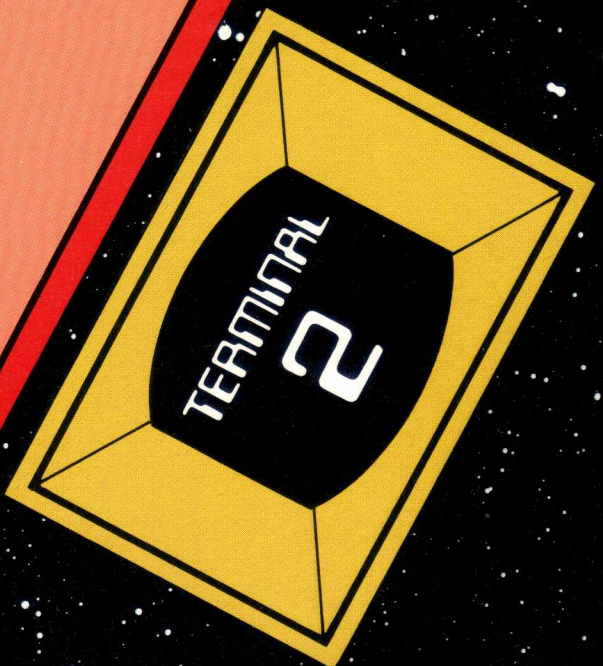
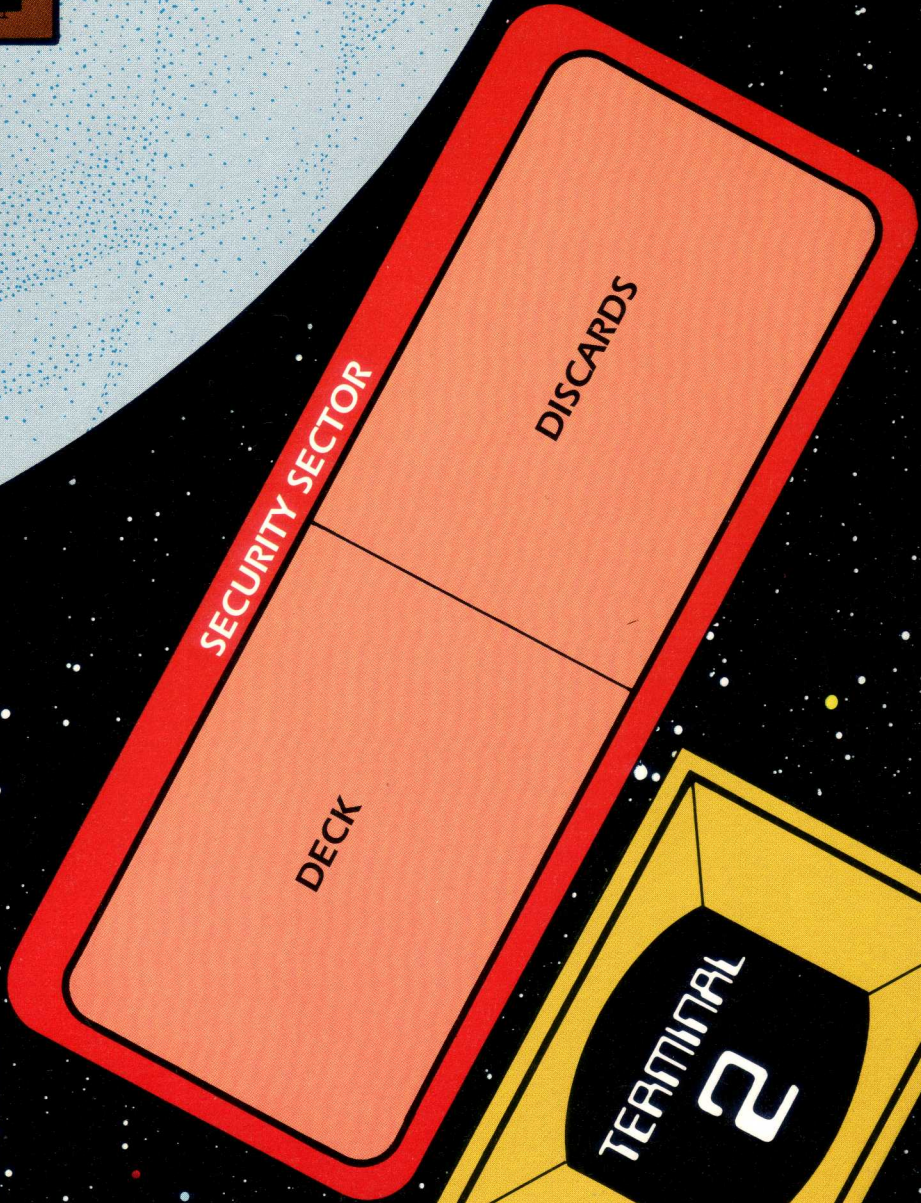
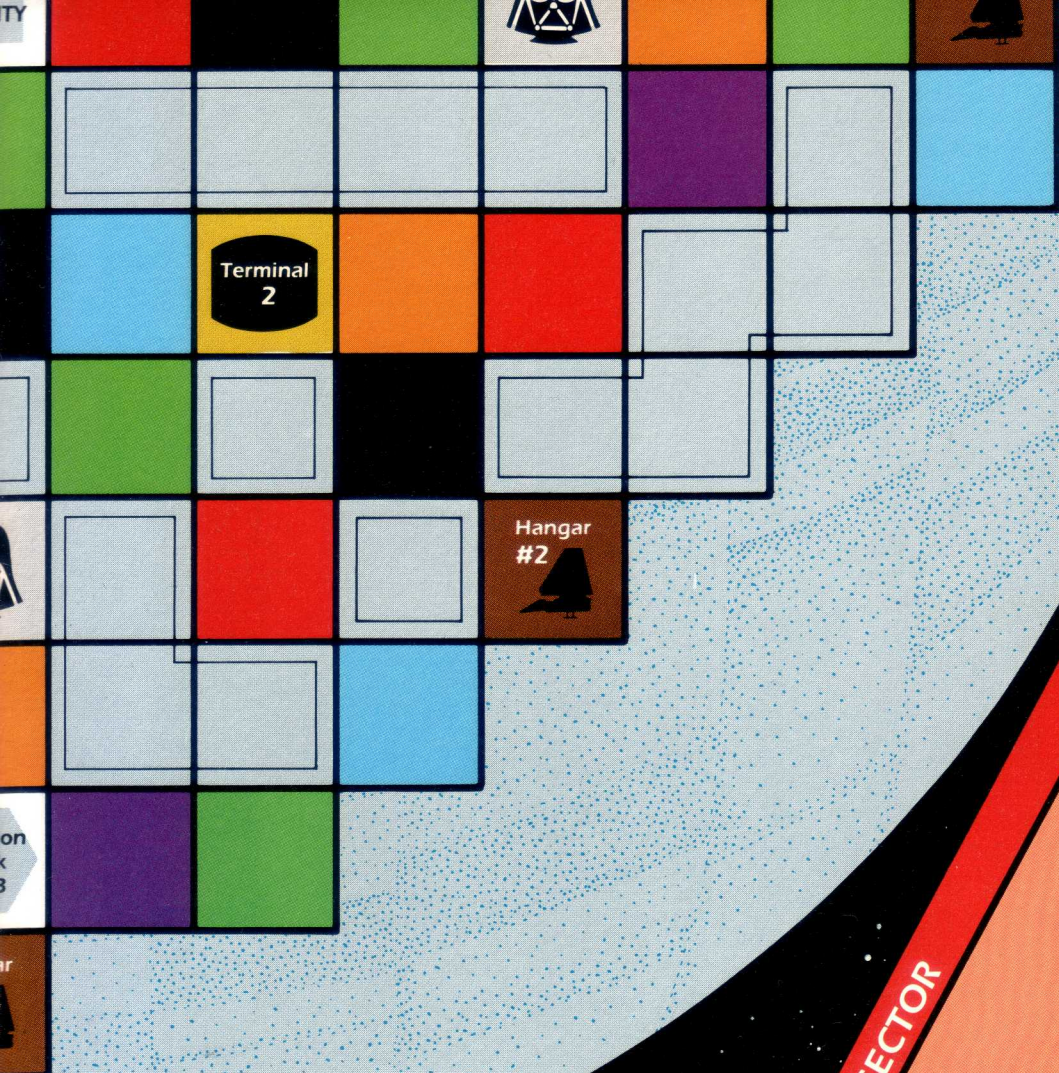
A Character in the Main Forward

ROLL	EFFECT
1	Nothing
2	Nothing
3	4 Storm
4	5 Storm
5	6 Storm
6	7 Storm

*In the DIFFICULT GAME, a

Enter here only if you have no stormtroopers. →





Part # 40207-10

WINDING CORRIDOR

Risk — Maze of Corridors
You **MAY** lose 1 Stamina and *all* Stormtroopers.



28

SURFACE VEHICLE MAINTENANCE DP*

Hazard — Maintenance Crew
Test **Perception** to avoid the armed work detail.
Fail: 7 Stormtroopers.



31

CORRIDORS

Hazard — Heavy Weapons Squad
7 Stormtroopers



34

CORRIDORS DP*

Help — Blast Doors
Lose *all* Stormtroopers.



37

SUB-HALLWAY

Hazard — Damage Control Detail
5 Stormtroopers



29

WALKWAY

Hazard — Security Chute
Test **Agility** to leap across the opening.
Fail: -1 **Perception** and you must move to the nearest Security Sector.



32

COMMUNICATIONS CENTER

Help — Comlink
Gain 2 D.P. if the Droids are currently *hidden*.



35

OFFICERS' RECREATION ROOMS

Hazard — Armed Officers
4 Stormtroopers



38

BRANCH DP*

Risk — Restricted Zone
Test **Perception** to react quickly to classified area.
Succeed: Lose *all* Stormtroopers, but +1 V.P.
Fail: + 1D6 Stormtroopers.



30

SILENT CHAMBER

Hazard — Darth Vader
Test **Perception** to avoid the evil Dark Lord of the Sith.
Fail: You must face Darth Vader!



33

SUB-HALLWAY

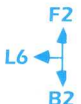
Hazard — Damage Control Squad
6 Stormtroopers



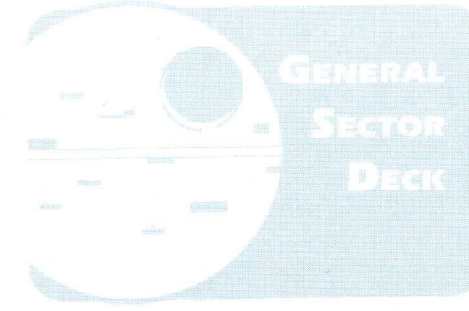
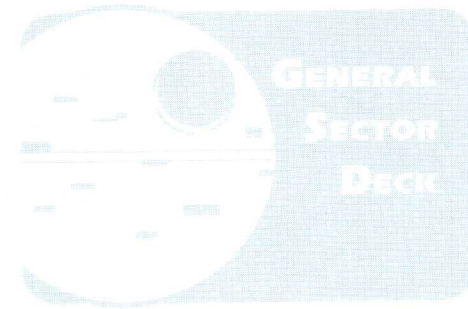
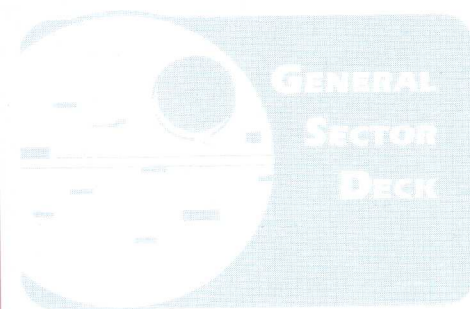
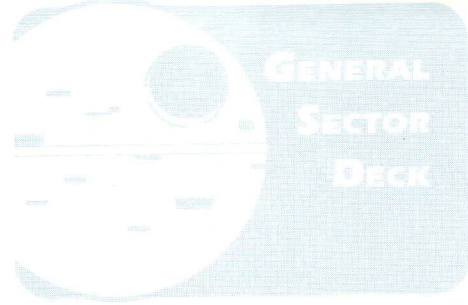
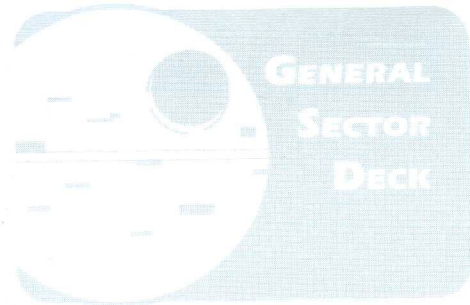
36

COM CHAMBER

Hazard — Droids Found
No player may spend or gain D.P. until the marker on the Vader Track moves onto a DROID square. (8.3)



39



CORRIDORS

Help — Blast Doors
Lose *all* Stormtroopers

DP*

13



SURFACE VEHICLE BAY

Hazard — Damage Control Detail
7 Stormtroopers

14

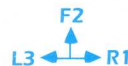


GUARD POST

Hazard — Imperial Guards
Test **Perception** to avoid being seen,
reported and delayed.
Fail: +1 V.P. and miss your move.

DP*

15



WEAPON MAINTENANCE

Hazard — Heavy Weapons Squad
7 Stormtroopers

16



ADMINISTRATION SECTION

Hazard — Elite Guard
6 Stormtroopers

17



RECYCLING PLANT

Hazard — Maintenance Crew
5 Stormtroopers

18



PROPAGANDA BUREAU

Hazard — Guard Troops
5 Stormtroopers

19



LABOR STATION

Hazard — Overseer Droid
Test **Con-1** or spend 2 D.P. to get
around this ruthless automated
taskmaster.
Fail: -2 Stamina.

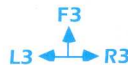
20



STORAGE

Help — Service Crewmen
Test **Con** or spend 1 D.P. to
authorize aid.
Succeed: Remove any -1 modifier
(including Stamina).

21



HALLWAY

Hazard — Security Squad
Test **Con** to avoid the patrol's
scrutiny.
Fail: 7 Stormtroopers.

22



RECEPTION AREA

Hazard — Security Detail
8 Stormtroopers

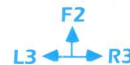
23



STORAGE

Risk — Equipment Closet
You **MAY** take +1 in any Skill (not
Stamina) and 2D6 Stormtroopers.

24



CORRIDORS

Hazard — Fire Team
6 Stormtroopers

25



DP*

MAIN GANTRY COMMAND

Hazard — Imperial Officer Roeg
Test **Perception** to slip past Roeg
and his personal guard.
Fail: +1 V.P. and 1D6 Storm-
troopers.

26



DP*

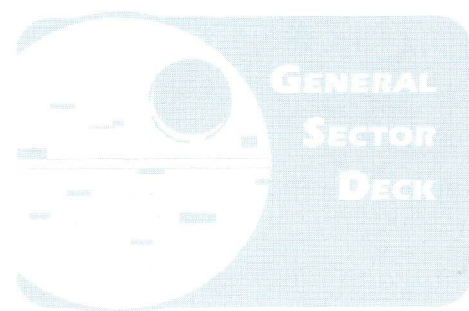
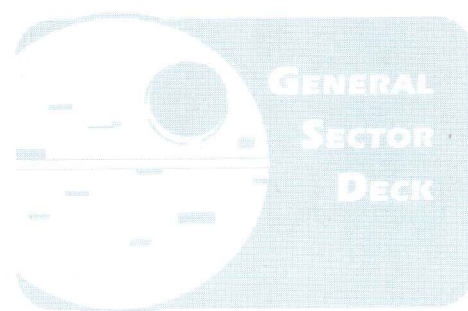
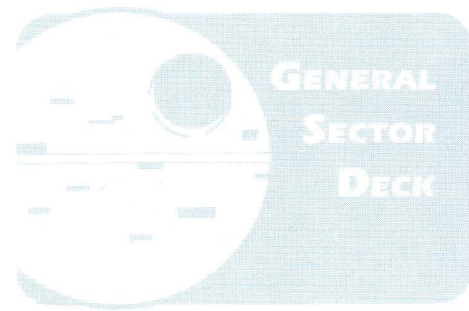
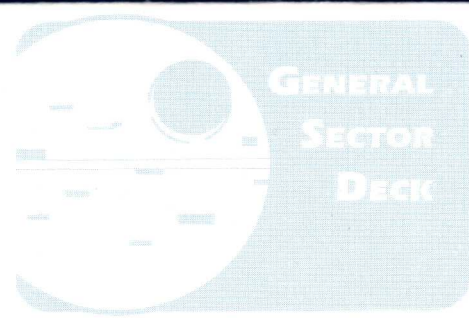
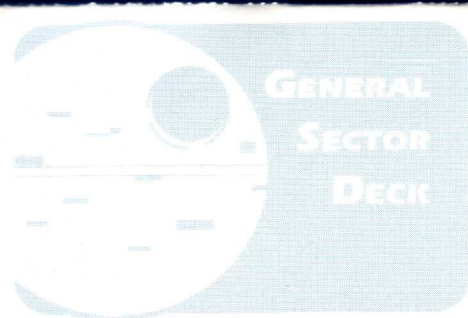
HALLWAY

Hazard — Guard Squad
5 Stormtroopers

27



DP*



HALLWAY

Hazard — Guard Squad
5 Stormtroopers

DP*



1

SPACE VEHICLE MAINTENANCE

Hazard — Damage Control Detail
6 Stormtroopers

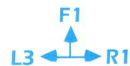
DP*



2

GUARD POST

Hazard — Imperial Guards
Test **Perception** to avoid being seen,
reported, and delayed.
Fail: +1 V.P., 1D6 Stormtroopers and
miss your move.



3

CORRIDORS

Hazard — Action Squad
5 Stormtroopers



4

HALLWAY

Hazard — Prisoner Detail
6 Stormtroopers



5

DIPLOMATIC QUARTERS

Hazard — Drill Squad
6 Stormtroopers



6

SUB-HALLWAY

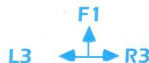
Help — Door Lock
Test **Technical** or spend 1 D.P. to
seal the door.
Succeed: Lose *all* Stormtroopers.



7

SUB-HALLWAY

Help — Door Lock
Test **Technical** or spend 2 D.P. to
seal the door.
Succeed: Lose *all* Stormtroopers.



8

CORRIDORS

Hazard — Guard Squad
6 Stormtroopers



9

OFFICE BUREAU

Hazard — Security Detail
7 Stormtroopers



10

ELEVATOR PLATFORM

Hazard — Descending Floor
Test **Agility-1** or spend 1 D.P. to
escape the platform before it
descends.
Fail: You must move to Hangar 2 and
lose *all* Stormtroopers.



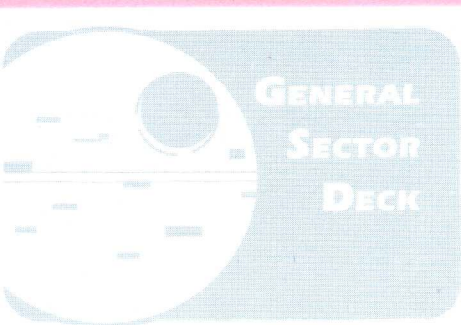
11

ELEVATOR PLATFORM

Hazard — Descending Floor
Test **Agility-1** or spend 1 D.P. to
escape the platform before it
descends.
Fail: You must move to Hangar 3 and
lose *all* Stormtroopers.



12



MEDICAL BAY

Help — Medpac
Restore 2 Stamina.

67



DP*

DESIGN UNIT

Hazard — Assassin Droid
Test **Technical-1** or spend 3 D.P. to put this unbeatable killing machine out of action.
Fail: Lose 3 Stamina.

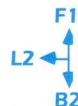
68



SERVICE CENTER

Risk — Service Shuttle
Test **Agility** to leap safely onto a moving service shuttle.
Succeed: Move to the nearest Terminal Sector and lose *all* Stormtroopers.
Fail: -1 Stamina, +1 V.P.

69



MEDICAL STATION

Risk — Bacta Tank
You **MAY** hide in the healing Bacta tank. If so, miss your move, restore 3 Stamina, and lose *all* Stormtroopers.

70



SCIENCE LABS

Hazard — ID Scan Gate
Test **Technical-1** or spend 2 D.P. to pass through this difficult obstacle.
Fail: You are detained; you must move to Detention Block AA23 (See Hazard Effects), +1 V.P., and lose *all* Stormtroopers.

71



R&D STATION

Risk — Experimental Equipment
You **MAY** test **Technical** to activate the Visor Harness.
Succeed: +1 Perception.
Fail: -1 Agility.

72



SCIENCE LABS

Help — Scientific Staff
Test **Con** to fool the workers into helping you.
Succeed: Remove any -1 modifier (including Stamina).

73



COMPUTER ROOM DP*

Help — Hardware Information
+1 **Technical**

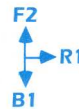
74



COMPUTER ROOM

Hazard — Ambush!
Test **Perception-1** to avoid the trap.
Fail: +1 V.P. and 2D6 Stormtroopers.

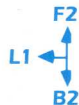
75



DROID SHOP

Hazard — Security Droid
Test **Agility** or spend 2 D.P. to evade this Droid's precision blasters.
Fail: -1 Blaster, -1 Rate of Fire.

76



RESEARCH TOWER DP*

Help — New Survival Equipment
Test **Agility** to climb tower scaffold.
Succeed: Remove any one -1 modifier (including Stamina).

77

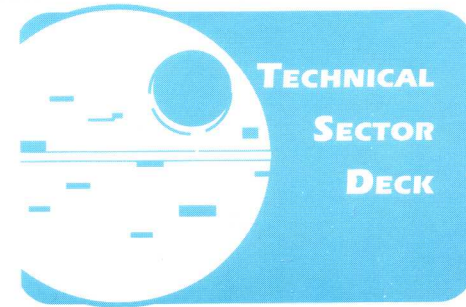
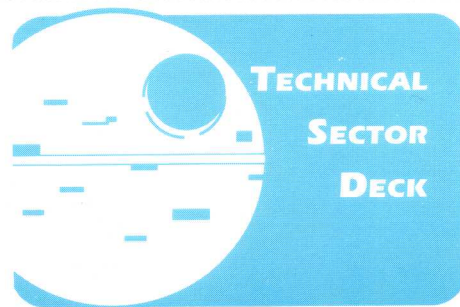
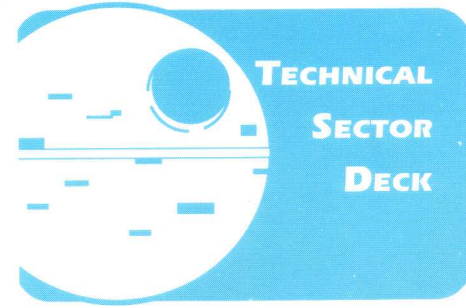
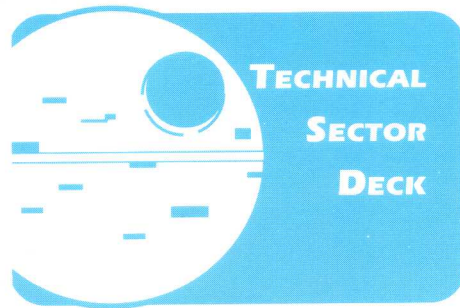
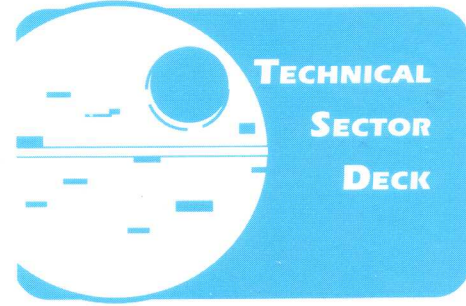
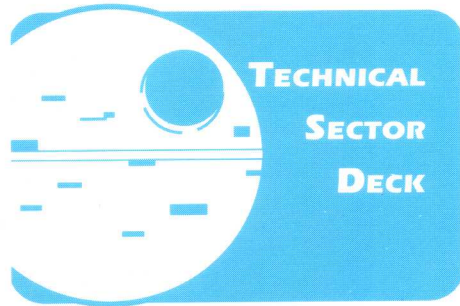


ARMORY DP*

Help — Laser Unit
Test **Technical** to recharge this light repeating blaster.
Succeed: +1 Rate of Fire.

78





DAMAGE CONTROL

Risk — Damage Control Console
Test **Con** or spend 1 D.P. to re-direct Stormtroopers.

Succeed: Lose *all* Stormtroopers.

Fail: +1 V.P. and 1D6 Stormtroopers.



52

COMPUTER CENTER DP*

Hazard — Intruder Gates
Test **Agility-1** or spend 2 D.P. to escape before the iron grille barriers descend.

Fail: +1 V.P., miss your move and 1D6 Stormtroopers.



53

TURBO-LIFT special

Help — Turbo-lift
Lose *all* Stormtroopers and move up to 4 Sectors in any direction(s).

54

TURBO-LIFT special

Help — Turbo-lift
Lose *all* Stormtroopers and move up to 3 Sectors in any direction(s).

55

TURBO-LIFT special

Help — Turbo-lift
Lose *all* Stormtroopers and move up to 3 Sectors in any direction(s).

56

TURBO-LIFT special

Help — Turbo-lift
Lose *all* Stormtroopers and move up to 2 Sectors in any direction(s).

57

GARBAGE CHUTE

Hazard — Dianoga
Test **Perception** to avoid this tentacled creature.

Fail: -3 Stamina.



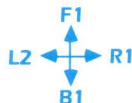
58

CENTRAL CORE SHAFT

Risk — Bottomless Shaft
Test **Agility** to swing across the shaft and shake off pursuit.

Succeed: Lose *all* Stormtroopers.

Fail: Miss your move, +1 V.P.



59

SERVICE SHAFT

Help — Bridged Shaft
Test **Technical** or spend 1 D.P. to hotwire the bridge extension controls.

Succeed: Move 1 sector in any direction.



60

SERVICE SHAFT

Risk — Bridged Shaft
Test **Technical** or spend 2 D.P. to hotwire the controls.

Succeed: Move 1 Sector in any direction.

Fail: +1 V.P. and 1D6 Stormtroopers.

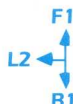


61

POWER CONDUIT

Hazard — Technical Crewmen
Test **Con** or spend 1 D.P. to provide the security code.

Fail: +1 V.P. and +1D6 Stormtroopers.



62

POWER CONDUIT

Hazard — Repair Team
6 Stormtroopers



63

POWER CONDUIT

Hazard — Security Squad
6 Stormtroopers



64

GARBAGE CHUTE

Hazard — Garbage Masher
You must spend 3 D.P. or lose 3 Stamina.



65

MEDICAL BAY

Help — Medpac
Restore 2 Stamina.



66

GUEST QUARTERS DP*

Hazard — Stun Ray

Test **Technical-1** or spend 2 D.P. to deactivate this anti-intruder device.

Fail: -1 **Agility**, -1 **Stamina**, +1 V.P. and miss your move.

40



GENERAL MAINTENANCE

Hazard — The “Ragga Hocce”

Bounty Hunters

Shoot out! The Hocce (Blaster skill 8) alternate shots with you until they are hit twice. You lose one stamina per hit taken.

41



SECURITY COMPUTER

Hazard — Droids Found

No player may spend or gain D.P. until the marker on the Vader Track moves onto a DROID square. (8.3)

42



SHIELD CONTROL

Help — Comlink

Gain 2 D.P. if the Droids are currently *hidden*.

43



DETENTION BLOCK

Hazard — Prison Guards

+1 V.P. and 7 Stormtroopers.

44



SURVEILLANCE CENTER

Hazard — Security Cameras

Test **Perception-1** or spend 1 D.P. to get past the cameras before someone sees you.

Fail: Add 2D6 Stormtroopers. If you are Luke, also +1 V.P.

45



LASER CONTROL DP*

Hazard — Imperial Officer Cass

Test **Con** to pass Cass's challenge.

Fail: You are detained; you must move to Detention Block AA23 (See Hazard Effects), +1 V.P. and lose *all* Stormtroopers.

46



DETENTION CONTROL

Hazard — Laser Gates

Test **Con OR Agility** or spend 2 D.P. to knock out the laser gates.

Fail Agility: -2 Stamina.

Fail Con: +2D6 Stormtroopers and +1 V.P.

47



SECURITY CONTROL

Help — Main Security Console

Test **Con** to send out false instructions to the Imperial forces.

Succeed: *All* heroes lose *all* Stormtroopers.

48



HYPERDRIVE UNIT

Hazard — Automated Security System

Test **Agility-1** or spend 2 D.P. to avoid injury.

Fail: -1 **Perception**, -1 **Stamina**, +1 V.P.

49



DETENTION BLOCK

Hazard — Interrogation Droid

Test **Agility-1** or spend 3 D.P. to escape this most feared of Droids.

Fail: -1 **Technical**, -2 **Stamina**, +1 V.P.

50



DETENTION BLOCK DP*

Hazard — Security Troops

7 Stormtroopers

51





**SECURITY
SECTOR
DECK**



**GENERAL
SECTOR
DECK**



**GENERAL
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



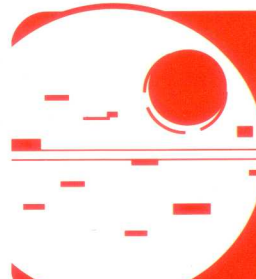
**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



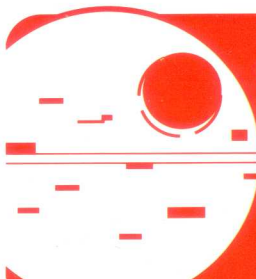
**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**



**SECURITY
SECTOR
DECK**

R&D CENTER

Risk — Blaster Repair Station
Receive either +1 **Blaster** or +1 **Rate of Fire** but also +1 V.P. and 2D6 Stormtroopers.

79



ARMORY

Help — Blaster Pack
Test **Perception** to notice the Power Enhancer.
Succeed: +1 **Blaster**.

80



DP*

GUARD STATION

Hazard — Imperial Guard Unit
7 Stormtroopers

81



TRAINING AND RECREATION

Hazard — Armed Trainers
6 Stormtroopers

82



DP*

TROOPER BARRACKS

Hazard — Laser Gates
Spend 1 Force Pt. or 2 D.P. to knock out the gates as you run toward them.
Fail: -2 Stamina.

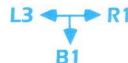
83



OFFICER'S QUARTERS

Hazard — Intruder Gates
Test **Technical** or spend 2 D.P. to raise the iron grille which bars your way.
Fail: +1 V.P. and 2D6 Stormtroopers; miss your move.

84



DP*

COMBAT ZONE SIMULATOR

Hazard — Automated Combat Area
Test **Agility** or spend 2 D.P. to survive this automated battlefield unharmed.

Fail: -1 **Technical**, -2 **Stamina**, +1 V.P.

85



HEAVY LASER TURRET

Hazard — Imperial Gun Crew
Test **Con** or spend 2 D.P. to prevent gunners from activating the Blaster Neutralizer.
Fail: -1 **Rate of Fire**.

86



HEAVY LASER TURRET

Risk — Imperial Gun Crew
Test **Con** or spend 2 D.P. to take the Motion Detector.
Succeed: +1 **Perception**.
Fail: +1 V.P. and 1D6 Stormtroopers.

87



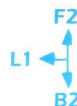
DP*

IMPERIAL GUARD BARRACKS

Hazard — Imperial Guards
Test **Con** to pass.

Fail: You are detained; you must move to Detention Block AA23 (See Hazard Effects), +1 V.P. and lose *all* Stormtroopers.

88



PILOT'S QUARTERS DP*

Risk — Jet Pack
Test **Perception** or spend 2 D.P. to locate this limited capability flight unit.
Succeed: +1 **Agility**.
Fail: Miss your move.

89



FLIGHT CONTROL CENTER

Hazard — Flight Crews
8 Stormtroopers

90





PLANETSIDE OP CONTROL

Hazard — Security Droid
Test **Technical-1** to pass Droid's query.
Fail: +1 V.P. and 8 Stormtroopers.



91

EXERCISE CHAMBERS

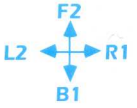
Risk — Jetpack Troopers
Test **Con-2** to fool the Jetpack Troopers into letting you pass.
Succeed: +1 **Agility**.
Fail: +1 V.P. and miss your move.



92

VADER'S MEDITATION CHAMBER

Hazard — The Dark Side
Your presence causes a disturbance in the Force. +1D6 V.P.



93

STRATEGY CENTER DP*

Help — Authorization Order Disk
Test **Perception** to find this small device.
Succeed: +1 **Con**.



94

CENTRAL COMMAND CONTROL

Help — Command Console
Test **Technical** to send out false orders.
Succeed: All players lose all Stormtroopers.



95

FIRE CONTROL CENTER DP*

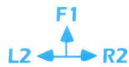
Hazard — Admiral Motti
Test **Con-1** to prove you are not the 'Rebel scum' who've just broken out of the Detention Block.
Fail: You must move to the nearest Vader Sector.



96

CONFERENCE ROOM

Hazard — Grand Moff Tarkin
Test **Con** and **Perception**.
Fail either: You are detained; you must move to Detention Block AA23 (See Hazard Effects), +1 V.P. and lose all Stormtroopers.



97

MAIN CONTROL ROOM DP*

Hazard — General Tagge
Test **Perception** to slip out of Tagge's sight before he raises the alarm.
Fail: +1 V.P. and 1D6 Stormtroopers; miss your move.



98

SENSOR CONTROL

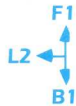
Hazard — Sensor Sweep
Test **Agility-2** or spend 2 D.P. to quickly evade the armed security systems.
Fail: -1 Stamina, +1 V.P. and 1D6 Stormtroopers.



99

REACTOR CONTROL

Help — The Force is Strong
The Force is strong here; if you spend 3 Force Pts., you may lower the Vader Track by 1D6. Do not add V.P. for the 3 Force Pts. spent.



100

TRACTOR BEAM CONTROL

Hazard — Auto-Activation System
Test **Technical-2** or spend 2 D.P. to stop the system.
Fail: Move the Tractor Status marker from *off* to *on* or from *on* to *locked*.



101

CARGO HOLD

Hazard — Work Detail
8 Stormtroopers

You must reshuffle one deck.

102

5 in any direction(s)

REPAIR HANGAR

Help — Blast Doors
Spend 1 D.P. to have R2 work the door controls. If you do, lose all Stormtroopers.

You must reshuffle one deck.

103

5 in any direction(s)

DOCKING BAY

Help — Command Console
Spend 2 D.P. to use the console to put out false information. If you do, -1 V.P. and lose all Stormtroopers.

You must reshuffle one deck.

104

5 in any direction(s)

CONSTRUCTION BAY

Hazard — High Gantry
Test **Agility** or spend 2 D.P. to stop yourself from falling.
Fail: -1 Stamina, +1 V.P. and miss your move.

You must reshuffle one deck.

105

5 in any direction(s)

FREIGHTER DECK

Hazard — Sector Guards
8 Stormtroopers

You must reshuffle one deck.

106

5 in any direction(s)

TIE FIGHTER DECK

Hazard — Fighter Pilots
Test **Con** to avoid conflict with the pilots.
Fail: +1 V.P. and 2D6 Stormtroopers.

You must reshuffle one deck.

107

5 in any direction(s)

HANGAR BAY

Hazard — Darth Vader!
You must face Darth Vader!

You must reshuffle one deck.

108

5 in any direction(s)

CENTRAL LOADING BAY

Hazard — Heavy-Duty Droid
Test **Technical** or spend 1 D.P. to overcome this unstoppable automaton.
Fail: -1 Con, -2 Stamina, +1 V.P.

You must reshuffle one deck.

109

5 in any direction(s)

ABANDONED BAY

Hazard — Limited Access

You must reshuffle one deck.

110

1 in any direction

WEAPONS BAY

Help — Energy Packs
Spend 2 D.P. to open the secured weapons lockers. If you do, gain +1 **Blaster** or +1 **Rate of Fire**.

You must reshuffle one deck.

111

5 in any direction(s)

STORAGE

Risk — Storage Lockers
Test **Perception** to figure out the combination.
Succeed: Miss your move, but +1 **Perception**.
Fail: Add 1D6 Stormtroopers.

You must reshuffle one deck.

112

5 in any direction(s)

DARK BAY

Hazard — Dark Passage
Test **Perception** or spend 2 D.P. to get around the hazardous, darkened area.
Fail: -1 Stamina, +1 V.P., miss your move.

You must reshuffle one deck.

113

5 in any direction(s)

DROID TERMINAL

Help — Comlink
Gain 3 D.P. if the Droids are hidden.

114

1 in any direction

DROID TERMINAL

Help — Comlink
Gain 3 D.P. if the Droids are hidden.

115

1 in any direction

DROID TERMINAL

Help — Comlink
Gain 3 D.P. if the Droids are hidden.
Difficult Game: Damaged Terminal — no D.P.

116

1 in any direction

TRACTOR BEAM TERMINAL

Help — Tractor Beam Control
Move Tractor Beam marker from *locked* to *on* or *on to off*.
Difficult Game: You must roll a 4-6 on one die in order to shut off the tractor beam.

117

1 in any direction

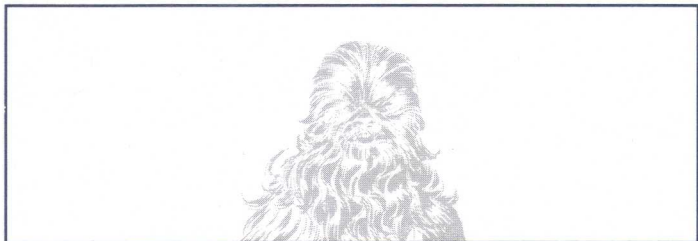




CHEWBACCA

Stormtroopers (Max 17)

Trapped at 14



CON

6

STAMINA

(MAX 10)

10

PERCEPTION

5

TECHNICAL

8

AGILITY

6

BLASTER

7

FIRE RATE

3

DROID POINTS

(MAX 6)

2

FORCE POINTS

(MAX 3)

3



Obi-Wan
(3 Vader Pts.)

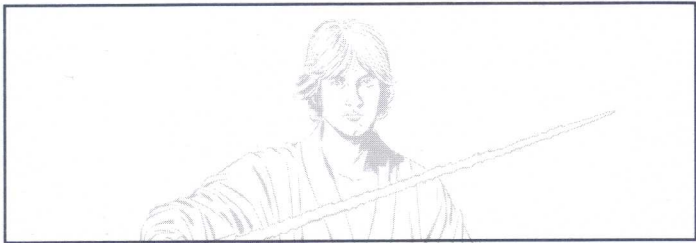
40207-40



LUKE SKYWALKER

Stormtroopers (Max 17)

Trapped at 14



CON

5

STAMINA

(MAX 8)

PERCEPTION

6

8

TECHNICAL

6

DROID POINTS

(MAX 6)

AGILITY

7

2

BLASTER

7

FIRE RATE

3

FORCE POINTS

(MAX 8)

8

Obi-Wan
(3 Vader Pts.)



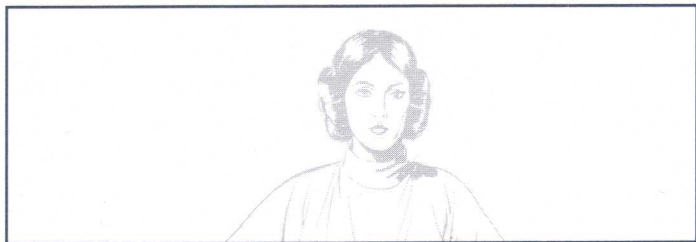
40207-41



LEIA ORGANA

Stormtroopers (Max 17)

Trapped at 14



CON

7

STAMINA

(MAX 8)

8

PERCEPTION

6

TECHNICAL

6

DROID POINTS

(MAX 6)

2

AGILITY

6

BLASTER

7

FIRE RATE

3

FORCE POINTS

(MAX 6)

6



Obi-Wan
(3 Vader Pts.)

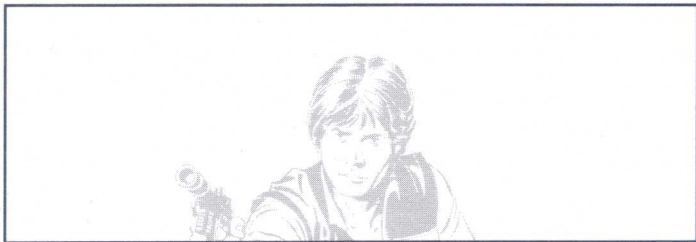
40207-43



HAN SOLO

Stormtroopers (Max17)

Trapped at 14



CON

8

STAMINA

(MAX 8)

8

PERCEPTION

6

TECHNICAL

6

DROID POINTS

(MAX 6)

AGILITY

5

2

BLASTER

7*

FIRE RATE

3

FORCE POINTS

(MAX 1)

1



40207-42

Obi-Wan
(3 Vader Pts.)

* Rolling doubles on a hit kills two stormtroopers.

LUKE SKYWALKER



LUKE SKYWALKER



CHEWBACCA



CHEWBACCA



HAN SOLO



HAN SOLO



PRINCESS LEIA



PRINCESS LEIA



**A MULTI-PLAYER/
SOLITAIRE ADVENTURE
BOARDGAME**

"Luke, we're gonna have company!"

STAR WARS ESCAPE FROM THE DEATH STAR

By Stephen P. Hand

Thus begins the epic chase through the heart of the vast and deadly Imperial battle station, as Luke, Han, Chewbacca™, and Princess Leia™ battle hazards, stormtroopers™ — and Darth Vader™ himself — to Escape From the Death Star.

In this innovative multi-player/solitaire game, you take the role of one of the major heroes from the Star Wars movie. You must find your way off the battle station before the Imperials close in. Only Obi-Wan Kenobi™ and the Droids R2-D2™ and C-3PO™ can help you in your flight. Your survival depends upon your skill — and the Force — as you race against time to disengage the tractor beam and reach the Millennium Falcon™, your only hope of escape.

Escape From The Death Star recreates the dramatic flight of the Rebel heroes from the Imperial battle station in Star Wars IV: A New Hope.

What's In This Box?

- A schematic of the Death Star showing all the routes of escape and the various areas on the mammoth war machine.
- Four stand-up character cards in full color, depicting Luke, Han, Leia and Chewbacca.
- A deck of Sector Cards listing hazards and events in the Technical, Military, Security, Service, General, Command, and Hangar areas.
- Four player pads to record each Hero's status as they progress through the Death Star.
- Three dice.
- A rules manual designed to help you get right into the exciting action.



Han must evade
Darth Vader before he
can save Luke from
attacking stormtroopers!

From the
Designer of
CHAINSAW WARRIOR
and THE FURY OF
DRACULA!



West End Games
RD 3 Box 2345
Honesdale, PA 18431
40207

A multi-player/solitaire
game for ages 12 and up.

©, TM & © 1990 Lucasfilm, Ltd. (LFL) All Rights Reserved. Trademarks of LFL used by West End Games under authorization.

Chainsaw Warrior and The Fury of Dracula are copyrights of Games Workshop Ltd.

ISBN 0-87431-108-X

