

Rules for Playing Star Wars PocketModels as a Minis Game

by Mike Fischer, adapted from Ryan Morgan's posting on boardgamegeek.com

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Basics – Use a unit card to measure S (short) and L (long) distances. All arcs are 90°, which you measure with the corners of the card. All dice are d6's. A reduction on Damage never makes it 0 unless it would have been 0 anyway.

Movement – Units get a movement rate that is determined by its type and its stars.

- Fighters & Interceptors (1-3 stars): B-Wings and Y-wings get L+L, ARC-170's get S+L, all others get S+S+S
- Other space units: S+S if 1-3 stars, L if 4-5 stars, Millennium Falcon gets L+L
- Speeders, bikes, gunships: S+L
- Units that move on wheels or tracks, or hovering units of 1-3 stars: S+S
- Other ground units: L if 1-2 stars, S if 3+ stars or if the unit moves on legs

Fire Range – a unit's Fire range is determined by its stars

- A 1 star unit may fire at a target up to S away
- A 2 star unit may fire L
- A 3 star unit may fire S+S
- A 4 star unit may fire S+L, and a second time at a different target within S at -1 on Damage
- A 5 star unit may fire S+S+S, and a second time at a different target within L at -1 on Damage
- All space units of 1-3 stars, and all ground units, have a 90° arc of fire measured from the unit's front. Space units of 4-5 stars can fire in any direction. A 4-star ground unit's second shot can be in any direction.

Damage – A unit is destroyed if it receives damage equal to its Shields +1.

Ground and Space Units – When space units attack ground units, they take a -1 penalty on the Attack roll. When ground units attack space units, they take a -2 penalty on the Attack roll. A unit that can convert from one type to the other is treated as its current type. TIE bombers are considered ground units when firing or striking, or space units for all other purposes.

Game Play (after setup): 1) Movement; 2) Fire/Strike; 3) Turn End; 4) Reserves

Set-Up: Agree to battle in space (all space units), ground (ground units, TIE bombers, space units with the Transport icon), mixed (10+ stars each Space and Ground), or free-for-all (any units you want). Each player places a home base (three game cards in a long row) in front of him/herself. The cards do nothing; use any cards you like. Each base should be at least two feet (0.6 m) and not more than four feet (1.2 m) from any other player's base. Place 20 stars' worth of units with their bases touching your home base, and 10 stars' worth of units in reserve (on your base). Units with the Convert icon use the higher of their two star values for fleet building purposes; units with the Veteran icon use the non-Veteran star value.

Optional Rule: Use two Objective cards and one Combat card to make your home base. The Combat card gives its normal combat bonus (in the upper left corner) to all friendly units. This bonus is lost if that card is destroyed out of the home base.

1) **Move:** The players take turns moving their largest unit (the one with the most stars that hasn't moved yet) until all units on the table have been moved. Players cannot pass; a ship must move when its turn comes up or it cannot move in that turn, unless an icon permits it. Turns cannot exceed 90°. Movement is handled according to Pirates rules otherwise.

2) **Fire:** Each player fires with every unit in range of an enemy unit; shoot in any order. You can fire through units with fewer stars than your own to hit other units. Firing is done by Star Wars rules (but no cards). Do not remove destroyed units until all units have fired. A player with no units left at the end of the Fire phase is out of the battle.






















Strike: If a unit fires on an enemy home base, this is called a strike. Each of the three cards in a base is considered a ground unit with 3 stars (for icon-ability purposes only), a Defense of 9, and Shields of 2. An attacker's Damage is divided by 2 and rounded down when striking, never less than 1 even if Damage is normally 0. When a card is destroyed according to the usual firing rules, remove it permanently from the game. A player whose base is completely destroyed is out of the battle.

3) **Turn End** is for icon abilities that happen at the end of a turn, such as Airborne and Droid. Players who are out of the battle cannot use these abilities. If all players but one are out of the battle at this time, that one surviving player is the winner.

Multi-player scoring: each player scores 1 point for each unit of damage he/she causes, points equal to a unit's stars for destroying that unit, and 5 points for being the last surviving player. High point score wins.

4) **Reserves:** One player rolls a die; if a 5-6 comes up, no reserves are brought in. Otherwise, each surviving player may bring in units from reserves whose total stars add up to that die roll or less. These units start with their bases touching your home base.

Unit Icons and Abilities

<i>Icon</i>	<i>Name</i>	<i>Ability</i>
	Airborne	If this unit is in reserve, then at the end of each turn, roll a die; on a 5-6, this unit may be placed within L of any friendly unit of the same type (space or ground).
	Battledroid	A player using units with this icon may “pass” on the move of some or all of them, and then move all of the “passed” units at once at any time in the movement phase when he/she can move another Battledroid unit.
	Blaster	Add +1 to this unit's Damage if the unmodified Attack roll was an odd number and the attack range was within S.
	Command	Once per turn, one friendly unit within L (but not this unit) can borrow one icon ability (except Command, Convert, Cloaked, or Veteran) from any other friendly unit for this turn. The “other unit” cannot use that icon ability this turn.
	Dogfight	This unit can turn more than 90°, and can turn freely at the end of its move.
	Droid	If this unit is not destroyed, it may remove one damage marker at the end of each turn if a die roll comes up 4-6.
	Elite	Once per turn, this unit may reroll a missed attack roll if either die came up 1.
	Lasers	This unit may add +S to its attack range for one attack per turn.
	Leader	Once per turn, one friendly unit within S of this unit (but not this unit) may reroll one die/dice roll.
	Recon	This unit gets +1 to its Defense against units with 3-5 stars.
	Ruthless	This unit does not have to declare its targets in advance.
	Torpedo	This unit inflicts +1 Damage against units with more stars than itself.
	Transport	You may give up this unit's move to try to bring ground units from reserves into the battle, touching this unit. Roll a die; on 1-2, bring in 1 star's worth of units; on 3-4, 2 stars' worth (1 if the Transport has 1-2 stars); 5-6, bring in nothing, even Troopers.
	Trooper	When bringing in reserves (including Transport and Carrier icons), you may exceed the number of allowed stars by 1 if at least one of the units brought in is a Trooper.
	Armor	This unit subtracts 1 damage from each hit received.
	Artillery	This unit has an attack range of L+L+L and damage of (Artillery icons x2) if it does not move in this turn. Artillery units cannot shoot space units.
	Carrier	This icon works like the Transport icon, but it brings in space units, not ground units
	Cloaked	This unit must enter the battle Uncloaked. Once per turn, it can give up its move to change from Cloaked to Uncloaked, or vice-versa. It cannot attack or use any other icon abilities while Cloaked.
	Convert	Once per turn, this unit can change from a space unit to a ground unit, or vice-versa. It cannot move or attack on the turn it converts. It can enter the battle in either state.
	Turbolaser	This unit inflicts +1 Damage against units with 4-5 stars. Ground units with this icon also get +1 Damage against 3-star ground units.
	Veteran	This unit starts in non-Veteran state. At the end of each turn, if a die roll is less than or equal to the number of successful attacks this unit has made, upgrade it to Veteran state as a free move. It reverts to non-Veteran state in reserves if destroyed.
-	Named Unit	Once per turn, if a unit with a person's name (including “XX Leader”) destroys something, that named unit may make a second attack against another target, which you do not have to designate in advance. A player can use only one of a name at a time (you can't use two Mace Windu's, for example).