

EMPEROR PALPATINE OPTIONAL MOVEMENT RULES

Place Emperor Palpatine in the Citadel Throne Room and set this card off to one side where it can be quickly referenced.

Any time a player rolls a 1 for their movement, they move one space and then roll an additional movement die for Emperor Palpatine. They then move Emperor Palpatine the number of spaces rolled either clockwise or counterclockwise. Additionally, as the first movement, the active player can move Emperor Palpatine into the adjacent space of another Region before completing any remaining spaces of movement in that Region.

Whenever Emperor Palpatine lands on a space containing one or more Characters at the end of his movement, the player who moved Emperor Palpatine must choose a Character on that space to engage in Battle with Emperor Palpatine.

- The attacked Character chooses the type of Battle (Strength or Will). Then completes the Battle as directed overleaf.
- If the player wins the Battle, they have escaped Emperor Palpatine, and they roll 1 die and consult the chart at the bottom of his card to determine what bonus they receive.
- If they lose, the Character loses 1 Health.
- Emperor Palpatine remains on the space where he ended his movement.



EMPEROR PALPATINE



Face the Emperor and
decide the fate of the universe!

THE OUTER REGION

7 STRENGTH 7 WILL

THE MIDDLE REGION

9 STRENGTH 9 WILL

THE INNER REGION

10 STRENGTH 10 WILL

THE CITADEL THRONE ROOM

12 STRENGTH 12 WILL

If you defeat Emperor Palpatine,  and gain: 1.  | 2.  | 3.  | 4.  | 5.  | 6. 