

# WYLDKAT

TECHNICAL SUPPORT

AGES 10 AND UP 20% OFF PLAYERS



AVANTAGE

# STAR WARS™

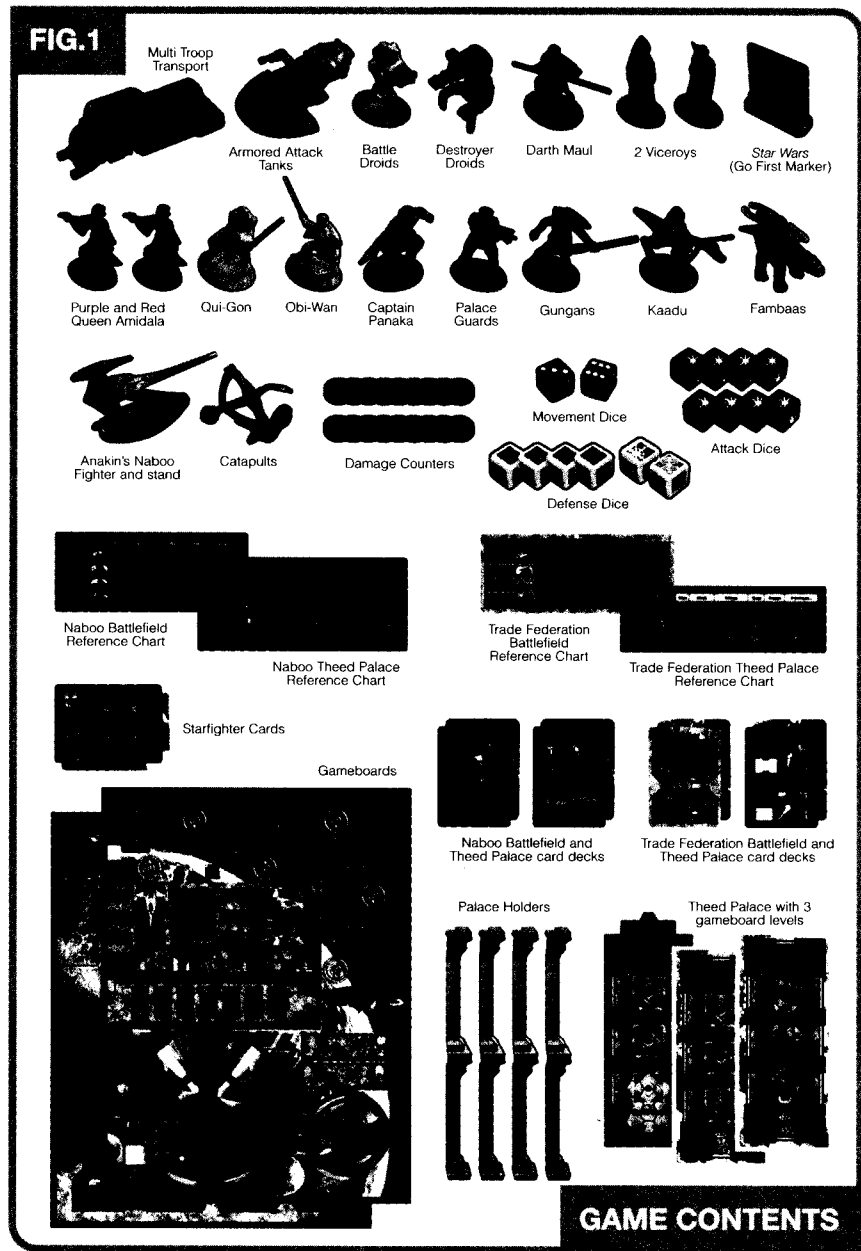
## THE QUEEN'S GAMBIT

### GAME CONTENTS

- 65 Battle Droids • 12 Destroyer Droids
- 2 Viceroy's • 1 Darth Maul • 4 Armored Attack Tanks • 3 Multi Troop Transports
- 1 Obi-Wan • 1 Qui-Gon • 1 Red Queen Amidala
- 1 Purple Queen Amidala • 1 Captain Panaka
- 21 Palace Guards • *Star Wars* (Go First Marker)
- 1 Anakin's Naboo Fighter and stand
- 27 Gungans • 8 Kaadu • 2 Fambaas
- 3 Catapults • 4 decorated Palace Holders
- 18 Damage Counters • Naboo Battlefield card deck (45 cards) • Naboo Theed Palace card deck (45 cards) • Trade Federation Battlefield card deck (45 cards) • Trade Federation Theed Palace card deck (45 cards)
- 2 Gameboards • Theed Palace with 3 gameboard levels • 8 Starfighter cards
- 8 Attack dice • 6 Defense dice
- 2 6-sided dice • 4 Reference Charts

### FIRST TIME SET-UP

- Remove all pieces and dice from their bags.
- Carefully punch out the 3 Theed Palace levels and the 4 Reference charts from the folded cardboard sheet.
- Carefully punch out the 8 Starfighter cards from the card sheet.
- Apply labels to the black and white dice following the instructions on the label sheet.
- Apply the circular Queen Amidala label to the blank side of any one of the green Damage Counters.



# GAME OBJECT

## Naboo Player's Object

Remove all the droids from the game and have a majority of pieces in the palace throne room. Droids are the following: Battle Droids, Destroyer Droids, ATTs and MTTs. The 2 Viceroy's and Darth Maul are NOT droids.

## Trade Federation Player's Object

Destroy all but 2 of the Naboo pieces in Theed Palace (thus preventing Naboo from ever having a majority in the throne room). Qui-Gon and Obi-Wan are counted towards the Naboo piece total.

# GAME PLAY

Decide who will play the Naboo forces and who will play the Trade Federation forces. Players sit on the side of the board where their pieces are to be set-up.

# GAME SET-UP

Below is a picture of everything set-up. If you do not like to read set-up rules, look at Figure 2 and try to set everything up.

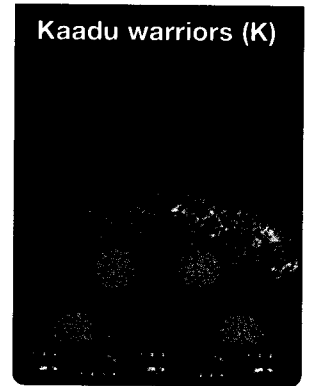
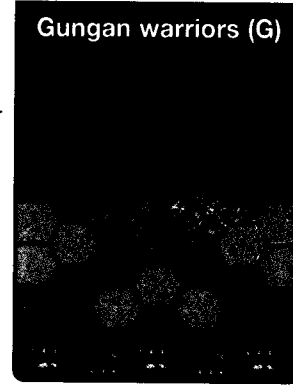
If you need clarification read the following:

## Battlefield

Place the battlefield gameboard on your playing surface as shown in Figure 2.

Set up the **Naboo** on the battlefield gameboard as follows:

- On spaces marked (G) place a group of 3 Gungan warriors.
- On spaces marked (K) place a group of 2 Kaadu calvary.



- On the spaces marked (C) place a Gungan Catapult.
- On the spaces marked (F) place a Fambaa.

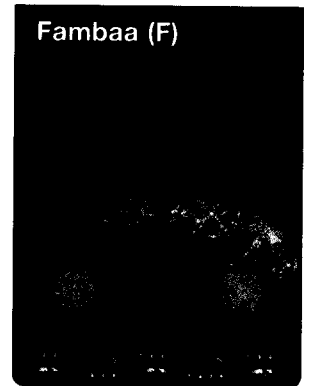
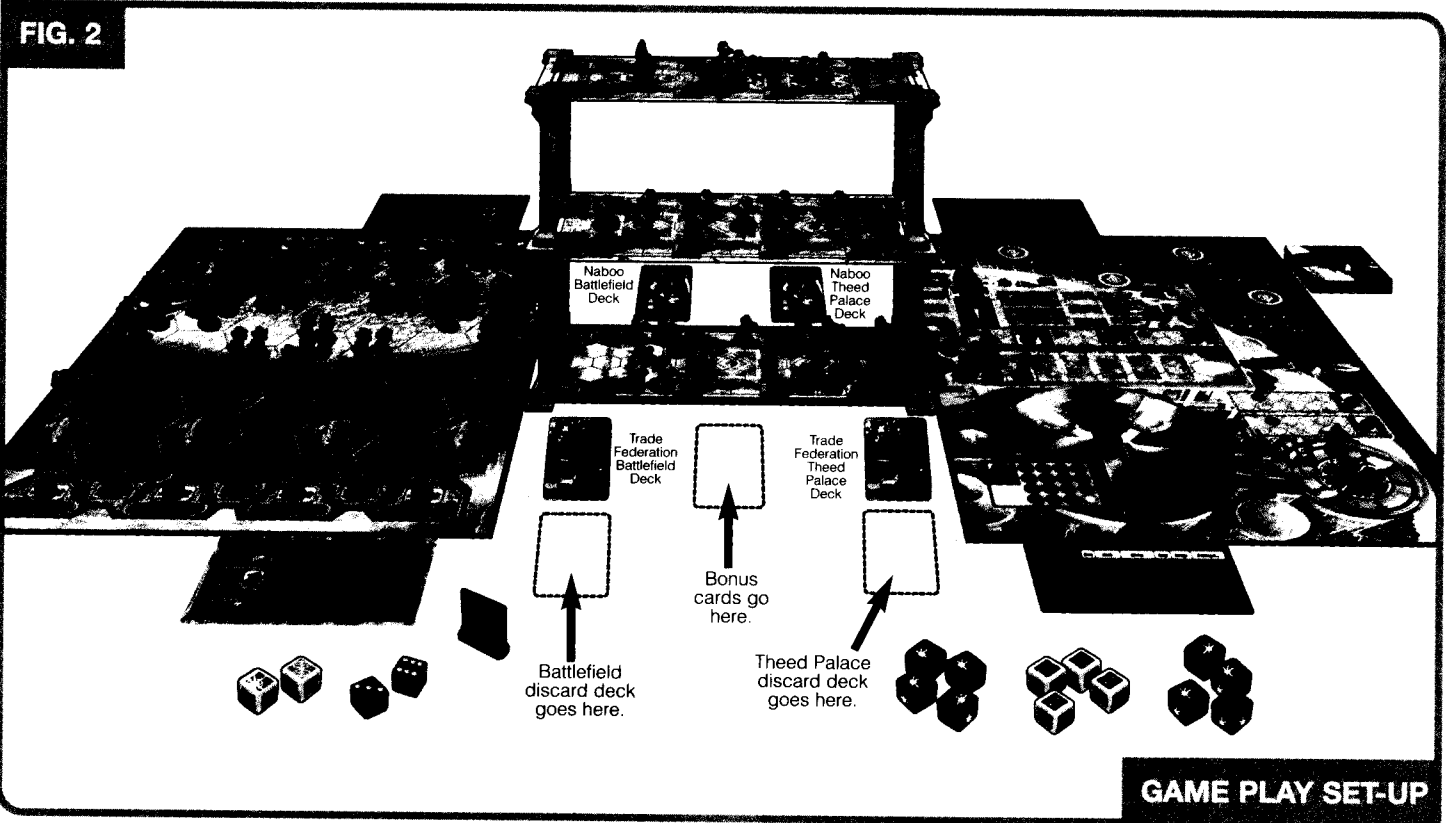


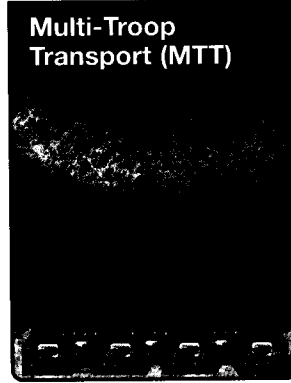
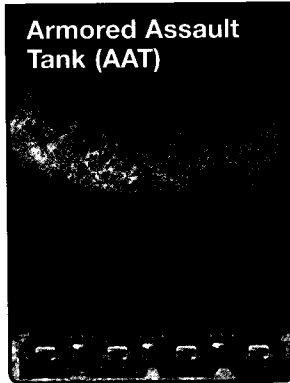
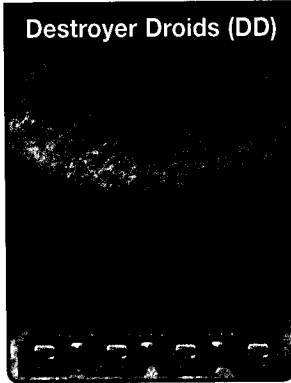
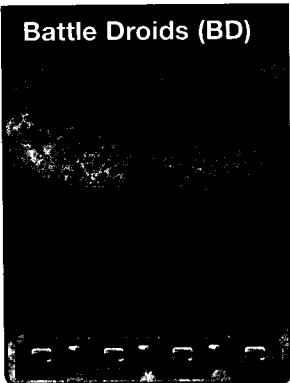
FIG. 2



GAME PLAY SET-UP

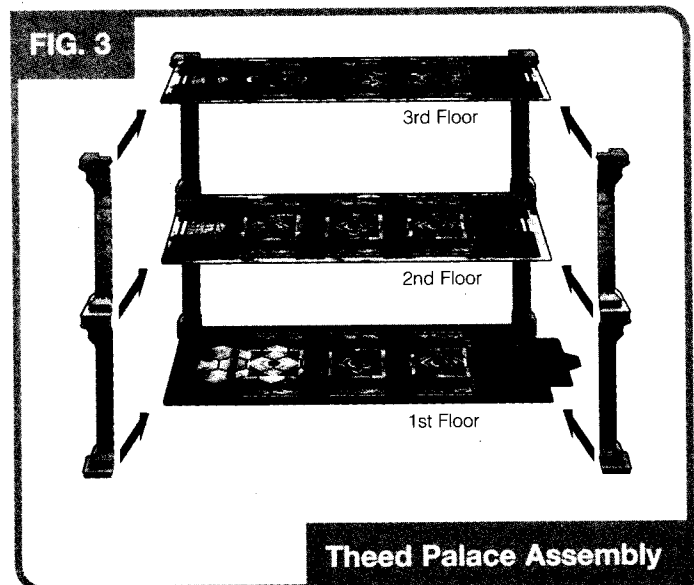
Set up the **Trade Federation** on the battlefield gameboard as follows:

- On spaces marked **(BD)** place **4** Battle Droids.
- On spaces marked **(DD)** place **2** Destroyer Droid warriors.
- On the spaces marked **(AAT)** place an Armored Attack Tank.
- On the spaces marked **(MTT)** place a Multi Troop Transport.

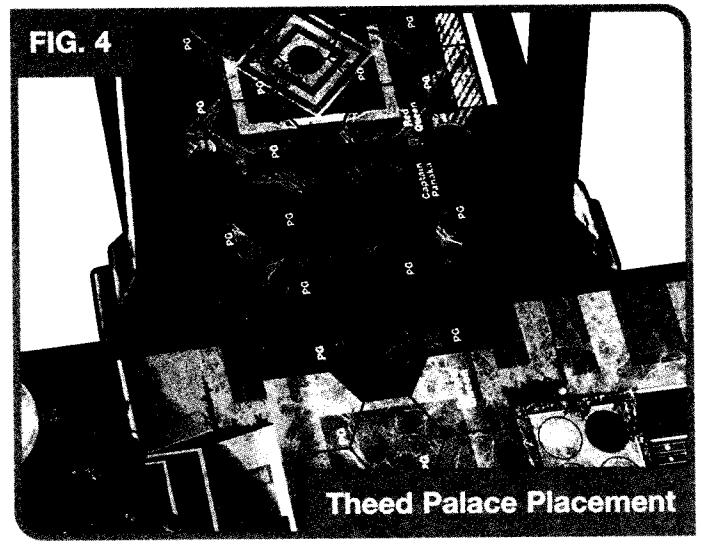


**The Palace and Space**

To assemble the Palace structure: Place the 3 cardboard levels into 2 of the Palace holders as shown in Figure 3. Be careful to place the levels exactly as shown. Then place the other 2 Palace holders onto the cardboard levels to complete the structure.

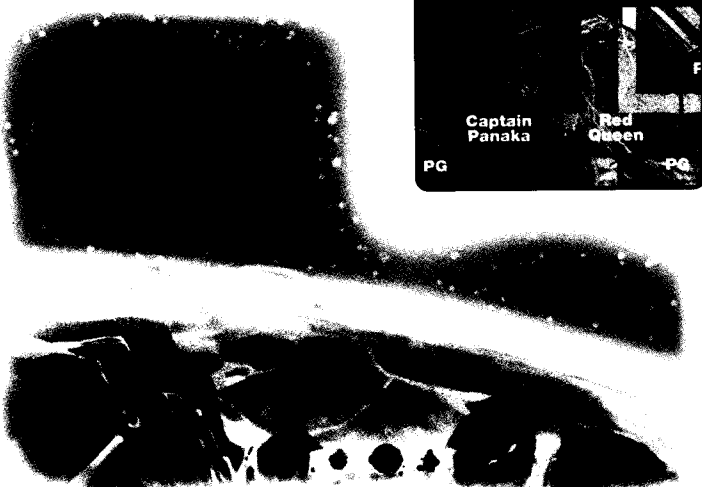
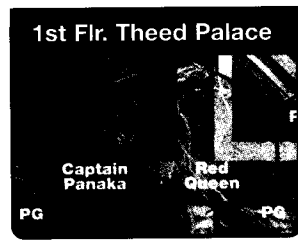
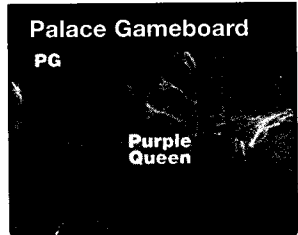
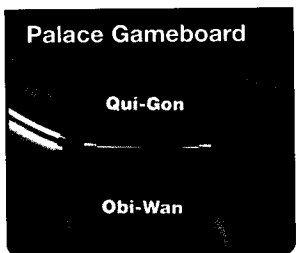


Place the Palace gameboard on your playing surface as shown in Figure 4. Place the 3 level Palace structure between the 2 gameboards. Part of the 1st floor of the Palace structure rests on top of the Palace Gameboard.



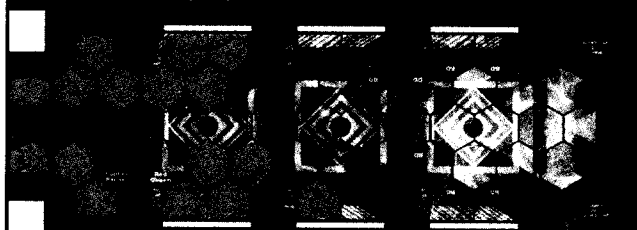
Placement of the **Naboo** pieces on the Palace Gameboard and Structure:

- Place the blue Obi-Wan piece on the space marked Obi-Wan.
- Place the green Qui-Gon piece on the space marked Qui-Gon.
- Place the red Queen Amidala piece on the space marked Red Queen. Place the purple Queen Amidala piece on the space marked Purple Queen.
- Place the gray Captain Panaka piece on the space marked Captain Panaka.

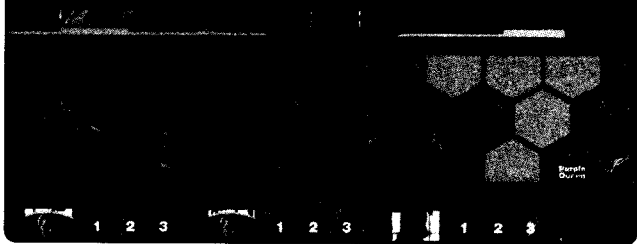


- Place a Palace Guard on every space marked (PG).

Palace Guard (PG) — Place on 1st Flr. Theed Palace



Palace Guard (PG) — Place on Palace Gameboard

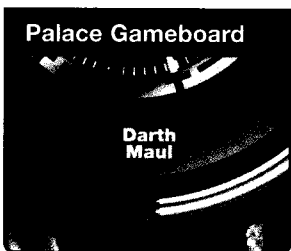


- Place Anakin's Naboo Fighter piece on its black stand and place it on the space marked Anakin.

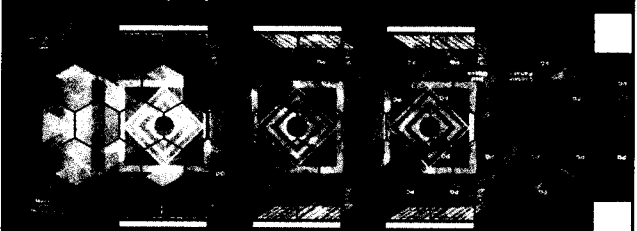


Placement of the **Trade Federation** pieces on the Palace Gameboard and Structure:

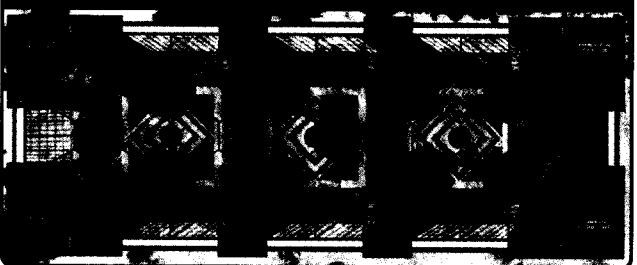
- Place the red Darth Maul piece on the space marked Darth Maul.
- On every space marked (BD) place a Battle Droid.



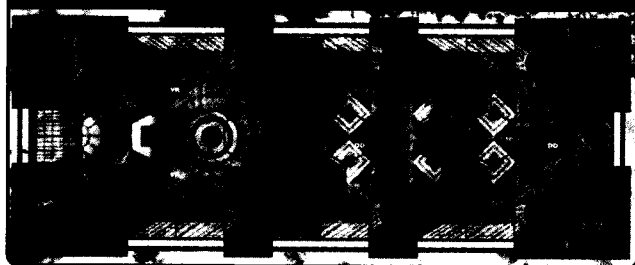
Battle Droid (BD) — Place on 1st Flr. Theed Palace



Battle Droid (BD) — Place on 2nd Flr. Theed Palace

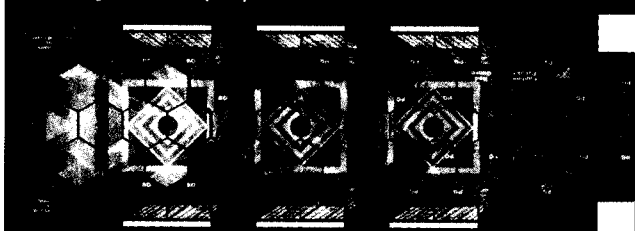


Battle Droid (BD) — Place on 3rd Flr. Theed Palace

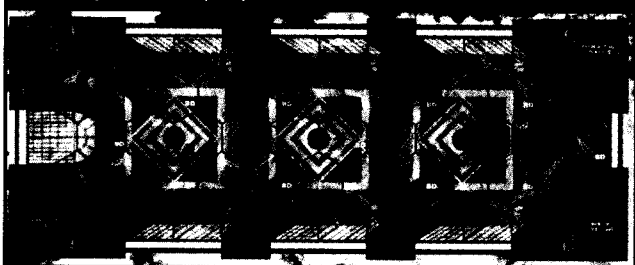


- On every space marked (DD) place a Destroyer Droid.

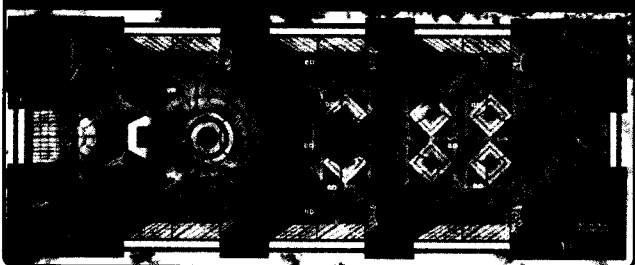
Destroyer Droid (DD) — Place on 1st Flr. Theed Palace



Destroyer Droid (DD) — Place on 2nd Flr. Theed Palace

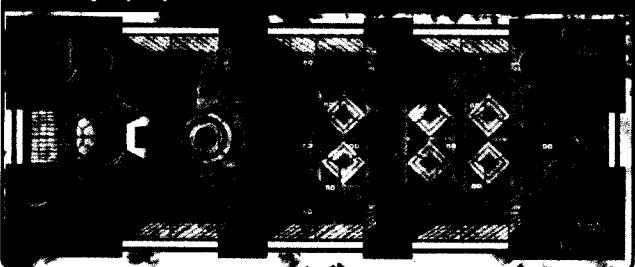


Destroyer Droid (DD) — Place on 3rd Flr. Theed Palace



- On the 2 spaces marked (VR) place the 2 Viceroy.

Viceroy (VR) — Place on 3rd Flr. Theed Palace



## The Trade Federation Starfighter Cards

Shuffle these 8 cards and place them facedown in a pile as shown in Figure 2 on page 3.



Starfighter Card Deck

## The Action Card Deck

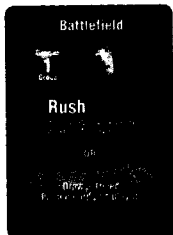
There are 4 different action card decks.

The Naboo player and the Trade Federation player will each play with 2 decks, each playing with one deck for the Theed Palace and one for the Battlefield.

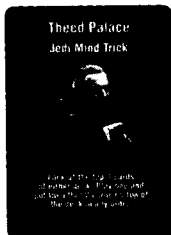
The 2 Naboo decks have the same card back. Separate the 2 decks according to the card faces. The Naboo Battlefield cards have a dark gray border and the Naboo Theed Palace cards have a brown border.



Naboo Action Card Deck



Naboo Battlefield cards



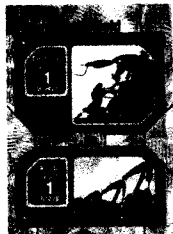
Naboo Theed Palace cards

The 2 Trade Federation decks have the same card back. Separate the 2 decks according to the card faces. The Trade Federation Battlefield cards have a light gray border and the Trade Federation Theed Palace cards have a black border.

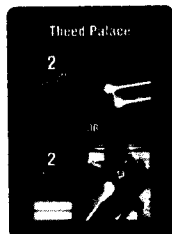
Shuffle all 4 decks individually and place them facedown next to the Palace. See Figure 2 on page 3.



Trade Federation Action Card Deck



Trade Federation Battlefield cards



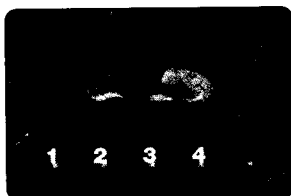
Trade Federation Theed Palace cards

## The Reference Charts

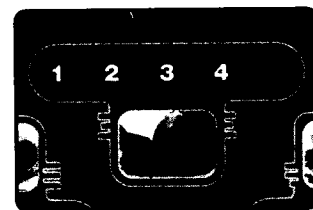
Place the 4 Reference Charts as shown in Figure 2 on page 3.

### Damage Counters

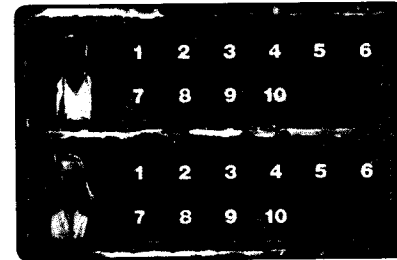
- All Damage Counters are placed 'AH' side up.
- Place 5 green Damage Counters, one on each picture represented on the Naboo side of the battlefield gameboard.



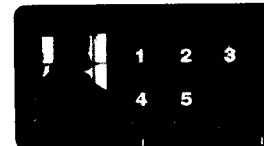
- Place 7 brown Damage Counters, one on each picture represented on the Trade Federation side of the battlefield gameboard.



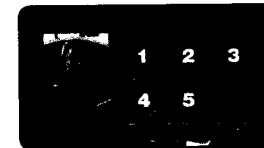
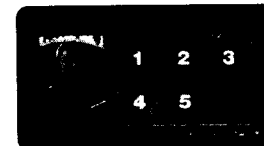
- Place 1 green Damage Counter on Obi-Wan's picture.
- Place 1 green Damage Counter on Qui-Gon's picture.



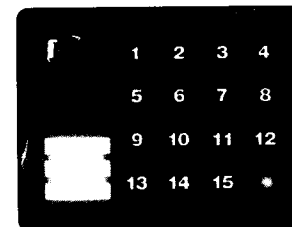
- Place 1 green Damage Counter on Captain Panaka's picture.



- **The Queen and her Decoy:** The Naboo player decides which queen (red or purple) is the real Queen Amidala and which one is her decoy. The player then secretly places the Damage Counter with the Queen Amidala label on the picture of the real queen, Queen Amidala side down. Any green Damage Counter without a label on it is placed on the other queen's picture, 'AH' side up. The Naboo player may look underneath these counters at any time as a reminder of who is the real queen.



- Place 1 brown Damage Counter on Darth Maul's picture.



### The Go First piece

Place the Go First piece next to the Trade Federation Battlefield deck as shown in Figure 2 on page 3.

### Draw Cards

Each player draws 5 cards from each of their decks for a total of 10 cards (5 battlefield, 5 Theed Palace). Players keep these cards in their hands, hidden from their opponent.



# GENERAL GAME PLAY

Four battles are happening at once. You play cards to influence these different battles. Concentrating too much on one may be too narrow a view. Concentrating on all of them may prove to be too spread out. Through strategy, card play, and the use of the Force, one side will prevail.

## A ROUND OF PLAY

The following rules are written for 2 players. The changes to the rules for 4 players (2 teams of 2) are listed on page 13.

The game is played in a series of rounds. Each round has 5 steps.

Each player simultaneously does the following during a round:

1. Choose any 4 of your 10 cards to play. Place them facedown in a pile in front of you. Place them in the order you want to play them. The top card is your first card. The second card from the top is your second card, and so on. Place the other 6 cards off to the side (facedown) for the remainder of the round.
2. Move any bonus cards in your bonus pile under your chosen 4 cards. (You will not have any bonus cards on the first round.) Move bonus cards without looking at them. See Bonus Cards on page 8 for more information.

After both players have completed steps 1 and 2, continue to steps 3, 4, and 5.

3. The player with the Go First piece flips over the top card and plays it (see Playing Cards). Players alternate playing cards until all chosen cards and bonus cards have been played. If one player is out of cards, the other player continues to play cards until he/she is out of cards.
4. Move the Go First piece to the other player.
5. Each player draws 2 new cards from each of his/her decks and adds them to the 6 cards that had been set-aside after step 1, forming a new hand of 10.

## GENERAL RULES

General rules apply to all 4 battles: THEED PALACE BATTLE, GENERATOR CORE BATTLE, PLAINS OF NABOO BATTLE, and DROID CONTROL SHIP BATTLE.

### Using the Reference Charts

Each player has two Reference Charts showing movement, attack dice, defense dice, attack range, and damage. You should use these charts throughout play.

### Playing Cards

During a round, both players will play cards to perform different actions. Most of the cards have more than one action on them. When a card with more than one action is flipped over, the player chooses one to perform at that time. *The real strategy of the game lies in which cards you play and in what sequence.*

Battlefield cards have actions that (most often) relate to the Plains of Naboo and the space battle. Palace cards have actions that (most often) relate to the Jedi/Sith battle and the Naboo Palace battle.

There are many different types of cards but the majority of them allow you to move and/or attack with different characters or groups of characters on the board.

When a card's action contains 2 different types of characters, you can move and attack with any of the characters listed in any order. For example, one of the cards reads: 1 Destroyer Droid and 2 Battle Droids. After playing this card, the Trade Federation player could move and attack with a Battle Droid, then move and attack with a Destroyer Droid, then move and attack with the second Battle Droid.

**Important rule:** When playing a card with an action that has more than 1 group or character, you cannot select the exact same group or character to move and/or attack during the same action. For Example: If you play the Gungan 3 groups card, you must move and or attack with 3 different Gungan groups.

**Discarding Cards:** Once you have played a card from your Theed Palace or Battlefield deck, place that card in the discard deck in the area shown in Figure 2 on page 3.

### Movement

All characters and groups move before attacking and can not move again after attacking, even if they have movement points left.

Characters and groups may move up to their full move (as noted on the Reference Chart).

Characters and groups may choose to move 0 spaces during their movement.

Characters and groups can only move through or onto empty spaces.

Jedi (Obi-Wan and Qui-Gon) and Sith (Darth Maul) have different movement abilities. See page 10, GENERATOR CORE BATTLE.

### Using the Dice

There are three different types of dice: attack dice, defense dice, and Anakin's movement dice. The attack dice (4 red and 4 gray) are marked with hits, multiple hits, and misses. The defense dice (4 blue, 1 green, and 1 gold) show blocks, multiple blocks, and blank sides (no blocks). The Anakin movement dice are standard red six-sided dice.

### Dice Example

|                      |          |         |       |         |      |
|----------------------|----------|---------|-------|---------|------|
| <b>Attack Dice:</b>  |          |         |       |         |      |
|                      | 2 hits   | 1 hit   | miss  | 1 hit   | miss |
| <b>Defense Dice:</b> |          |         |       |         |      |
|                      | 2 blocks | 1 block | miss  | 1 block | miss |
| <b>Riposte Dice:</b> |          |         |       |         |      |
|                      | 2 blocks | 1 block | 1 hit | miss    |      |

## Attacking

After moving, characters and groups may then attack. The character or group that just moved may attack any character or group within its range (see Reference Charts). You choose a target to attack, then consult the chart to see the number and color of the attack dice to roll. (For example, a Palace Guard rolls 1 gray die while a Destroyer Droid rolls 2 red dice). Roll the attack dice and note the total number of hits. Characters or groups cannot attack friendly characters or groups.

## Defending

Some characters and groups have a chance to defend when attacked. Their defense capabilities are noted on their Reference Charts. If a character or group has defense dice, the player controlling that character or group rolls the dice when that character or group is attacked. After the attacker rolls the attack dice, the defending player rolls any appropriate defense dice. Every block rolled on the dice reduces the number of hits scored by 1.

## Damage Points

When it comes to damage points, there are two types of characters in the game - those with damage counters and damage tracks and those without. Characters without damage counters (Battle Droids, Destroyer Droids, Gungan warriors, Kaadu, and Palace Guards) can only receive one hit before being killed. All other characters can receive multiple hits before being killed. These characters have damage counters and damage tracks on the board.

## Resolving Battles

After the attacker has rolled attack dice and the defender has rolled defense dice (if any), the total number of successful hits is applied to the defender. If the character has no damage track, then any hit destroys the character(s). If the character has a damage track, the damage counter is moved up the track the number of spaces equal to the number of hits taken. If this causes the counter to move beyond the character's life track into the red space, then that character is destroyed and removed from the game.

## Bonus Cards

Throughout the game, certain actions will allow players to draw bonus cards. Bonus cards are extra cards that are played during the next round, allowing a player to perform more than four actions during that round and (possibly) to play many cards in a row without the opponent responding. There are two situations that are rewarded by the drawing of bonus cards:

- Eliminating a group or character on the plains of Naboo.
- Killing certain characters in the Theed Palace (see the Reference Charts).

When you draw bonus cards, you may choose to draw them from the Theed Palace or the Battlefield deck. If you are drawing multiple cards, you may draw from either or both decks.

Bonus cards are not used in the round they are drawn. They are placed in between the two draw decks, facedown, in one pile. Do not look at your bonus cards. These remain a secret until they are turned over during the next round.

During the start of the next round, after you have placed your four action cards facedown, you take any bonus cards you received in the previous round and place them at the bottom of your four action cards. This will allow you to play more than four cards this round.

**OK, at this point you can keep reading all of the rules then start playing or just read the different strategies for the different battles and play out some of the first round examples. You can then start playing referring to the rules as questions come up.**

# THEED PALACE BATTLE

## Strategy

**Naboo Player:** You need a majority in the throne room to win. The sooner you achieve a majority in the throne room, the better. It's a hard room to get into but an easy room to defend.

**Trade Federation Player:** Destroy all but two of the Naboo pieces, including Qui-Gon and Obi-Wan, in the palace before Anakin shuts down the droids.

## The Two Queens

The Naboo player chooses before the game starts which queen is the real Queen Amidala – the purple queen or the red queen. The identity of the real queen is only revealed when one of them is killed.

## Movement

All characters in the palace have a movement of four spaces, excluding the Jedi and the Sith (explained later in the Generator Core section). Certain cards may increase movement while the action on the card is being performed. Also, if the real Queen Amidala is killed, all Palace Guard movement is reduced to 2 for the remainder of the game (see Reference Chart).

## Window Ledge Movement

Certain cards allow the Naboo forces to use window spaces to travel from floor to floor. These cards are marked "Window Ledge Movement". When one of these cards is played, the Naboo player has the option of moving characters from a space in front of a window to an empty space above or below it. Moving between the floors counts as one movement (even if the movement covers two floors). Characters cannot move into an occupied space nor may they attack up or down window spaces with this card. Characters may continue their movement after moving up or down. They also may attack as usual. Trade Federation characters cannot move up or down through the windows although they may block window spaces to prevent or limit Naboo movement. A player may use a Window Ledge Movement card to move and/or attack with some or all of the characters stated on the card normally.



## Line of Sight

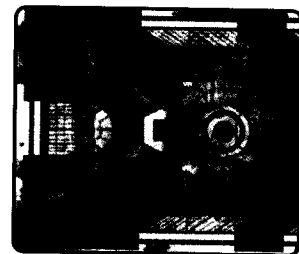
All characters that start in Theed Palace have a combat range of "Line of Sight" (LOS). Line of Sight is a tricky concept that essentially means, "if your character can see the target, that character can attack the target." If there is nothing between a character and a target, the character has Line of Sight. However, the attacker and the target objects and characters in hexes in between, block the Line of Sight, as do pillars, stairs, the throne, and both doors.

To determine LOS, imagine a line drawn from the center of the attacker's hex to the center of the defender's hex. This Line of Sight is blocked only if a hex (or part of a hex) between the two characters contains an obstruction. If the imaginary line runs along the edge of one or more spaces that contain obstructions, Line of Sight is not blocked unless both sides of the line contain obstructions. Here are 3 examples of Line of Sight.

## Special Spaces and Areas in Theed Palace

### Throne Room:

The Naboo player needs a majority in the throne room to win.



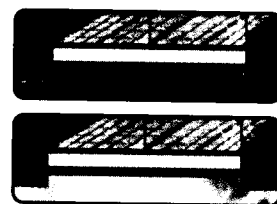
### Doors:

The doors to the throne room and the generator core block Line of Sight. Characters on a space adjacent to the door can only be attacked through the door by a character on the space on the other side. Similarly, this character can only attack, through the door, a character in the space adjacent to the far side of the door. Doors do not block or slow movement.



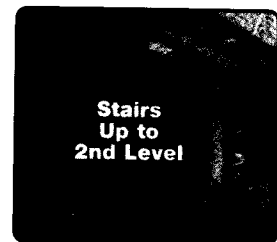
### Windows:

Windows are in the walls of the 3 level palace structure. Unlike doors, which are gray, they are light blue, almost white. Spaces adjacent to windows become critical when the Naboo player plays a Window Ledge Movement card.



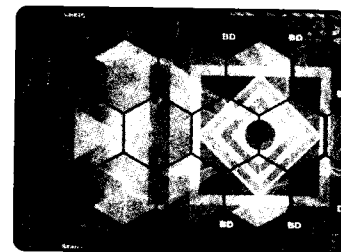
### Staircases:

There are staircases between the three floors of the palace. Moving from one floor to another counts as one movement point. Characters on a staircase may attack someone on the staircase space either above or below the attacker.



### Staging Zone:

There are battlefield cards that allow the Trade Federation player to bring troops from the battlefield to the palace. When these cards are played, the Trade Federation player can place these troops only on the lighter spaces outlined in red near the stairways on the first floor. Troops may only be placed on empty spaces. These spaces may be blocked by the Naboo player to prevent reserve droids from coming to the palace. It is permitted to move a smaller number of units into the palace. In this case, excess Battle Droids that could not be placed in the Staging Zone because some of the spaces were occupied are placed out of play.

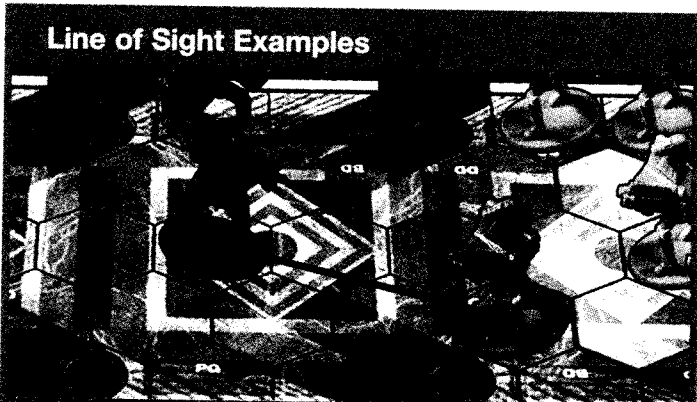


**Viceroy:** The two Viceroy's may not move, be moved through, attack, or be attacked. They do block Line of Sight.

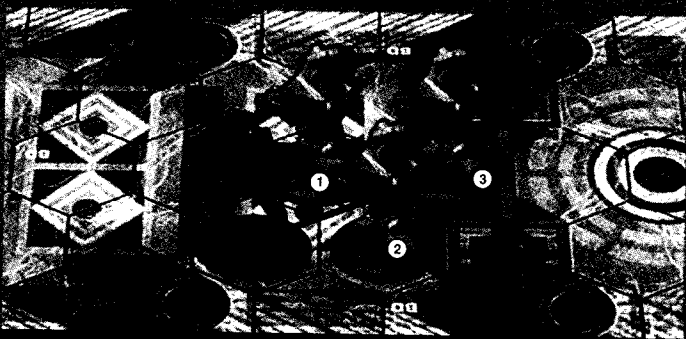
### Bonus Cards

The death of Captain Panaka allows the Trade Federation player to draw 1 bonus card.

## Line of Sight Examples



**NOT OBSTRUCTED:** These characters have (LOS) on each other.

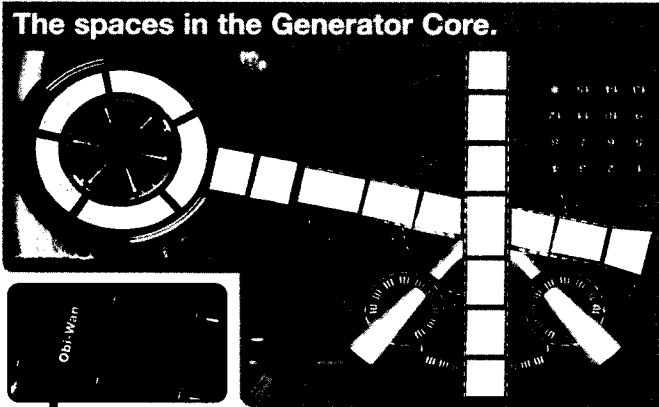


**OBSTRUCTED:** Both sides of the imaginary line contain obstructions. The Palace Guard and Battle Droid 3 do not have (LOS) on each other.



**SEMI-OBSTRUCTED:** One side of the imaginary line is obstructed. These characters have (LOS) on each other.

# GENERATOR CORE BATTLE



The Red Force Fields do not hinder movement or attacking.

Under Theed Palace a battle rages between two Jedi and a Sith Lord. Neither side can leave the area until the other is defeated. But if they do emerge....

The Generator Core area is off-limits to all characters except the Jedi (Qui-Gon and Obi-Wan) and Darth Maul, although characters may attack through the door if a Jedi or Sith is in a space adjacent to them. The spaces outlined in red are the spaces that only the Jedi and the Sith can move on. All spaces that border other spaces are adjacent.

## Strategy

**Naboo Player:** Defeat Darth Maul. Any surviving Jedi can come into the palace to greatly influence the outcome of that battle.

**Trade Federation Player:** Defeat Qui-Gon and Obi-Wan. If Darth Maul defeats both Jedi, he can come into the palace to greatly influence the outcome of that battle.

## Special Movement and Combat

The two Jedi and the Sith Lord move and fight differently than other characters. Whereas all other characters move first and then attack one target, these three characters may split their combat and movement during their turn. For example, they may choose to move 3 spaces, roll 1 die against an opponent, move 6 more spaces, use their remaining 2 dice against a different opponent, then move their remaining 3 spaces.

When declaring an attack with one of these characters, you declare how many attack dice you are using against that opponent. You then roll that many dice. The defender rolls his full defense dice. After calculating the number of hits and determining any damage, you may then declare further attacks on the same or different targets. Be careful, rolling one die at a time and calculating damage individually allows the defender to roll defense dice (if any) three times, whereas attacking with one roll of three dice allows the defender one roll only of the defense dice. On the other hand, splitting your attacks allows you to finish off a piece without wasting all your attack dice on just one attack.

Darth Maul and the two Jedi may only attack characters that are adjacent to them.

**Attack Twice cards:** There are cards which allow the Jedi or the Sith to attack twice. When playing these cards the Jedi and Sith can use 6 dice during that action. The most they can roll during one attack is 3 dice.

## The Riposte Die

When rolling defense, the Jedi and Darth Maul roll the green Riposte die, which has a double purpose – besides having block symbols, this die also has an attack symbol. If this symbol is rolled during defense, the defender manages to score a hit on the attacker! This symbol is not a block. It is important to roll Jedi/Sith defense dice even when their attacker missed, as you may score a hit on defense. This riposte attack is not affected by the Jedi's one-space range – it scores a hit no matter what the range. No defense dice are rolled by the attacker for a riposte hit. It is an automatic hit.

## Leaving the Generator Area

Neither side in the battle may leave the Generator Core until the other side is killed. Darth Maul may not leave until both Qui-Gon and Obi-Wan are killed. Once the Generator Core battle is over, the Special Movement and the Riposte die of the Jedi and the Sith really comes into play.

## Bonus Cards

If Darth Maul is killed, the Naboo player gets 5 bonus cards. If Qui-Gon or Obi-Wan is killed, the Trade Federation player gets 3 bonus cards (a total of 6 if both are slain).

# PLAINS OF NABOO BATTLE

The battle on the plains of Naboo is a diversion, a way to draw off droids from the palace. However, neither player can afford to ignore it. It is here that most of the bonus cards in the game are earned.

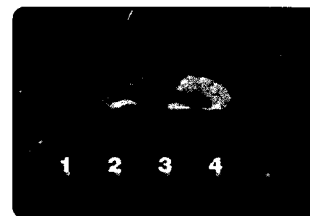
## Strategy

**Naboo Player:** Protect the Fambaas — they are keeping the shield up. Use your catapults — they are the Gungan's best weapons. Your victories on the battlefield will gain you valuable bonus cards to play in the next round.

**Trade Federation Player:** Wipe them out... all of them. Take out one of the Fambaas. Once one Fambaa goes down, the shield goes down. Then you can bring in your heavy artillery, the Armored Attack Tanks. Your victories on the battlefield will gain you valuable bonus cards to play in the next round.

## On the Battlefield: What's a Group? What's a Character?

The only place you are playing with groups is on the battlefield. Gungans, Kaadu, Battle Droids, and Destroyer Droids are groups. Fambaas, Catapults, MTTs, and AATs are characters. The characters have Damage Tracks. Each Damage Track corresponds to a character.



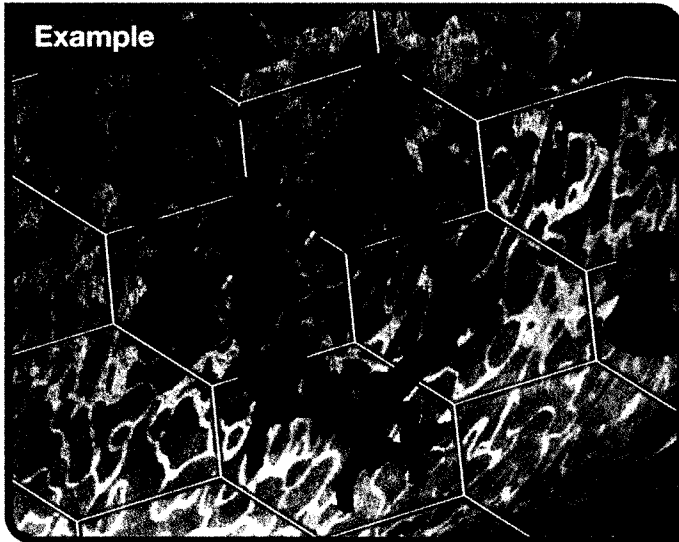
For example: Fambaas' Damage Track

## Movement & Group Management

You cannot combine or separate groups on the battlefield. As groups are reduced in number, they become less powerful and more vulnerable. All of the groups' movements are found on the Reference Charts.

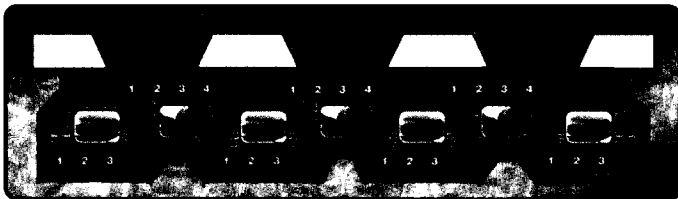
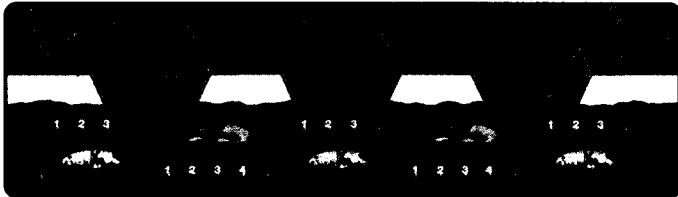
### Combat & Range

A group with a range of 1 can only attack adjacent spaces. A group or character with a range of 2 may attack any group or character 2 spaces away; however, the first of the 2 spaces must be empty. The catapults, which have a range of 3, may fire through (over) occupied spaces to attack groups or characters. As groups lose members, their attacking capabilities are reduced. Look at the Reference Chart to determine how many dice to roll.



#### Example

This Destroyer Droid group, which has a range of 2, can attack this Fambaas because the first of the 2 spaces is empty.



### Half Spaces That are Out of Play

There are 8 half spaces on the board. These spaces cannot be occupied. You cannot move or fire through these spaces.

### The Shield

When the game starts, a shield protects the Gungan forces from the deadly assault of the Trade Federation AATs. This shield can be taken down if one of the Fambaas is eliminated. Fambaas cannot move or attack.



The shield divides the battlefield into two sections: inside the shield and outside the shield. Groups may only attack other groups that are on their side of the shield. So groups within the shield may only attack groups that are also within the shield and groups outside the shield may only attack groups outside the shield. There are certain hexes that the shield passes directly through. Groups on these spaces are both inside and outside the shield and may be attacked by (or attack) groups on either side.

Only Gungans, Battle Droids, Destroyer Droids, Catapults, and Kaadu Riders may pass through the shield. AATs and MTTs can not pass through the shield.

### Lowering the Shield

There are two Fambaas holding the generators that run the shield. If either of these Fambaas is killed, the shield comes down. When this happens, all units may move through and fire through the area where the shield used to be. The shield cannot be reactivated.

### Moving Droids to the Palace

There are battlefield cards that allow the Trade Federation player to move droids to the palace (see Theed Palace section as to where these troops arrive). Droids moved to the palace must be taken from the same group – you cannot take a few pieces from different groups.

### Activating New Droids

There are battlefield cards that allow the Trade Federation player to activate (deploy) more droids to the battlefield. These droids are activated by the MTTs and can be placed in any open hex adjacent to an MTT. If there are no MTTs or no open spaces adjacent to them, then no droids may be activated. Furthermore, there must be the correct type of droid available "off the board and previously destroyed" to bring back into the game (e.g., if there are no Battle Droids off the board, then no Battle Droids can be deployed.) It is permitted to activate a group of droids with less than the usual number, only if that many droids are available off-board.

**Note:** If all the MTTs are destroyed, then no new droids can be activated.

### Bonus Cards

Players receive bonus cards for every enemy group or character they totally destroy. If you clear a space of enemy pieces, you receive one card. It is possible to gain many bonus cards in one turn by destroying many enemy groups and/or characters. You do not have to clear a space with one action to receive a bonus card. For example, you still receive a bonus card for clearing a space that contained a weakened force. To summarize, anytime you clear an opponent's space on the battlefield you receive a bonus card.

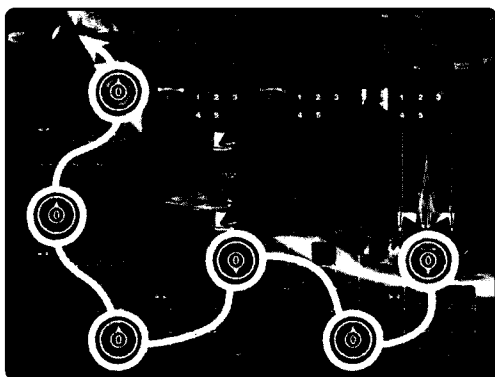
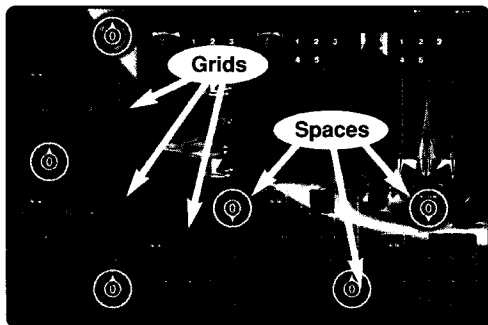
# DROID CONTROL SHIP BATTLE

Above the planet of Naboo, fighter pilots battle Droid Starfighters in an attempt to shut down the Trade Federation control ship. One pilot in particular is vital to this effort.

## Strategy

**Naboo Player:** You need to destroy all the droids to win. Play Anakin cards to attempt to move Anakin closer to the control ship. If Anakin reaches the Control Ship, you remove all the Battle Droids, Destroyer Droids, MTTs and AATs from play.

**Trade Federation Player:** Play Starfighter cards to slow Anakin down. You want to stall Anakin long enough to destroy all but 2 of the Naboo pieces in Theed Palace.



Anakin's path to the Control Ship.

## The Anakin Spaces and the Starfighter Grids

There are six Anakin spaces on the board including Anakin's starting space, the Control Ship space and the 4 spaces in between. There are five grids, one between each Anakin space. Each grid contains 11 slots. Some grids contain Starfighters in several slots, and others have only a few. Anakin must navigate through an empty slot to reach the next Anakin space.

## Movement

Movement and combat operate entirely differently in the space battle. When a "Move Anakin" card is played by the Naboo player, that player is attempting to move Anakin one space closer to the Control Ship.

When this occurs, the Trade Federation player rolls two gray dice (these dice symbols are marked on the upper left corner of the grid). Any dice that record a hit can be used

as additional Starfighters on that grid. The Trade Federation player places these dice on any empty slots on that grid, effectively blocking those slots.

The Naboo player then rolls the two Anakin dice (the red dice with white dots) and adds the two numbers together to see which slot Anakin passes through (2 through 12). If the slot is an empty one, Anakin has passed through that grid. Move the Anakin pawn forward one space. If the slot is filled (by either a printed Starfighter or a gray die), then Anakin is blocked and cannot move forward.

*Either way, Anakin's turn ends. Anakin can only move forward one space per Anakin card.*



## Starfighter Cards

There are cards in the Trade Federation battlefield deck that allow the Trade Federation player to deploy Starfighter cards. The Trade Federation player can deploy Starfighter cards on top of the outer-space grids in an attempt to slow Anakin down. When deploying a Starfighter card, you may place it faceup on top of any grid that Anakin has yet to travel through. There is no restriction to the number of Starfighter cards you can place on any one grid.

Getting through a Starfighter card is handled the same way as the grids printed on the board. The Trade Federation player rolls gray dice equal to the number of dice symbols shown in the upper left corner of the grid. Any 'hits' rolled can be placed on the card as additional Starfighters (note that the Starfighter cards allow you to roll 2 to 4 dice instead of the 2 that are on the board itself).

If Anakin fails to make it through the grid on the card, the card remains on the board and Anakin's turn is over. If Anakin makes it through the card, the card is removed and Anakin may try again on the grid or card that was underneath it. This is repeated until Anakin has cleared all the cards from the grid and moved through the grid printed on the gameboard or until Anakin fails to make it past the Starfighters.

Starfighter cards are not reused or reshuffled. Once a Starfighter card is played and gone through, it remains out of the game for good.

## The Final Space

When Anakin reaches the Control Ship (the Final Space) he has succeeded in destroying the ship and shutting down all the droids. Remove all the droids (Battle Droids, Destroyer Droids, AATs, and MTTs) from the game, leaving only Darth Maul and the 2 Viceroy's on the Trade Federation side. If the Naboo player has slain Darth Maul and 3 Naboo pieces in Theed Palace are still alive, the forces of good win immediately. Qui-Gon and Obi-Wan are counted towards the Naboo piece total. If Darth Maul is still alive, the Naboo player must have a majority in the palace throne room to win. When this happens (which could be immediately), the game is over. If Darth Maul manages to kill all but two Naboo characters before they reach a majority in the throne room, then the Trade Federation wins. Since the Viceroy's cannot be killed, the Naboo player will always need a minimum of 3 characters to achieve a majority in the throne room.

# WINNING THE GAME

**Naboo Forces:** The Naboo player wins when he/she shuts down the droids by destroying the Trade Federation Control Ship and has a majority in the palace throne room. See Final Space on page 12 for clarification.

**Trade Federation:** The Trade Federation player wins when he/she destroys all but 2 of the Naboo pieces in the palace.

# FOUR PLAYER GAME

The four-player game plays almost exactly like the two-player game with the following changes:

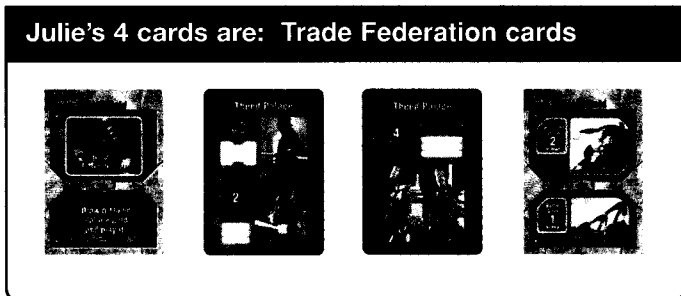
- Each player has a hand of six cards (three from each deck) and plays only two from their hand.
- At the end of the round each player draws one Theed Palace card and one Battlefield card.
- Play passes clockwise from the lead player, with each player playing one card.
- One player on a side controls the palace and Jedi/Sith battle while the other one controls the battlefield and space battles. Players may play cards for any battle but the player who controls that battle is the one to move the characters, make decisions, and roll all dice. Discussions between teammates are allowed to determine the best possible move.
- When choosing cards to play, teammates may show each other their cards and discuss possible strategies. However, cards cannot be exchanged between players.
- All bonus cards go under the pile of the battlefield/space player.

The Go First Marker starts with the Trade Federation battlefield/space player and moves clockwise around the table.

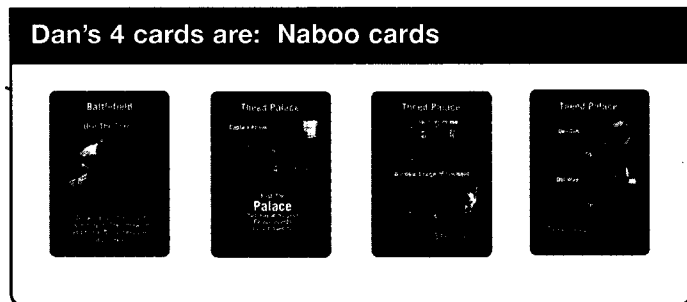
# GAME PLAY EXAMPLE

## FIRST ROUND EXAMPLE

The Trade Federation player's name is Julie. Julie has selected 4 cards to play and placed them facedown in a pile in the order she wants to play them.

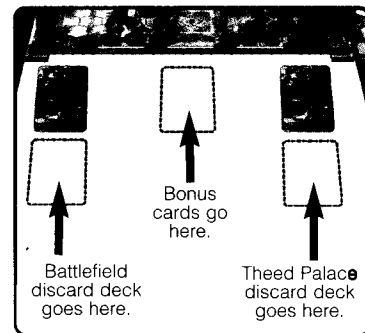


The Naboo player's name is Dan. Dan has selected 4 cards to play and placed them facedown in a pile in the order he wants to play them.

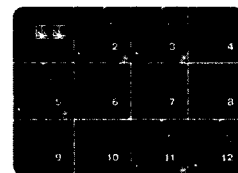


## TRADE FEDERATION 1st CARD

Trade Federation player (Julie) goes first. She flips over the top card from the cards she selected and places it into the appropriate discard pile.



The first card is a Trade Federation Battlefield card - DRAW A STARFIGHTER CARD or DRAW A THEED PALACE CARD AND PLAY IT. She chooses to draw a Starfighter card. She draws the Starfighter card and places it faceup on the grid in front of Anakin.



Starfighter Card

## NABOO 1st CARD

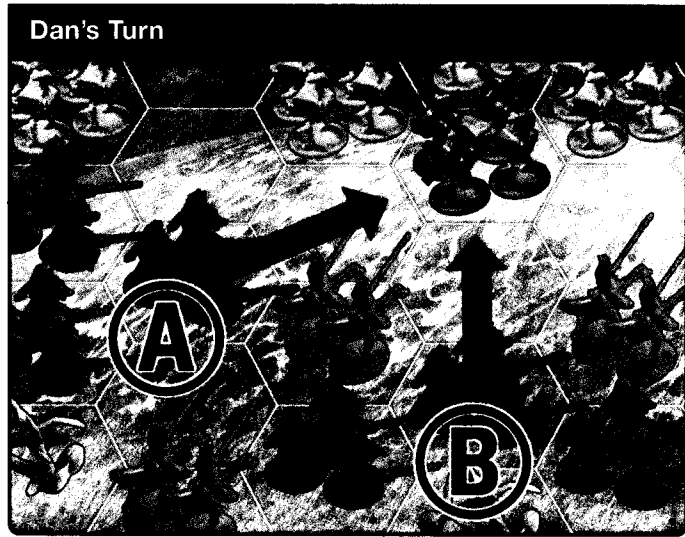
Now, it's the Naboo player's turn to flip over a card. Dan flips over his top card. It's a powerful Battlefield card called USE THE FORCE. He places it in his Battlefield discard pile. The USE THE FORCE card directs Dan to: Draw a Battlefield card and play it. Then draw an additional Battlefield card and play it. So Dan draws his first Battlefield card. He flips over a card with 2 actions on it, KAADU 1 GROUP or GUNGAN 2 GROUPS. Dan decides to perform the action GUNGAN 2 GROUPS.



Dan draws a Battlefield card

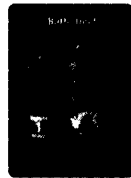
A Gungan Group may move 1 space. Dan decides to move Gungan Group A. A Gungan group has a Range of 1, meaning they can only attack adjacent spaces. There is a Battle Droid group one space away so he attacks, declaring which Battle Droid group he is attacking. Dan rolls one gray die for each Gungan in the group (he currently has 3 Gungans in this group). Dan rolls 3 gray dice and scores 2 hits (\*\*). Battle Droids do not roll any defense dice and only have 1 damage point each, so Julie removes 2 Battle Droids.

Now Dan moves Gungan group B to position them to attack the same Battle Droid group. He rolls 3 gray dice and scores 1 hit (\*), so Julie removes 1 Battle Droid.



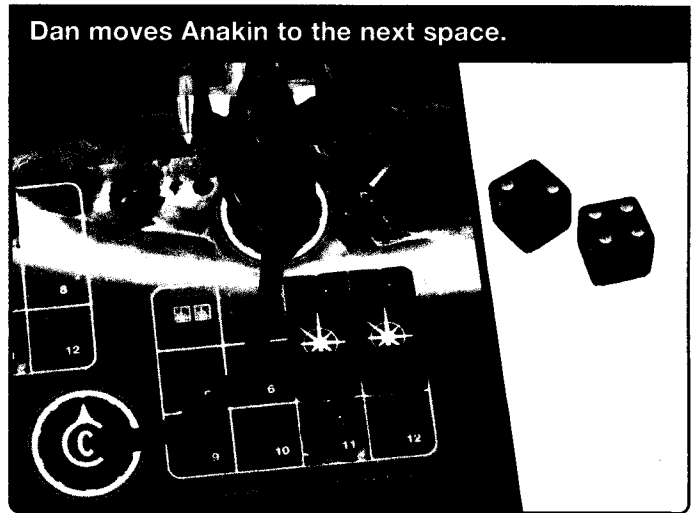
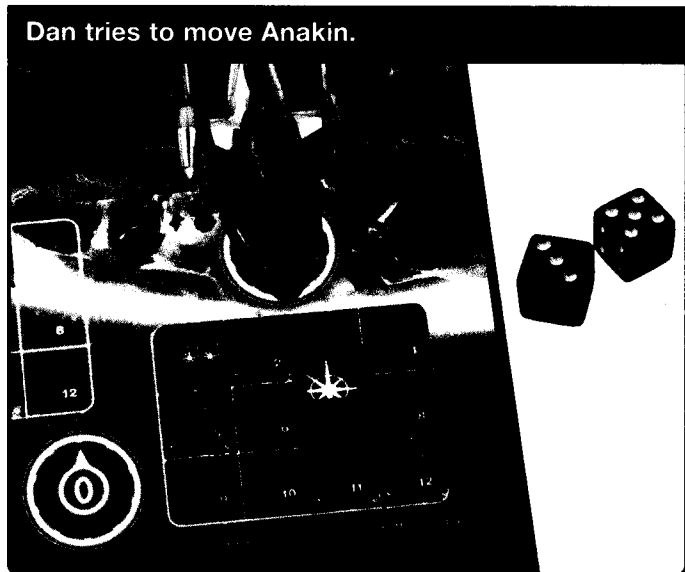
Dan draws his additional Battlefield card. It's ANAKIN or GUNGAN 1 GROUP.

Dan decides to attempt to move Anakin. Anakin is trying to get to the Control Ship. Unfortunately, he is going to have to deal with some Starfighters along the way.



Dan draws a Battlefield card

The Trade Federation player, Julie, looks at the upper left corner of the card that is directly in front of Anakin. Two gray dice symbols are in the upper left corner, which means Julie will roll 2 gray dice. She rolls and scores 1 hit (\*). For every hit that she scores she can block an additional number. She places one gray die on the 7. Now, Dan rolls the two red 6-sided dice and adds the two dice together. He rolls a 5 and a 3 for a total of 8. The 8 does not have a gray die on it, and there is not an image of a Starfighter on the card so Anakin has made it past this card. Julie removes the Starfighter card from the game.



Dan continues attempting to move Anakin until he moves Anakin one space or he rolls a total number that is blocked. So Dan continues attempting to move Anakin. Looking at the grid on the gameboard graphics in front of Anakin, Julie sees that she needs to roll 2 gray dice. She rolls the 2 gray dice, scoring 2 hits. She decides to block the 7 and 8. Dan rolls the two red 6 sided dice and he rolls a 2 and a 4 for a total of 6. The number 6 is not blocked so he moves Anakin to the next Anakin space. Since Dan moved Anakin one space, Anakin's turn is over.

**TRADE FEDERATION 2nd CARD**

Julie flips over her next card, a Theed Palace card, DARTH MAUL or 2 BATTLE DROIDS. She places it in her Theed Palace discard pile. She chooses the DARTH MAUL action. She chooses not to move Darth Maul. She attacks Qui-Gon with Darth Maul. Looking at the Trade Federation Theed Palace Reference Chart she sees that Darth Maul uses 3 red dice. She decides to roll all of Darth Maul's attack dice at once. Before rolling her attack dice, Julie taunts Dan with some trash talk. "And now feeble Jedi, you will see the power of a fully trained Sith Lord". She rolls the 3 red dice, scoring a total of 4 hits. Dan looks

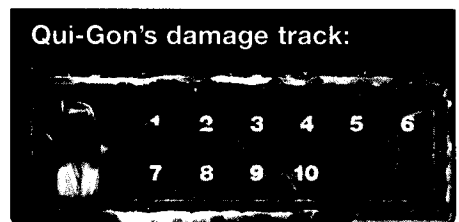
at his Naboo Theed Palace Reference Chart and sees that Qui-Gon rolls 2 defense dice; 1 green die and 1 blue die. He rolls both dice and scores 2 blocks. Julie rolled 4 total hits and Dan rolled 2 total blocks, 4 - 2 = 2. So Qui-Gon takes 2 damage points. Dan moves the Damage Counter on Qui-Gon's Damage Track up 2 spaces, to the 2. When a character's Damage Track reaches the red circle, that character is destroyed and removed from play.

**Darth Maul attacks Qui-Gon**

Darth Maul rolls **4 hits**

Qui-Gon rolls **2 blocks**

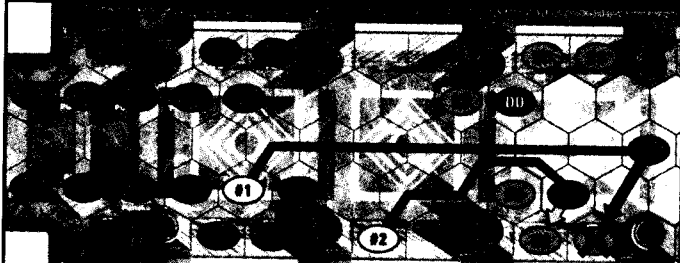
**4 hits - 2 blocks = 2 points** of damage against Qui-Gon.



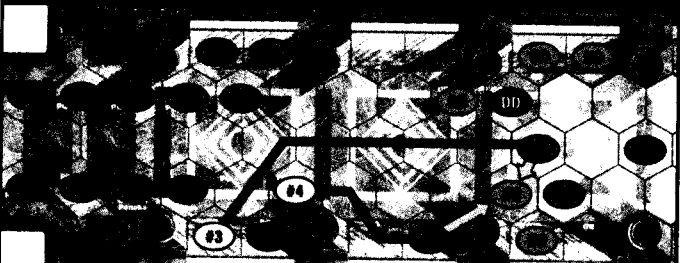
## NABOO 2nd CARD

Dan flips over his next card, a Theed Palace cards – RUSH THE PALACE, Captain Panaka and 4 Palace Guards. He places it in his Theed Palace discard pile. Dan decides to move his Palace Guards first. Now his Reference Chart indicates Palace Guards have a movement of 4. The RUSH THE PALACE card allows him to move all of his Palace Guards 8 spaces, which does not include Captain Panaka.

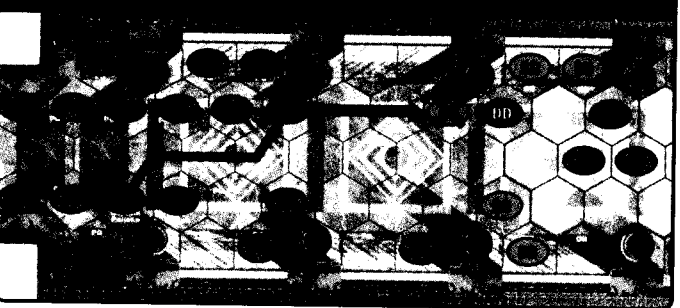
**Dan moves #1 Palace Guard and attacks. Then he moves #2 Palace Guard and attacks.**



**Dan moves #3 Palace Guard and attacks. Then he moves #4 Palace Guard and attacks.**



**Finally, Dan moves Captain Panaka to attack.**

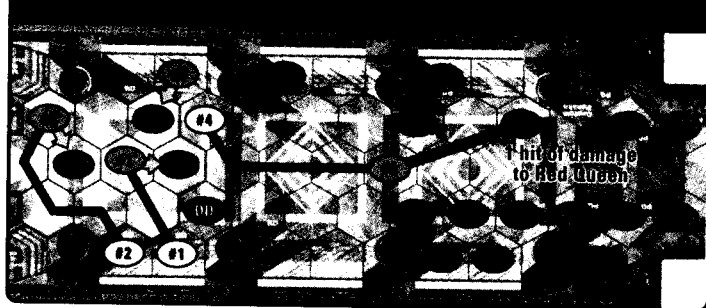


1. He chooses a Palace Guard and moves him 8 spaces. Then he names his target, a Battle Droid. Dan rolls 1 gray die and scores a hit. He removes the Battle Droid.
2. Now he moves his second Palace Guard 5 spaces, chooses another Battle Droid to fire at, rolls 1 gray die and misses.
3. He then moves his third Palace Guard 8 spaces, chooses a Battle Droid to fire at, rolls 1 gray die and misses.
4. Now Dan moves his fourth Palace Guard 3 spaces, chooses another Battle Droid to fire at, rolls 1 gray die and misses.
5. He then moves Captain Panaka 4 spaces, chooses a Battle Droid to fire at, rolls one red die, scores a hit and removes the chosen Battle Droid. "Hooray for the good guys!" Dan yells as he removes the Battle Droid.

## TRADE FEDERATION 3rd CARD

Julie laughs as she flips over her next card, a Theed Palace card - 4 BATTLE DROIDS. She places it in her Theed Palace discard pile.

**Julie's turn.**



1. So she chooses a Battle Droid and moves it 2 spaces. Then she names her target, a Palace Guard. She rolls 1 gray die and misses.
2. Now she moves her second Battle Droid 4 spaces, chooses another Palace Guard to fire at, rolls 1 gray die and misses.
3. She then decides not to move her third Battle Droid because the droid is in a good position to fire. She chooses another Palace Guard to fire at, rolls 1 gray die and misses. Dan says, "Your Battle Droids fire just like they did in the movie — they don't hit anything."
4. Now Julie is frustrated. She moves her fourth Battle Droid 4 spaces, chooses the Red Queen to fire at, rolls 1 gray die and hits. Dan rolls one blue defense die for the Red Queen. Unfortunately he does not roll a block so the hit gets through. He adjusts the Red Queen's Damage Track by moving the Damage Counter up 1 to the number 1. "How do you like me now?" Julie snickers. Dan looks at her calmly and says, "Anger leads to hate, hate leads to suffering."

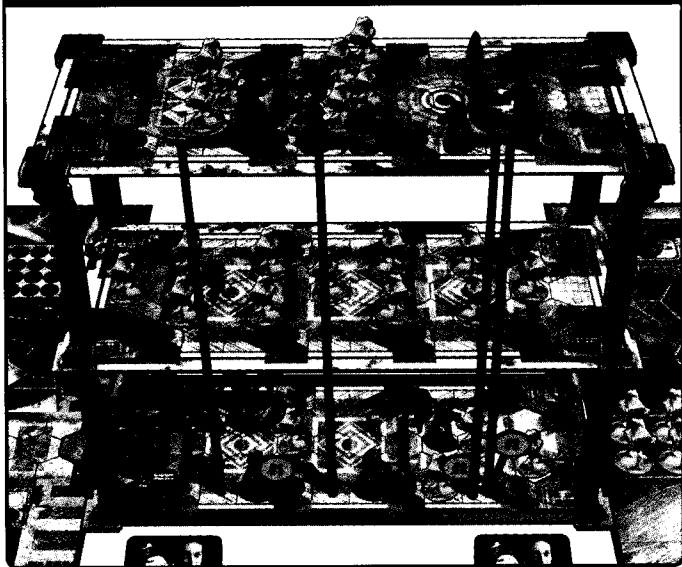
## NABOO 3rd CARD

Dan flips over his next card, a Theed Palace card - WINDOW LEDGE MOVEMENT for the RED QUEEN AND 3 PALACE GUARDS. He places it in his Theed Palace discard pile. This card allows him to move from window ledge to window ledge.

1. He chooses a Palace Guard and moves him 4 spaces utilizing the Window Ledge Movement. Then he names his target, a Battle Droid. Dan yells, "Be a hero!" He rolls 1 gray die and scores a hit. He removes the Battle Droid.
2. Now he moves his second Palace Guard 3 spaces, again utilizing the Window Ledge Movement. He does not attack because there are no legal targets.
3. He then moves the Red Queen 4 spaces, again utilizing the Window Ledge Movement. He chooses a Destroyer Droid to fire at, rolls one red die and scores 2 hits. Julie rolls 2 blue defense dice and rolls one block. 2 hits-1 block = 1 hit, so one hit gets through and Julie reluctantly removes the Destroyer Droid.

4. He then moves his third Palace Guard 4 spaces again utilizing the Window Ledge Movement. He does not attack because there are no legal targets.

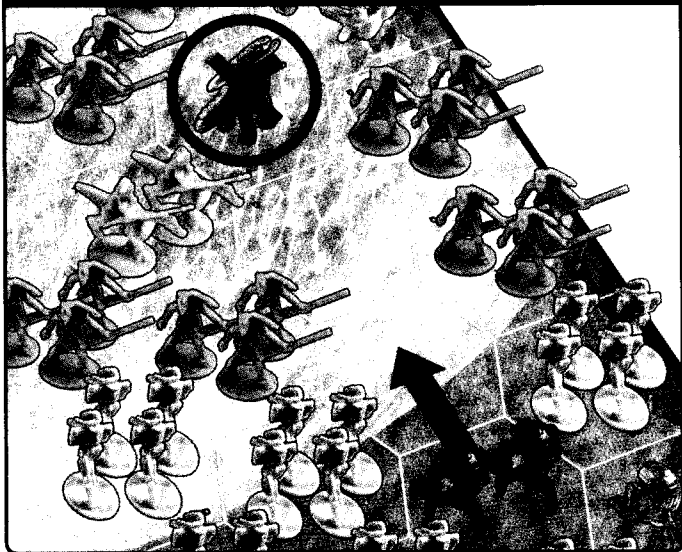
#### Dan uses the Window Ledge Movement card.



#### TRADE FEDERATION 4th CARD

Julie flips over her next card, a Battlefield card, DESTROYER DROIDS 2 GROUPS or BATTLE DROIDS 1 GROUP. She places it in her Battlefield discard pile. She chooses to perform the Destroyer Droid action.

#### Julie eliminates Dan's Faamba with her Droid.



A Destroyer Droid Group may move up to 2 spaces. Julie decides to move the Destroyer Droid Group 1 space forward. The Destroyer Droid has a Range of 2, meaning Destroyer Droids can only attack enemy groups or characters 2 spaces away as long as the first of the two spaces is unoccupied. There is a Fambaa 2 spaces away so she attacks, declaring the Fambaa 2 spaces away so she attacks, Julie rolls 4 red dice (2 red dice for each Destroyer Droid in the group) and scores a total of 5 hits (\*\*/\*\*). The Fambaa rolls defense dice. Dan rolls the blue and gold defense dice and rolls 0 blocks. 5-0=5, so the Fambaa takes 5 hits. Dan goes to adjust the Fambaa's Damage Track and realizes the Fambaa can only take 5 hits so it is destroyed. Julie draws a bonus card (she chooses to draw from the Theed Palace deck) and places it in the bonus card area. Since one of the Fambaas has been destroyed the Gungan shield is down. The AATs and the MTTs can get in the battle in future rounds. Julie says, in her Emperor voice, "Everything is proceeding as I have foreseen." Dan replies, "You got a lucky roll." Julie says, still in her Emperor voice, "Luck has nothing to do with it. You have just witnessed the power of the dark side."

#### NABOO 4th CARD

Dan flips over his next card, a Theed Palace card - QUI-GON, OBI-WAN, or 2 Palace Guards. He places it in his Theed Palace discard pile. He chooses the QUI-GON action. He chooses not to move Qui-Gon. He attacks Darth Maul with Qui-Gon. Qui-Gon uses 3 red dice. He decides to roll all of Qui-Gon's attack dice at once. He rolls the 3 red dice, scoring a total of 3 hits. Darth Maul rolls 2 defense dice, 1 green die and 1 gold die. Julie rolls both dice and scores 1 block and 1 Riposte hit. Dan rolled 3 total hits and Julie rolled 1 block, 3 - 1 = 2. So Darth Maul takes 2 damage. Julie moves the Damage Counter on Darth Maul's Damage Track up 2 spaces, to the 2. The Riposte hit causes Dan to move Qui-Gon's Damage Counter up one, from 2 to 3.

#### Dan's Qui-Gon attacks Darth Maul



Qui-Gon rolls **3** hits



Darth Maul rolls **1** block and **1** Riposte hit

**3-1=2** points of damage against Darth Maul. Qui-Gon also receives **1** point of damage for Darth Maul's **1** Riposte hit.

GAME DESIGNERS: CRAIG VAN NESS AND ALAN ROACH

#### Some thoughts from the Game Designers

*This game puts you in the movie. The exciting ending is about to happen as 4 battles are going on at once. How the story unfolds is in your hands. You make all the decisions. You are exploring all the possible outcomes. You are Darth Maul. You are Qui-Gon. You are reacting to your opponent's every move or forcing your opponent to react to you.*

*MAY THE FORCE BE WITH YOU... ALWAYS*



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We will be happy to hear your questions or comments about this game. Write to:

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