

# STAR WARS

EPISODE II: ATTACK OF THE CLONES

## RESCUE ON GEONOSIS™

### OVERVIEW

*On the arid, red rock planet Geonosis, the mysterious Count Dooku and his minions plot to overthrow the Galactic Republic. Obi-Wan Kenobi, on a mission from the Jedi Council, is captured after tracking the bounty hunter Jango Fett to the distant planet.*

*In an attempt to rescue their friend, Anakin Skywalker and Padmé Amidala find their way into the massive droid foundries hidden within the planet, and then into the depths of Dooku's Separatist stronghold.*

*You must use the Force and try to locate Obi-Wan Kenobi before the droid armies discover you and the Count escapes...*

**A Game for 2-4 Players aged 7 and up.**

### OBJECTIVE

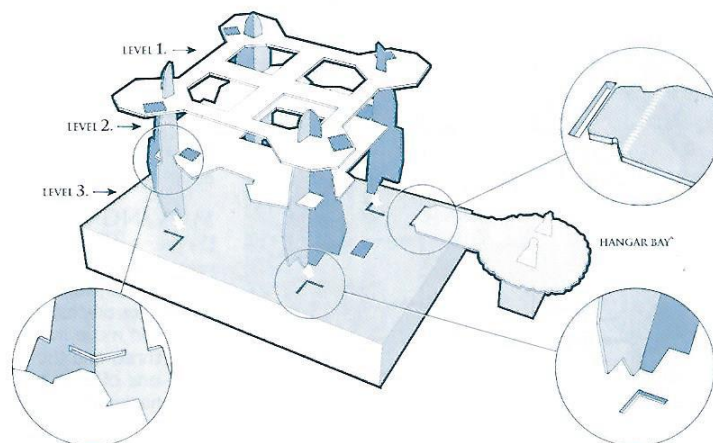
**Find and free Obi-Wan™ before Count Dooku™ escapes in his ship.**

#### Contents:

1 x Upper Platform (Level 1)	3 x Jedi Force Meters	1 x Jango Fett™ Pawn
1 x Lower Platform (Level 2)	1 x Anakin Skywalker™ Pawn	5 x Battle Droid™ Pawns
1 x Card Build-up (Level 3)	1 x Padmé Amidala™ Pawn	6 x Geonosian Guard™ Pawns
4 x Platform Supports	1 x Count Dooku™ Pawn	1 x Obi-Wan Kenobi™ Token
1 x Hangar Bay Platform	1 x Yoda™ Pawn	20 x Mover Bases (17 black & 4 blue)
1 x Hangar Bay Support	1 x Mace Windu™ Pawn	5 x Dice (3 red and 2 blue)
1 x Count Dooku's™ Control Pad	4 x Super Battle Droid™ Pawns	1 x Wipe-off Pen

Carefully remove all the pieces from the die-cut sheets. Check you have all the pieces listed above. Next, carefully assemble the Game Platforms and Hangar Bay into the Box Base using this illustration as a guide. Note that you have to align the coloured Elevators above each other on each level.

**Each of the Hero Pawns (Anakin, Padmé Amidala, Yoda and Mace) have blue bases.**



## SETTING-UP

During the game one person **must** play the part of evil Count Dooku. Decide who will play Count Dooku and give that player **all** the black based pawns, Count Dooku's control pad and the Obi-Wan token.

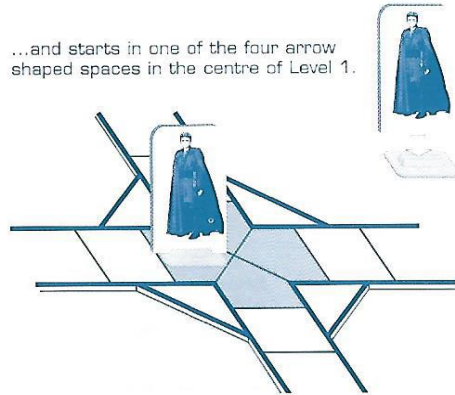
Each other Player takes a Jedi Life Force Meter and one pawn. Place only the hero pawns on one of the four arrow shaped spaces at the centre of the Top (Level 1) platform. **All** other pawns and tokens stay off the board for now. Set the dice close at hand.

**Note: Although there are four 'Hero' player pawns - Anakin, Yoda, Padmé & Mace, only three may play at a time. Choose wisely!**

The game is split into two objectives:

1. The person playing Count Dooku is trying to stop the Hero players from winning.
2. The Hero players are trying to find Obi-Wan before Count Dooku escapes.

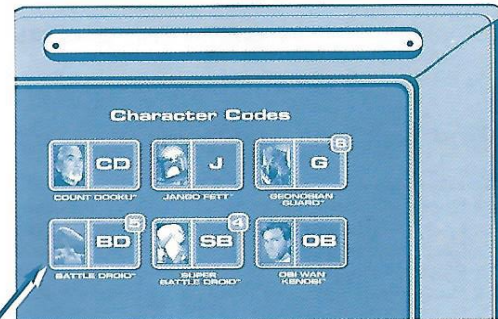
Each piece slots into its relevant coloured base...



## 1. SPECIAL COUNT DOOKU RULES

### SECRET PLACEMENT OF PIECES

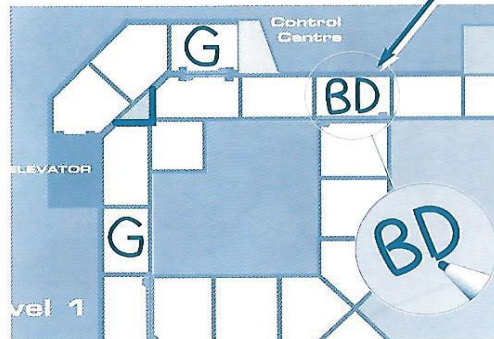
The player who is Count Dooku, sets up the board at the start of the game. Before the game starts you must **SECRETLY** decide where all your troops will lie in wait for the Heroes, and where the prisoner is held in the stronghold. **You mark these locations on the special Count Dooku Control Pad** with an initial using the dry-wipe pen provided. Be sure and use the same character initial as appears under each character's image. For multiple characters, like the Battle Droids, use the same initial in six different areas. These hidden pieces include the Count, all the Droids, Geonosians and the prisoner.



Your hidden pieces can be placed anywhere on the three levels other than the central Start area of the top level marked in Blue, but not in line of sight. Only six pawns may be placed on Level 1. None of Count Dooku's pawns may be placed within two spaces of an elevator! Count Dooku can only start on Level 3. Now **only you** know where your troops and the prisoner are. Keep your Control Pad hidden from the other players.

### MOVING DOOKU'S 'HIDDEN' PIECES

On your turn you may move any one of your 'hidden' pieces up to five spaces in any direction to intercept the Heroes. Alternatively you can split the five movement points between characters. For example you could move five pieces one space each or one piece three and then another two etc. Whenever you move one of your 'hidden' pieces you **must** wipe off that character's initial from your Pad and mark its



new position on the Pad - take your time! Count Dooku's pawns may use elevators without accessing Control Centres.

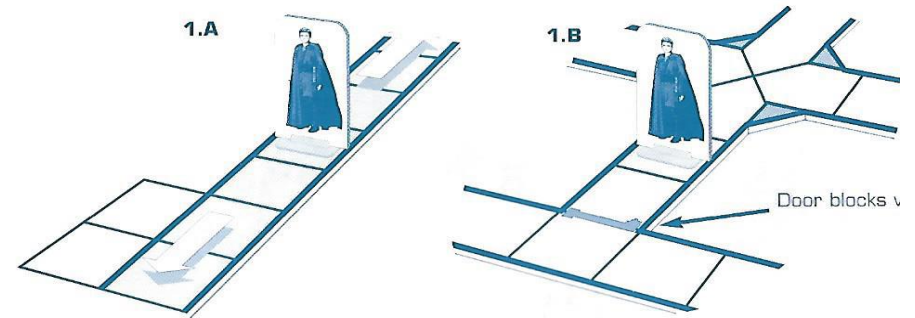
## JANGO FETT

Jango Fett's jetpack allows him to move between levels without using the elevator. A jump to any level counts as one whole turn.

## REVEALING

Your pieces are revealed to all players in one of two ways:

1. **By Line of Sight.** This is a rule where if the piece is physically able to be seen by any Hero or finishes its move on a space on the board where it can be seen by a Hero it must be revealed. **See examples below.**
2. The other method of revealing pieces is by being 'sensed' by a Hero. See **Jedi Sensing.**



## 2. HERO PLAYER RULES

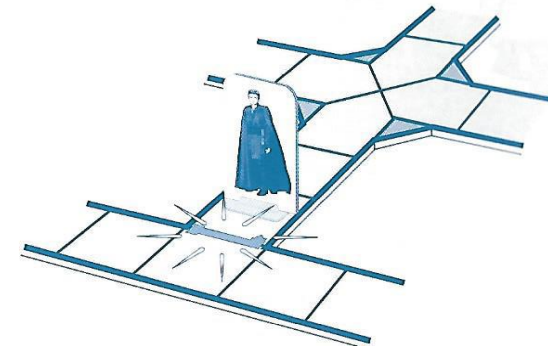
### STARTING

All Hero players start at the centre of Level 1. Your pawn must be on one of the arrow shaped spaces your Turn you can do **one** of the following things:

### PLAYER MOVING

Roll one die and move the amount of spaces indicated in any direction including through doors. Moving through a door means that any 'hidden' pieces that are on the other side of the door, or in that row revealed immediately as long as they are in line of sight. \* End your turn.

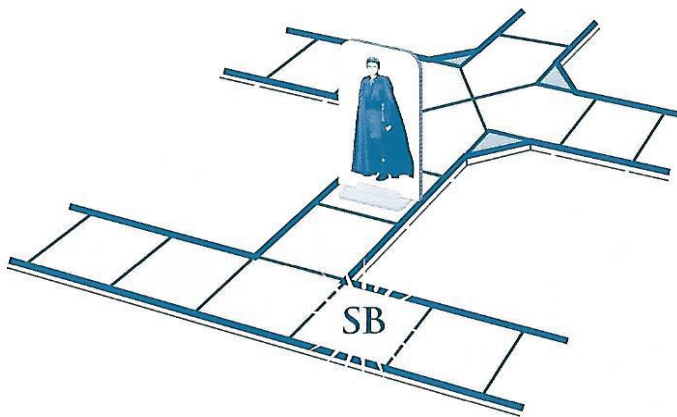
**\*Note: Your piece can jump over another player's piece on the board.**



## JEDI 'SENSING'

Instead of moving you can roll one die. If you roll a 4, 5 or 6 you can 'Sense' the presence of any of Dooku's pieces within a two space radius. This includes pieces within rooms or corridors as long as they are in range. If Obi-Wan is within range he is also 'Sensed', as is Count Dooku, if he is there. End your turn. (As Padmé enters the caves she discovers a Geonosian device which turns out to be a sophisticated motion and audio tracker which gives her the ability to equal Jedi sensing.)

**Note: Count Dooku must reveal and place any pieces that are 'Sensed'.**



The pale grey grid indicates the two space radius around the Hero. Here, he can **Sense** a SB (Super Battle Droid) around the corner.

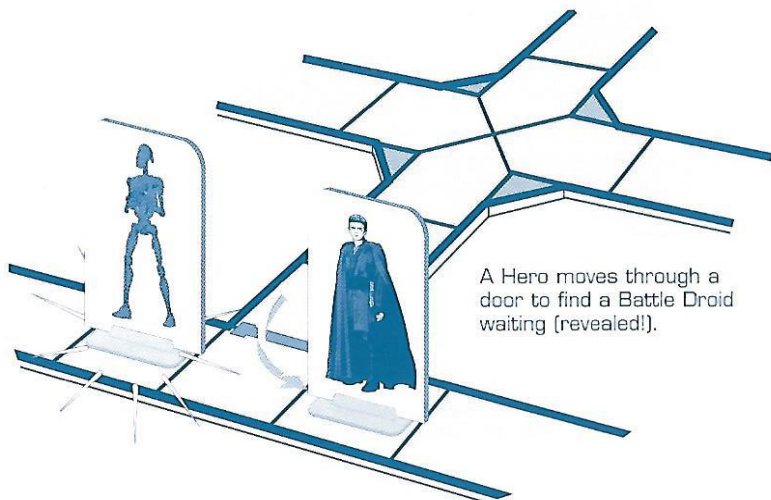
## 3. COMBAT

### FIGHTING

Combat is initiated in two ways:

1. By an opponent's piece landing next to you
2. By moving your piece next to an opponent's piece.







**Note: On your turn whether you are a Hero player or Count Dooku, you can elect to battle any, and all, opponents you are next to.**



A Hero moves through a door to find a Battle Droid waiting (revealed!).

The **Attacker** always gets the advantage by getting three dice and the **Defender** gets two. The rules are simple – Attacker rolls first. You compare the attacker's highest roll with the defender's highest roll. Then compare the attacker's second highest roll with the defender's second die.

#### Example 1:

Roll:	Result:
Attacker: Defender:	
 	Attacker wins
 	Attacker wins
 	Discard

Therefore = **Attacker wins**

#### Example 2:

Roll:	Result:
Attacker: Defender:	
 	Defender wins
 	Defender wins
 	Discard

Therefore = **Defender wins**

#### Example 3:

Roll:	Result:
Attacker: Defender:	
 	Attacker wins
 	Defender wins
 	Discard

Therefore = **A Draw**

#### Example 4:

Roll:	Result:
Attacker: Defender:	
 	Draw
 	Defender wins
 	Discard

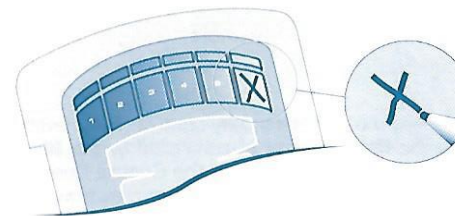
Therefore = **Defender wins**

### COMBAT RESULTS

If one of Count Dooku's troops loses in combat that pawn is permanently removed from the game. If Count Dooku's piece wins in combat then the Hero loses one Life point. **See illustration left.**

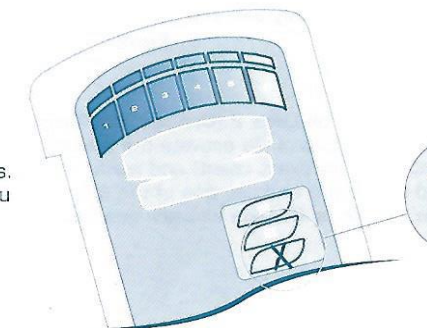
### PLAYER ELIMINATION

When a player loses the last of his Life points he is eliminated from the game.



### 'EXPERIENCE' (FORCE) POINTS

Hero players gain extra points by defeating opponents. For every one of Count Dooku's troops you defeat, you gain an experience point – maximum of three.



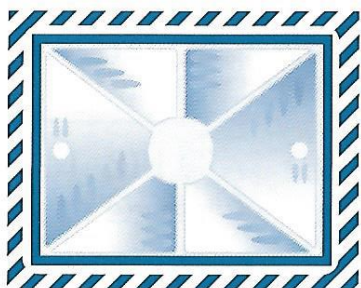
These 'Experience' points can be used in Combat or to Heal. In Combat, you may roll one of your die again for each point you have. One point equals one re-roll and once used is wiped off the Life point meter. You may use this during Combat as many times as you wish, but once they have been used you must win in Combat to regain more.

**\*Note: It may be wise to keep your 'Experience' points in case you encounter Count Dooku.**

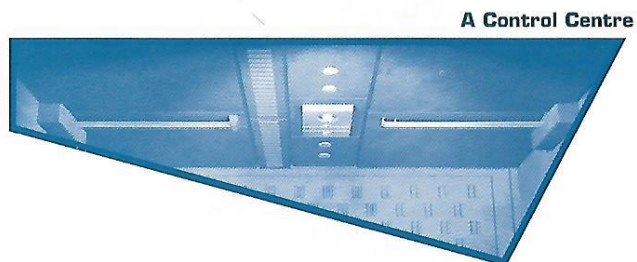
For a Hero player to Heal himself/herself you may use two Experience points to gain back one Life point. Once used you must remove the two Experience points and add one Life point back on your Life Force Meter.

## 4. ELEVATORS AND CONTROL CENTRES

To gain access to each new Level the players must access the elevators. To control elevators the player must activate the appropriate Control Centre.



An Elevator



A Control Centre

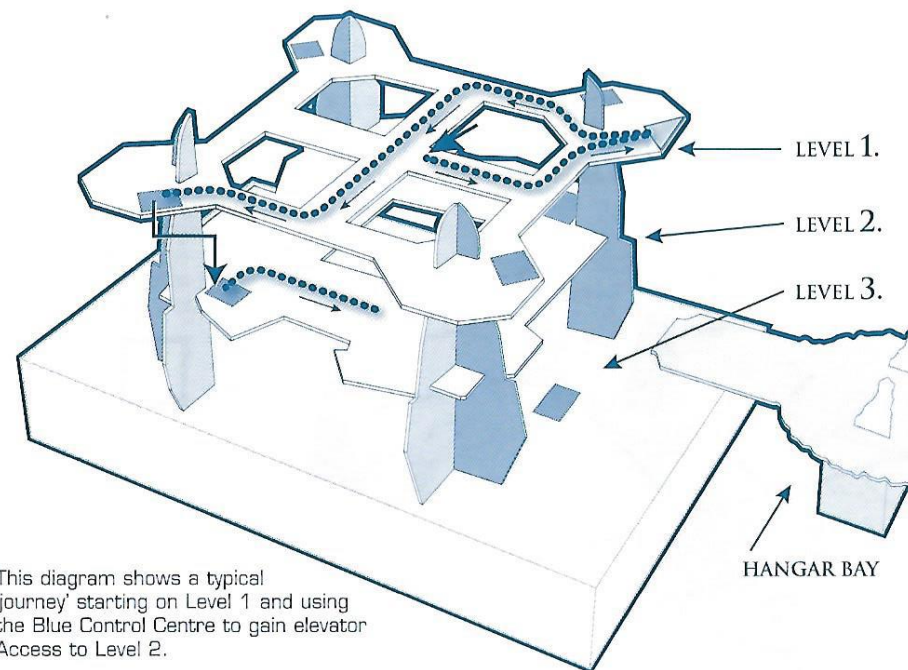
### LEVEL 1

The elevator Control Centre's are located diagonally opposite from the elevators they control. The elevators are colour coded **Red**, **Blue**, **Yellow** and **Green**. For example the **Blue** elevator is controlled by the **Blue** Control Centre. To activate an elevator the player must on his/her turn, land next to the Control Centre (not by exact count) and roll the die once. If they roll a 3 or above, they are successful and may now make their way and use the Blue elevator to Level 2.

**Note: You may only use the elevator to go down and return once, before returning to an Elevator Control Centre again!**

### LEVEL 2

The Control Centres on Level 2 (**Orange** and **Purple**) are located on opposite sides from the appropriate elevators that they control. To activate the elevator the player must on his/her turn, land next to the Control Centre (not by exact count) and roll a 3 or less, to activate. Once successful they **must return to Level 1** and re-activate and use one of the other Level 1 elevators in order to make their way to Level 2, by using the **Purple** or **Orange** elevator they activated.



This diagram shows a typical 'journey' starting on Level 1 and using the Blue Control Centre to gain elevator Access to Level 2.

## FINDING OBI-WAN

When a Hero enters a room containing Obi-Wan, Count Dooku must 'announce' that Obi-Wan is there, and give the Obi-Wan **Token** to that player.



## 5. COUNT DOOKU FLEES

### SITH LORD

Count Dooku remains hidden (unless revealed earlier) until a Hero player moves his piece onto Level 3. Once a player reaches Level 3, the player playing Count Dooku **must** now attempt to get to the Hangar control room and open the Hangar Blast Door by rolling a 1, 3 or 6 on the die.

**\*Note: He cannot enter or operate the Hangar Bay Control Centre before this point.**

### MOVING

The player playing Count Dooku must choose to move either himself or his troops during this final phase. He cannot split the move between himself and his troops as before.

### ATTACKING DOOKU

Count Dooku can be attacked by the Hero players but not killed. For each defeat he suffers he loses movement points. They cannot be regained. Thus if he is attacked and defeated 4 times, he will only have one space per turn.

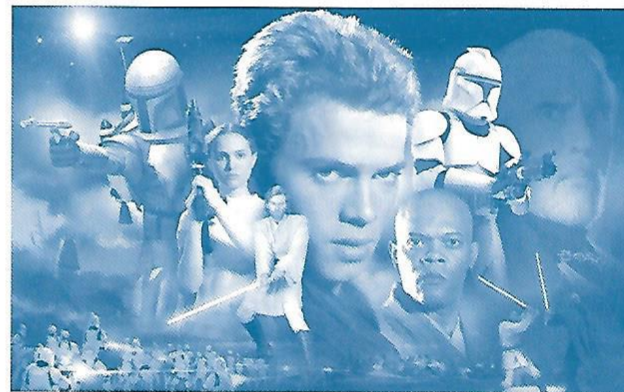
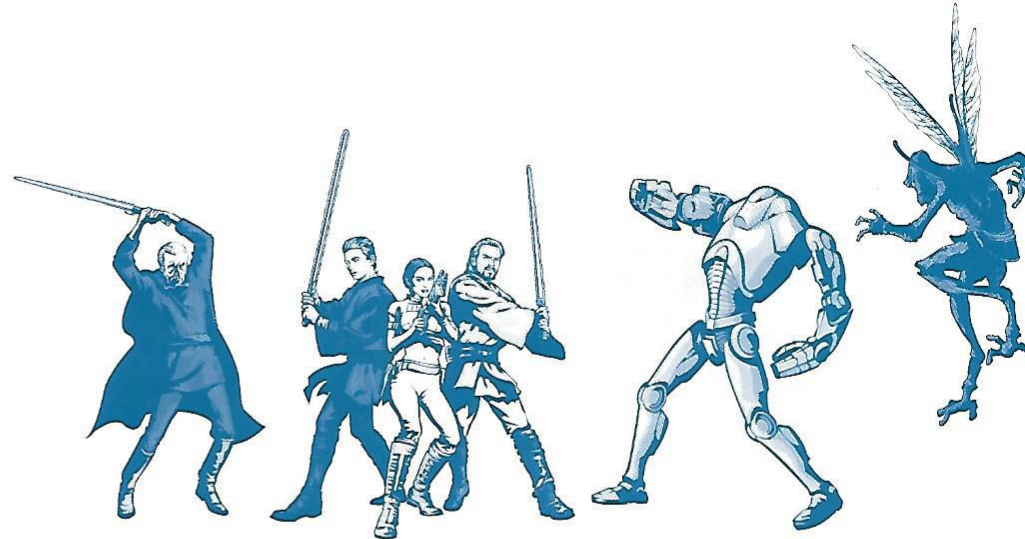
# WINNING

## COUNT DOOKU

If Count Dooku reaches his space ship in the Hangar Bay before Obi-Wan is found, he wins the game.

## HERO

To win the game, the Hero players must find Obi-Wan and return with him to level 2 before Count Dooku reaches the Hangar Bay.



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