

Rescue on Geonosis

by Vladyslav Sharapov (Group B)

Objective of the Game

- **Goal:** Free Obi-Wan Kenobi before Count Dooku escapes in his ship.
- Two opposing sides:
 - **Hero Players (Anakin, Padme, Yoda, Mace Windu):** Search for Obi-Wan and rescue him.
 - **Count Dooku (and his forces):** Prevent the heroes from succeeding and escape to the Hangar Bay.

Game pieces include:

- Hero pawns (with blue bases)
- Count Dooku and his troops (black bases)
- Obi-Wan token, dice, Force meters, control pad, and game platforms (3 levels + hangar).

Setting Up the Game

- One player is Count Dooku.
- Count Dooku receives all black pawns, control pad, and Obi-Wan token.
- Heroes each get:
 - One pawn
 - A Jedi Life Force meter
- Hero pawns begin at the centre of Level 1 on arrow-shaped spaces.
- Only **3 Heroes can play at a time** (despite there being 4 available).

Special Count Dooku Rules

- **Secret placement of pieces:**
 - Dooku places his troops (Droids, Geonosians, Jango Fett, himself, Obi-Wan prisoner) secretly on the control pad.
 - Cannot place near elevators or start zone.
 - Dooku starts only on Level 3.
- **Movement of hidden pieces:**
 - On his turn, Dooku may move hidden troops up to 5 spaces total (split between units as desired).
 - Must update positions on the control pad.
 - Jango Fett can fly between levels without elevators.
- **Revealing hidden pieces:**
 - By **line of sight** (if visible to a hero).
 - By **Jedi sensing** (special Hero action).

Hero Player Rules

- Actions on a turn:
 1. **Move:** Roll 1 die, move that many spaces (doors reveal hidden enemies behind them).
 2. **Jedi Sensing:** Instead of moving, roll 1 die:
 - On 4, 5, or 6 → detect enemies/Obi-Wan within 2 spaces.
 - Count Dooku must reveal detected pieces.

Combat Rules

- **Starts when:** a piece moves adjacent to an opponent.
- **Attacker:** rolls 3 dice.
- **Defender:** rolls 2 dice.
- Compare highest dice rolls in order.
- **Results:**
 - If Dooku's troops lose → removed permanently.
 - If Heroes lose → they lose 1 Life point.
 - If all life points are lost → player eliminated.
- **Experience (Force) Points:**

- Gained by defeating enemies (max 3 at once).
- Uses:
 - **Combat re-rolls:** 1 point = 1 re-roll.
 - **Healing:** 2 points = regain 1 Life point.
- Must be managed carefully, especially before fighting Dooku.

Elevators and Control Centres

- **Purpose: Access lower levels to continue the mission.**
 - Level 1 elevators (Red, Blue, Yellow, Green):
 - Controlled by matching control centres.
 - To activate → land beside control centre, roll die, succeed on 3 or higher.
 - **Level 2 elevators (Orange, Purple):**
 - Controlled by opposite-side centres.
 - To activate → roll **3 or lower**.
 - Must return to Level 1 to continue.
- ★ **Restriction:** Elevators only usable once before needing re-activation.

Count Dooku's Escape Phase

- Triggered when a Hero reaches **Level 3**.
- At this point, Dooku attempts to reach the **Hangar Bay**.
- To open blast door → roll 1, 3, or 6.
- **Movement:**
 - Dooku must choose to move **himself OR troops**, not both.
- **Defeating Dooku in combat:**
 - Cannot be killed.
 - Each defeat = lose 1 movement point permanently.

Winning Conditions

- **Heroes win if:**
 - They find Obi-Wan, escort him to Level 2, before Dooku escapes.
- **Count Dooku wins if:**
 - He reaches his spaceship in the Hangar Bay before Obi-Wan is rescued.