

Risk

RISK® STAR WARS® CLONE WARS EDITION

- STEP 1: PLACE TOKEN
(SEPARATISTS ONLY)
- STEP 2: MOVE ORDER 66 TRACK
(SEPARATISTS ONLY)
- STEP 3: COUNT PLANETS
- STEP 4: PLAY CARDS FOR TROOPS/SHIPS
- STEP 5: PLACE UNITS
- STEP 6: INVADE
- STEP 7: TROOP FORTIFICATION
- STEP 8: SHIP FORTIFICATION
- STEP 9: CHANGE OF COMMAND
- STEP 10: DRAW CARD(S)
- STEP 11: ORDER 66
(SEPARATISTS ONLY)

STANDARD RISK®

- STEP 1: COUNT PLANETS
- STEP 2: PLAY CARDS FOR TROOPS
- STEP 3: PLACE TROOPS
- STEP 4: INVADE
- STEP 5: TROOP FORTIFICATION
- STEP 6: DRAW CARD

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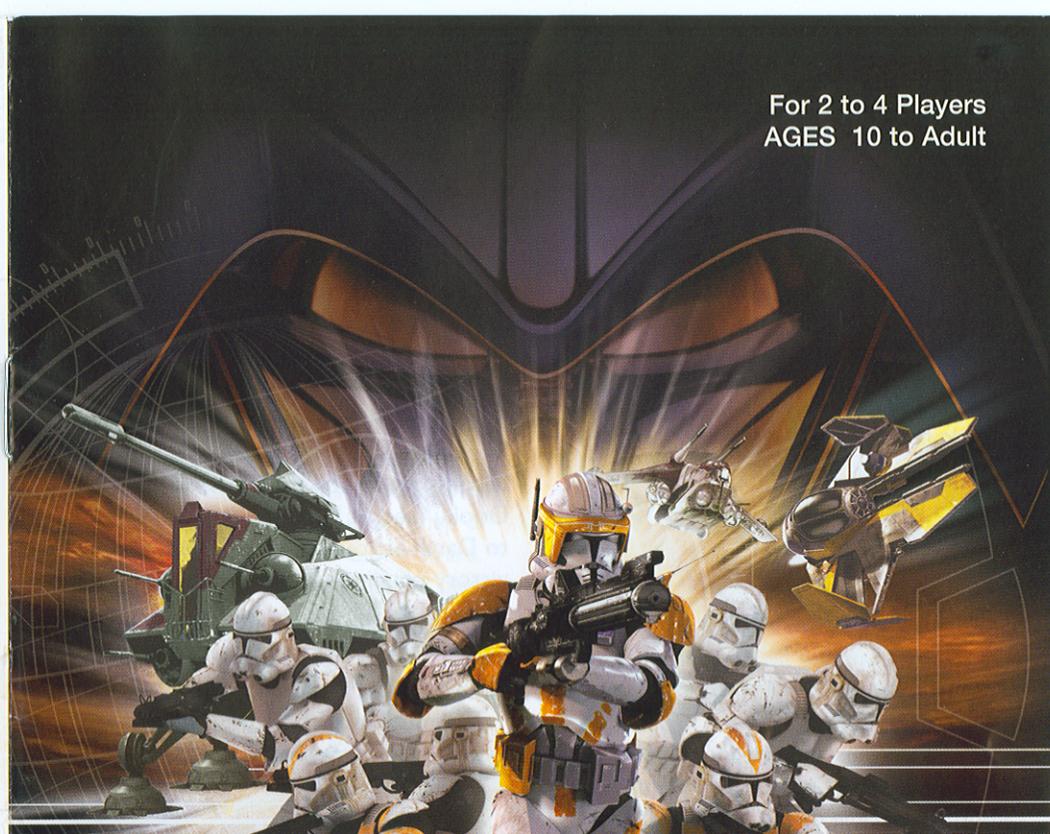
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Risk
THE GAME OF GALACTIC DOMINATION
STAR WARS
CLONE WARS EDITION



For 2 to 4 Players
AGES 10 to Adult

Risk

THE GAME OF GALACTIC DOMINATION

STAR WARS

CLONE WARS EDITION

Risk

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- Gameboard • 4 Armies (in different colors)
- 18 Republic Ships • 18 Separatist Ships
- Darth Sidious Pawn • 30 Republic Faction Cards
- 29 Separatist Faction Cards • 17 Turn Reference Cards
- 5 six-sided Dice • 5 eight-sided Dice
- 9 Separatist Tokens

ASSEMBLY

Remove all of the pieces from the plastic bags. Discard the bags. Carefully punch out the tokens and ships from the cardboard sheet. Discard the cardboard waste.

INTRODUCTION

It is a time of civil war in the Galaxy. The Separatist forces, led by the charismatic Count Dooku, have persuaded thousands of planets to rebel against the Republic. The Republic has organized a clone trooper army, led by Jedi Generals, to quell the insurrection. Little do the Jedi know that the whole war is being organized by Darth Sidious, a Sith Lord, who is about to step out of the shadows....

You may also choose to use the RISK® Star Wars Clone Wars Edition gameboard to play standard RISK, by leaving out the special elements.

If you are familiar with the standard game of RISK, you only need to read the section of rules in BLUE. These are the differences between standard RISK and RISK Star Wars Clone Wars Edition.

OBJECT

There are two factions in the game: the Republic, led largely by the Jedi; and the Separatists, led by the charismatic Count Dooku (secret Darth Tyranus, apprentice to Darth Sidious). Each side has its own victory conditions:

- The Republic faction must eliminate all Separatist forces, thereby squelching the Sith plot to control the galaxy OR they must take control of the planet on which Darth Sidious is hiding. The Republic wins or loses as a team, not as individual players.
- The Separatist faction must eliminate all Republic forces, thereby taking control of the galaxy. The Separatists win or lose as a team, not as individual players.

If you are playing standard RISK, you win when you have defeated all of your opponents' troops and you control the entire gameboard.



A LOOK AT STUFF IN THE GAME

First, take all of the game pieces and set them out where you can see them. As you read these rules, look at these pieces so you know how they all work.

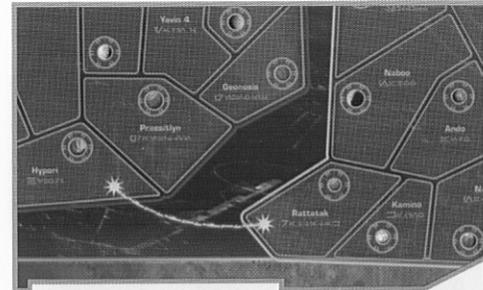
THE GAMEBOARD

This is not a map of the entire Star Wars galaxy (that contains tens of thousands of inhabited planets), but it is a map of the key planets from the Clone Wars. The gameboard is divided into 42 planets, each with its own name. These planets are grouped into Regions (6 of them), each a different color. The Regions are:

REGION	COLOR	# OF PLANETS
OUTER RIM	RED	10
MID RIM	YELLOW	9
WILD SPACE	GREEN	7
CORE WORLDS	BLUE	7
COLONIES	PURPLE	5
EXPANSION REGION	ORANGE	4

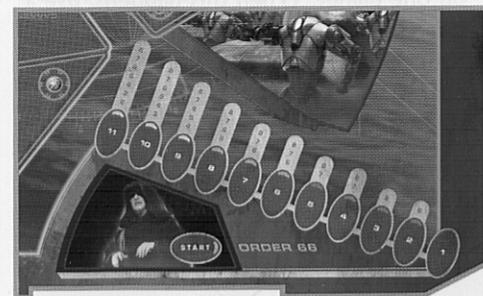


Your troops will be able to move from one planet to another as long as the planets are adjacent. Planets are adjacent if they share a border, or a hyperspace line connects them.



Example: The planet of Rattatak is adjacent to Kamino, Ando, and Naboo because they share a border. Rattatak is also adjacent to Hypori because a hyperspace line connects them. Forces in Rattatak can attack any of these planets. But beware! The forces in Rattatak can also BE attacked from any of these planets. Praesitlyn is not adjacent to Rattatak because they share no borders and there are no hyperspace lines connecting them.

In the lower right corner of the gameboard is a track labeled Order 66. This track is used to determine when Darth Sidious should call for Order 66. We will discuss this in more detail later.

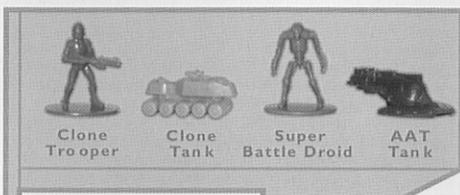


Risk

THE PLASTIC PIECES...

There are 2 different factions in this game, each in 2 different colors.

Each side has 2 pieces representing troops. All troops function the same, the pieces simply represent different amounts of troops. Use your troops to take over and control planets.



REPUBLIC TROOPS (Red and Gold)	REPRESENTS
CLONE TROOPER	1 TROOP
CLONE TANK	3 TROOPS
SEPARATIST TROOPS (Blue and Black)	REPRESENTS
SUPER BATTLE DROID	1 TROOP
AAT TANK	3 TROOPS

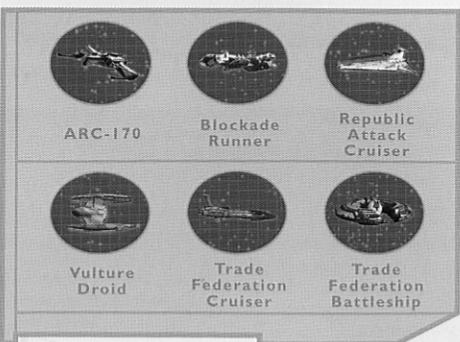
During the game, you will have many pieces on the board, sometimes many on one planet. When this happens, use a 3-troop piece to save space. It's a lot easier to have 2 AATs on the board instead of 6 Super Battle Droids (both equal 6 troops).



Example: In Kessel, Red has 1 Clone Tank and 2 Clone Troopers. Since a Clone Tank represents 3 troops and a Clone Trooper represents 1 troop, the Red player has 5 troops in Kessel (3+1+1). The Blue player has 2 AATs and 1 Super Battle Droid in Boz Pity. This represents 7 troops (3+3+1).

THE SHIPS

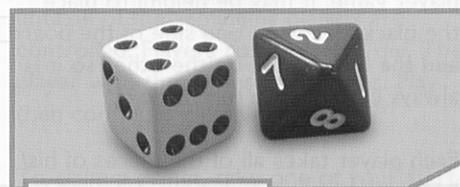
Each side also has cardboard tokens representing 3 different classes of ships: Fighter class, Corvette class, and Capital class. You cannot use ships to conquer planets. Ships are only used to assist ground troops in attacking and defending during invasions. And unlike ground troops, ship classes are not interchangeable.



REPUBLIC SHIPS	REPRESENTS
ARC-170	1 FIGHTER CLASS SQUADRON
BLOCKADE RUNNER	1 CORVETTE CLASS SQUADRON
REPUBLIC ATTACK CRUISER	1 CAPITAL CLASS SQUADRON
SEPARATIST SHIPS	REPRESENTS
VULTURE DROID	1 FIGHTER CLASS SQUADRON
TRADE FEDERATION CRUISER	1 CORVETTE CLASS SQUADRON
TRADE FEDERATION BATTLESHIP	1 CAPITAL CLASS SQUADRON

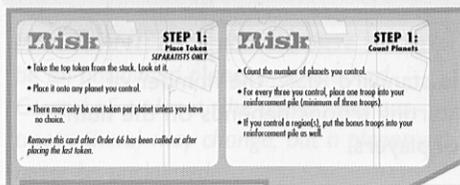
THE DICE

You use the 6-sided dice when attacking and defending planets. Some cards and some ships will allow you to use the 8-sided dice.



TURN REFERENCE CARDS

The Turn Reference Cards can be used to help you keep track of all of the steps you complete on your turn. There is one deck to be used by all of the armies; but note, some of the steps only apply to the Separatist armies.



Turn Reference Card

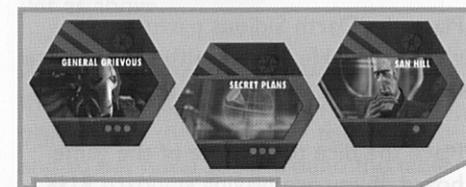
Classic RISK Turn Reference Card



You will use the Classic RISK Turn Reference cards when playing Classic RISK.

THE SEPARATIST TOKENS

These tokens represent leaders and plans of the Separatist faction. These leaders and plans could provide the Republic with valuable information. The Separatist faction must try to keep these out of the hands of the Republic armies.



DARTH SIDIOUS

The Darth Sidious pawn begins the game on the Order 66 track. At this point, Darth Sidious' identity is still secret, as are his plans. Once Order 66 has been called, he moves out into the open, possibly within reach of the Republic.

THE FACTION CARDS

There are 2 decks of Faction cards – one for the Republic faction and one for the Separatist faction. They function the same way. Cards are used to gain bonus troops, build ships and to provide special powers. We'll explain how they work later.



Risk

GETTING STARTED

First set out the gameboard so everyone can reach it.

Separate the Faction cards into 2 decks, Republic and Separatist (according to the card backs), shuffle each separately and place them to the side of the gameboard. If you are playing standard RISK, remove all the cards with pictures of Anakin on them and shuffle the remaining cards into one deck.

Place the Darth Sidious pawn on the gameboard. He starts on the Start Space of the Order 66 track.

Place the dice to the side of the gameboard. If you are playing standard RISK, use only the 6-sided dice.

Place the Separatist tokens facedown and mix them up. Then stack them facedown and place them to the side of the gameboard near a Separatist army.

Take the blue Turn Reference Card deck and place the cards in ascending order so that Step 1 is on top. Place these to the side of the gameboard. If playing standard RISK, use the red Classic Risk Turn Reference Deck.

Determine how many players are in the game. All 4 armies are always in play but, with fewer than 4 players, some players will control more than one army. For example, in a 3-player game, Player 1 controls the red Republic army, Player 2 controls both the black and blue Separatist armies, and Player 3 controls the gold Republic army.

	# OF PLAYERS		
	2	3	4
PLAYER 1	RED & GOLD	RED	RED
PLAYER 2	BLACK & BLUE	BLACK & BLUE	BLACK
PLAYER 3		GOLD	GOLD
PLAYER 4			BLUE

Even though a player may be controlling more than one army, that player **MUST** keep the armies separate. This means that the armies **CANNOT** share cards, troops, ships or planets. Effectively one player will be playing two parts in the game.

The turn order always alternates between Republic and Separatist forces so players should sit accordingly. In a 3-player game, it may be helpful to place the black pieces on one side of the board and the blue pieces on the other so it is always clear whose turn is next.

Each player takes all of the pieces of his/her color (including the ship tokens of the matching colors) and counts out his/her starting troops. Place your pieces in a pile near you. Now get out your starting troops:

REPUBLIC ARMIES	Start with 31 troops each
SEPARATIST ARMIES	Start with 30 troops each

In standard RISK, the number of starting troops depends on the number of players.

# OF PLAYERS	STARTING TROOPS
3 PLAYERS	35 EACH
4 PLAYERS	30 EACH

These troops will be placed on the board before play begins.

CLAIMING PLANETS

The two Republic armies first claim one planet (each) for themselves. They can discuss their options before placing, and may place in either order. If they both want the same planet and are unable to agree, then they each roll a 6-sided die and the higher roll wins control of the planet.

Now, each army will claim one planet until all of the remaining planets are controlled. Players roll a 6-sided die. The player with the highest roll begins. Play then continues clockwise.

To claim a planet, take one of your starting troops and place it onto an empty planet. You now control this planet. The next army then places one troop onto an empty planet, claiming that planet, and so on. You cannot put a troop onto a planet that has already been claimed. Eventually, all 42 planets will be claimed. Some armies will control more planets than the others. This is OK.

IMPORTANT: From now on, there will never be an unclaimed planet on the board. Control of a planet (the player who has troops there) may change, but a planet will never be unclaimed.



REINFORCING PLANETS

Now that all of the planets are claimed, you will start reinforcing your planets. The more troops you have on a planet, the easier it is to attack and defend from. Reinforcing a planet is simple: just place one of your starting troops onto a planet that you control. You cannot place reinforcements onto another army's planet.

The first army to reinforce a planet is the same army who first claimed a planet – in other words, the turn order continues as above.

After you place your reinforcement, the army to the left reinforces one planet, then the next army to the left, and so on. Keep going around the table until all of each army's starting troops have been placed.

There is no limit to the number of troops that can be on a planet. You can choose to reinforce one planet with a large number of troops or you can spread your troops out across all of your planets.



Begun, the Clone War has.

GENERAL NOTES

OVERVIEW

On each one of your turns, you'll receive additional troops, which you will use to reinforce your army. You may be able to play cards to get more troops, build ships or utilize special powers. You'll probably invade one or more planets. If you're successful, you'll be able to collect one or more cards at the end of your turn. But whether you engage in combat or not, you'll get to relocate your forces.

If you are one of the Separatist armies, you'll also get to place tokens and maybe call for Order 66, thereby shifting the balance of power throughout the galaxy.

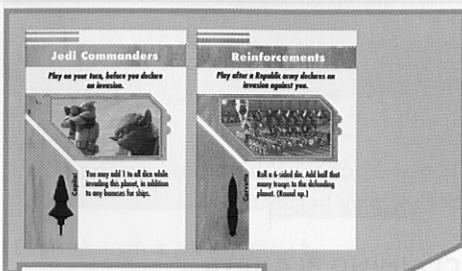
NON-ANAKIN CARDS

You will collect cards (explained later) by conquering planets controlled by the opposing faction. You can use any of these cards in one of three ways: to raise more troops, build ships or utilize its special power. You will need to decide throughout the game which purpose best suits your strategy for winning the game.

If you choose to use the card for its special power, it will be used at different times – each card indicates when its power can be used. Read the card carefully to determine when and how to use it.

IMPORTANT: Some of the special powers indicated on the cards conflict with the general rules of play. If this occurs, follow the instruction on the card.

NON-ANAKIN CARDS

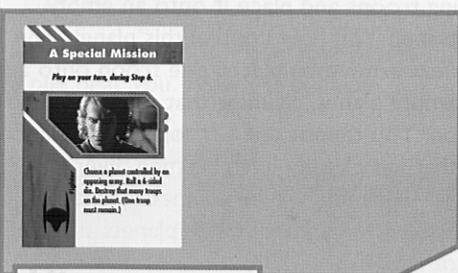


ANAKIN CARDS

At the start of the game, Anakin is a conflicted Jedi defending the Republic. At this point, both the Republic and the Separatist armies can use the special powers on the Anakin cards.

When Order 66 is given, Anakin gives in to the dark side and becomes Darth Vader. From here on out, only the Separatist armies can utilize the special powers of the Anakin cards. The Republic armies can now only use these cards to raise troops or build ships.

ANAKIN CARDS



OWNERSHIP OF PLANETS

RISK Star Wars The Clone Wars Edition is a team game – players win or lose as a team, not as individuals.

Although the armies work together, they set up on their own planets and may not share planets. You CANNOT attack the other player of your faction. However, during the game, you may be able to take over command of planets controlled by the other member of your faction.

TURN ORDER

Roll a 6-sided die to determine which army will have the first turn. The highest roll wins and play proceeds clockwise.



USING THE TURN REFERENCE CARDS

The Turn Reference Cards are a quick guide to the steps of each player's turn. They only summarize the steps; they don't explain all the rules in that step. At the start of your turn, take the Turn Reference Card deck and make sure it is in step order, beginning with Step 1. Turn over the first card and complete the step (if it applies). When you are done, turn over the card with Step 2. Keep following the cards until all of your steps are completed. This ends your turn. Now, pass the card deck to the next player.

Note that some cards only apply to the Separatist armies. If you are in the Republic faction, simply skip these steps. Also, after certain events, some of the cards can be removed from play. These cards are marked accordingly.



YOUR TURN

STEP 1: PLACE TOKEN (SEPARATISTS ONLY)

Take the top token from the token stack, secretly look at it, and place it on any planet you control.

- You cannot place it on a planet controlled by the other army in your faction.
- You cannot place it on a planet that already has a token (unless that is your only option).

This token represents the leaders and plans of the Separatist movement. Don't let this fall into the hands of the Republic.

STEP 2: MOVE ORDER 66 TRACK (SEPARATISTS ONLY)

Order 66 is Darth Sidious' plan to spread the Jedi across the galaxy and then turn the clone troopers on them, destroying them all. As the Clone Wars progress, the Jedi will get more and more worn out and the chances of Order 66 succeeding grows. At the start of a Separatist army's turn, move the Darth Sidious pawn one space along the track. After Order 66 is called for (see Step 11), this track is no longer used.

STEP 3: COUNT PLANETS (STEP 1 IN CLASSIC RISK)

At the start of your turn, you get additional troops to reinforce your planets. How many reinforcements you get depends on...

- The number of planets you control,
- The number of Regions you control (if any).

Count Your Planets

Count the number of planets you control.

Take the total number of planets you control and divide this number by 3 (ignore any remainders). This is the number of reinforcements you receive. However, the number of reinforcements you receive can NEVER be fewer than 3, so even if you control only a few planets, you'll always receive at least 3 reinforcements.

Take your reinforcements from your troop pile and put them in front of you. This is the start of your "reinforcement pile."

You can use the list below to help you calculate how many reinforcements you receive.

PLANETS	REINFORCEMENTS
1-11	3
12-14	4
15-17	5
18-20	6
21-23	7
24-26	8
27-29	9
30-32	10
33-35	11
36-38	12
39-41	13

Do You Control Any Regions?

You also get reinforcements for every Region you control. Remember that a Region is a group of planets of the same color. If you control every planet within the Region, then you control the Region.

The number of reinforcements you receive depends on which Region (or Regions) you control (if any). Each Region has a number near it that shows you how many reinforcements you receive for that Region. For example, controlling the Expansion Region will give you 3 additional reinforcements. Count out these reinforcements from your troop pile and add them to the reinforcement pile in front of you (the pile you started by counting your planets).



STEP 4: PLAY CARDS FOR TROOPS/SHIPS

(STEP 2 IN CLASSIC RISK)

This may seem a little out of place because we haven't talked about how you get cards yet (we'll talk about that more in Step 10) but it is at this point that you could turn in a set of 3 cards to gain more troops, 1 card to build a ship, or 4 cards to do both. In standard RISK, if you have 5 cards in your hand, you must play one (or more) so that your card total is below 5 before you start your turn.

Gain Troops

Turning in a set of 3 cards allows you to gain more troops. Place the 3 turned-in cards out of play and take troops equal to this chart below:

SET	TROOPS GAINED
3 Fighter Class Cards	4
3 Corvette Class Cards	5
3 Capital Class Cards	6
1 Fighter Class, 1 Corvette Class, 1 Capital Class	7

Add these troops to your reinforcement pile.

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Build a Ship

You may turn in one (and only one) card to build the ship listed on the turned-in card. For example, if you turn in a Fighter Class card, you may build a Fighter. Place the turned-in card in the discard pile, take a ship of that class, and place it in your reinforcement pile.

There is a limit to how many ships each army may have. Each army may build up to 3 of each type of ship. If all 3 ships of a type are on the board (for example, the black army has all 3 Vulture Droids on the board), then no more of that class may be built until one is destroyed.

IMPORTANT: You may build only one ship per turn.

STEP 5: PLACE UNITS

(STEP 3 IN CLASSIC RISK)

Now it's time to place your reinforcements: After gathering your reinforcements, place ALL of your ground troop reinforcements onto planets you control. You can choose to put all of them onto one planet or spread them out across your planets. Remember: You must place ALL of your ground troop reinforcements.

Once your ground troop reinforcements are placed, you place any ship you built. Your ship must also go onto a planet you control. A planet may have more than one ship on it at a time.

IMPORTANT: You cannot place ground troops or ships onto a planet controlled by the other army in your faction.

STEP 6: INVADE

(STEP 4 IN CLASSIC RISK)

Invasions are the main part of your turn. It is here that you attack the opposing armies and attempt to take planets from them. You can choose how many times you want to attack, in what order to attack, and when to call off an attack. You can also choose not to attack at all (if so, move onto Step 7) or to attack until you have almost no troops left. You can even attack more than one planet on your turn.

A Few Words about Combat

Here are some terms used during combat:

- The attacker is the player whose turn it currently is.
- The defender is the player being attacked.
- An invasion is when a planet is being attacked. The invasion lasts until either the planet is taken over or until the attacker calls off the invasion. You may be able to invade more than one planet on your turn.
- A battle is one roll of the dice (for each, the attacker and defender) during an invasion. An invasion may require one battle or it may require dozens of battles.

Where Can I Invade?

You can invade from any one planet where you have troops to an adjacent enemy's planet. (If you need a refresher on what makes planets adjacent, refer back to page 3.) You can only invade planets controlled by the other faction – not your own faction. Choose a planet with your army's troops and announce the adjacent planet you wish to invade.

Ships

Ships are great support when attacking (and defending). They will make your die rolls much better (explained later). However, they do not represent troops in their own right. Ships must attack (or defend) with accompanying troop(s).

HOW YOU BATTLE

Attacking with Troops

There must be at least 2 troops on a planet in order to attack. This is because one troop must stay behind in order to protect the planet you are invading from. This troop cannot be part of any battle.

Now choose how many troops you will send from your attacking planet into the battle. You can send 1, 2 or 3 troops. Your invasion force may be much larger than 3, but no more than 3 troops can be sent into each battle.

Attacking with Ships

If you have a ship or ships present on the attacking planet, you may also use them during your attack. Ships add bonuses to attacking troops.

Defending with Troops

Next, the defender chooses how many troops will defend from the attacked planet. You can defend with either 1 or 2 troops. There may be more troops on the planet, but 2 is the maximum number of troops you can defend with during a battle. You will continue defending the attacked planet until either your last troop is defeated or the attacker calls off the invasion.

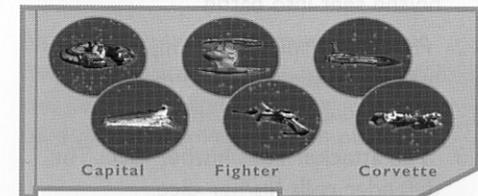


Defending with Ships

If you have a ship or ships present on the attacked planet, you may also use these to add bonuses to your defending troops.

Ship advantage

Note that each ship brings with it a special advantage:



Capital Class: Capital class ships allow you to replace 6-sided dice with 8-sided dice. One Capital class ship allows you to replace 1 6-sided die with 1 8-sided die, 2 Capital class ships allow you to replace 2 6-sided dice with 2 8-sided dice, and 3 Capital class ships allow you to replace 3 6-sided dice with 3 8-sided dice (only possible for the attacker.)

Fighter Class: Fighter class ships prevent 1 or more dice from being a "1." One fighter prevents 1 die from being a "1," 2 fighters prevent 2 dice from being "1s," and 3 fighters (only possible for the attacker) prevent all 3 dice from being "1s." Any "1s" rolled are re-rolled until they are any number other than "1."

Corvette Class: Corvette class ships add 1 to a die roll, starting with your highest. One corvette would add +1 to your highest die, 2 corvettes would add +1 to your 2 highest dice and 3 corvettes (only possible for the attacker) would add +1 to all 3 of the dice. NOTE: Corvettes cannot be used to add +2 or +3 to one die.

Risk

Let the battle begin...

Now roll your battle dice. But don't forget your ship advantages.

1. The attacker takes 1, 2, or 3 6-sided dice depending on the number of troops he/she sent into battle. The defender takes 1 or 2 6-sided dice depending on the number of troops he/she sent into battle.
2. For each Capital class ship sent into battle, replace a 6-sided die with an 8-sided die.
3. The attacker rolls his/her dice. The defender rolls his/her dice.
4. For each Fighter class ship sent into battle, re-roll a "1" until it is no longer a "1"
5. For each Corvette class ship sent into battle, add one to a die (beginning with your highest).



The Separatist player is attacking Jabiiim from Mon Calamari using 3 six-sided dice. The Republic player is able to defend Jabiiim using 2 dice. Since the Republic player has a Capital class ship on the planet, he is able to use an eight-sided die in place of one of the defending six-sided dice.

Resolving the Battle

Now, put your dice in order from highest to lowest.

You will then compare your highest die to your opponent's highest die to see who won.

The higher die roll wins. The loser removes a troop from the gameboard and returns it to his/her troop pile. This troop has been defeated. **IMPORTANT:** In case of a tie roll, the DEFENDER wins.

After you and your opponent compare the highest dice, compare the next-highest dice.

If there is no die to compare yours to, meaning you rolled 1 or 2 more dice than your opponent, then ignore those dice rolls.

Calling Off an Invasion

After any battle, you (the attacker) may choose to call off the invasion. You may choose to invade a new planet, invade a planet you attacked earlier during this step of your turn, or end the combat part of your turn.



Since Mon Calamari has only 1 unit left on it, the Separatist player cannot continue an invasion from there (remember: one unit must stay behind on a planet to protect it). But the Separatist has 10 troops on Felucia, which is also adjacent to Jabiiim. The Separatist player continues the invasion from Felucia and sends 3 troops (the maximum to attack) out to invade Jabiiim. The Republic player defends with 2 troops (the maximum to defend).

Changing the Attacking Planet

During an Invasion

In between battles, you can change the planet from which you are attacking and continue the invasion from a different, adjacent planet. What you cannot do is battle with troops from different planets at the same time. During one battle, all of your troops must be from the same planet.

Invading the Planet with Darth Sidious

After Order 66, Darth Sidious will be on a planet (see Step 11). When this planet is invaded, the defending troops always roll 8-sided dice, regardless of whether there are any ships there or not.

Winning an Invasion and Moving In

You win the invasion when you defeat the last defending troop on a planet. At this point any ships defending that planet are also destroyed.

Take the troops and ships used to win the battle and move them onto the planet you invaded. You may now move any additional troops and ships from your invading planet in to join them. So even though you can only attack with 3 troops, once you've won the invasion, you can move more troops onto your new planet. However, you must do this before you declare a new invasion.

Conquering a Planet with a Token

The Separatist faction will be placing tokens on planets throughout the game. When the Republic captures a planet with a token, the invading player should take the token, turn it over, and place it in front of him/her.



This token shows what Separatist leader, or plan, the Republic has captured. Different tokens have different information values, shown by little red circles. The Republic player will get to draw extra cards at the end of the turn based on how much information he/she gathered.

Note that in very rare cases, a planet may have more than one token on it. In this case, the Republic player would capture all of the tokens on the planet.

Eliminating Another Player

You eliminate another player if you defeat his/her last troop on the board. This player is now out of the game. However, their faction might still be in a position to win the game.

The eliminated player discards his/her cards. In the Classic RISK game, you, as the player who eliminated him/her get his/her cards and may place them in your hand. If your new hand is now 5 or more, you must stop immediately and turn in a set for bonus reinforcements. You place these reinforcements into any of your territories. If you still have 5 or more cards, then turn in another set and place these reinforcements as well. Finally, when you have 4 or fewer cards, continue your turn.

Capturing the Planet with Darth Sidious

When Order 66 is called for (see Step 11), Darth Sidious reveals himself. By doing so, he makes himself vulnerable to the ragged Jedi forces. If the Republic is successful in capturing the planet with Darth Sidious, they win instantly.

Risk

STEP 7: TROOP FORTIFICATION

(STEP 5 IN CLASSIC RISK)

After you are finished with combat (and it is your choice when you are done), you get ONE fortification (“free move”) with your troops.

To fortify your position, take as many troops as you’d like from one of your planets and move them to another connected planet. (Remember: There MUST be at least one troop left behind on a planet – you cannot abandon a planet.)

Planets are “connected” if all the planets in between are CONTROLLED BY YOU or YOUR FACTION. You cannot pass through planets controlled by the opposing armies.

Fortification is not an attack; it is simply a movement from one of your planets to another in order to protect your front line or to get into position for your next turn.

STEP 8: SHIP FORTIFICATION

Ships also get one fortification. This works the same way as the troop fortification – from one planet to one connected planet.

STEP 9: CHANGE OF COMMAND

After fortifying your troops and your ships, you may ask the other player in your faction if you can take over command of one of his/her planets. There are certain restrictions to this:

- Your teammate must agree to give you command. You cannot take command of the planet by force;
- You may only take command of one planet per turn;
- You may only take command of a planet that has exactly one troop on it;
- You may not take command of a planet if it has ships or tokens.

If there is a planet with only one troop on it, then you may replace that troop with a troop of your own color. Return the replaced army’s troop to its troop pile and place one troop from your troop pile on the planet. You now have command of this planet.

STEP 10: DRAW CARD(S)

(STEP 6 IN CLASSIC RISK)

At the end of your turn, you draw a card if you took a planet from one opposing army. You draw two cards if you took a planet from both opposing armies. It doesn’t matter how many planets you take from the other faction, you only get one card per army.

Example: The blue army has 13 troops in Sullust. It attacks, using the hyperspace line, the red army’s troops in Malastare and wins. The blue army moves 6 of its 13 troops from Sullust into Malastare. The blue army then attacks the red army again with an invasion from Malastare into Ilum. The blue army wins again and moves 2 troops from Malastare into Ilum.

On the same turn, the blue army decides to attack the gold army using its remaining troops in Sullust and invading Naboo. The blue army’s attack is successful and it moves 6 of its 7 troops from Sullust into Naboo. The blue army decides to continue its attack and declares an invasion on Ando (also controlled by the gold army). The blue army is again successful.

The blue army decides to end its invasions here.

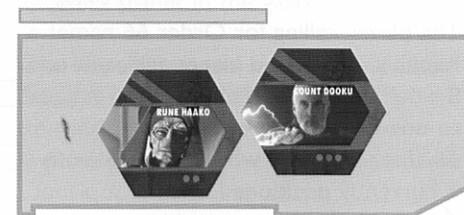
Because it took at least 1 planet from the red army, the blue army gets to draw a card. Because it also took at least 1 planet from the gold army, it gets to draw a second card. It doesn’t matter that the blue army took more than 1 planet from both the red and gold armies; it still only gets to draw one card for each.



Captured Tokens

Republic players may also be able to draw cards for capturing Separatist leaders and intercepting plans (tokens) during their turn. These tokens have one or more red circles on them. When drawing cards, a Republic player may draw one card for every circle captured that turn. For example, if the Red player captured Count Dooku and Rune Haako in the same turn, he/she would draw five extra cards at the end of the turn (three for Dooku, and two for Rune Haako).

After drawing the extra cards, place the captured tokens back in the box out of play.



Risk

STEP 11: ORDER 66 (SEPARATISTS ONLY)

As the Jedi spread across the galaxy, they are unaware that they are being lured into a trap. When they are separated and worn out, their own clone trooper armies will turn against them and become agents of the infamous Darth Sidious. The Order 66 chart shows the progression of the Jedi spreading across the galaxy.

Once per game, either Separatist player may call Order 66. At this point, each and every planet controlled by the Republic faction is vulnerable to the Separatist command.

The player calling for Order 66 names a Republic-controlled planet and rolls one 8-sided die. If the number rolled is equal to one of the numbers on the Order 66 chart space on which Darth Sidious is currently positioned, then that planet has changed allegiance and becomes a Separatist-controlled planet. For example, if Darth Sidious is on the 8th space of the Order 66 chart, then a roll of 5, 6, 7 or 8 will turn a planet. If Darth Sidious is on the 7th space, only a 6, 7 or 8 will turn a planet.

If Order 66 is successful on a planet, then replace all of the Republic troops and ships with Separatist forces. The player calling for Order 66 decides which Separatist army will control the planet. If one of the Separatist factions has been eliminated, that army *cannot* come back during a successful Order 66 check. Although clone troopers don't change into battle droids, this piece change represents the change in allegiance.

If Order 66 isn't successful on a planet, leave the Republic forces where they are. This planet either didn't receive the Order or the local resistance was too strong for the Sith to gain control. Repeat the Order 66 check on each and every planet controlled by the Republic. Each planet is checked only once.

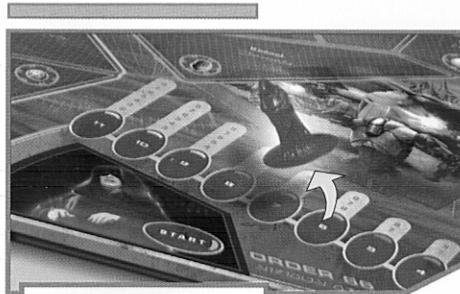
Remove Tokens

Now remove all Separatist tokens from the gameboard and return them to the box. Return any unplaced tokens to the box. Darth Sidious has "taken care of" these surviving leaders. No more tokens are placed on the board or recovered by the Republic.

Placing Darth Sidious

By calling Order 66, Darth Sidious comes out of the shadows, reveals himself as Palpatine and declares himself Emperor. Will the Jedi be in a position to stop him?

Once all of the Republic planets have been checked, the Separatist player who called for Order 66 takes the Darth Sidious pawn off the Order 66 track and places him on a planet controlled by either army of the Separatists faction. The pawn will stay on this planet for the rest of the game.



The Separatists must protect this planet at all costs – if the Republic takes control of it, they capture the Darth Sidious and win immediately.

IMPORTANT: Order 66 can only be called once during a game, NOT once per Separatist army.



Anakin Cards

Remember: Once Order 66 is called for, only the Separatists armies can use the special powers on the Anakin Cards. The Republic can now only use these cards to raise troops and build ships.



WINNING

The Separatists win if they eliminate both armies of the Republic and take control of every planet in the galaxy.

The Republic wins if it eliminates both Separatist armies OR when it takes control of the planet with the Darth Sidious pawn.

If you are playing standard RISK, you win if you are the last player in the game, meaning you control all 42 planets.