

For 2 to 4 Players / AGES 6+

# STAR WARS

THE CLONE WARS™

**AAT™ ATTACK** SKILL & ACTION  
GAME

*OK, Listen up Troopers, there is an **Armored Assault Tank (AAT)** that's parked in this quadrant, and it's your job to take it out. You're going to have to sneak up and plant a Thermal Detonator on the AAT's most vulnerable spot. Are you up for the challenge? Be careful... one blast from its deadly cannon may ruin your day. Use the barricades on the battlefield to maintain good cover, and take advantage of our Jedi Commanders as they can block the deadly blasts. Be brave soldier. The Republic is counting on you. **NOW LET'S MOVE OUT.***

## OBJECT

The object of this game is to destroy the Armored Assault Tank (AAT).

## CONTENTS

Gameboard • 1 12-sided die • 1 6-sided die • 8 barricade stands  
• 8 cardboard barricades • 30 Cards • 4 Clone Trooper pawns • 2 cardboard Jedi pawns and pawn stands • 1 AAT disc shooter • six discs

## THE FIRST TIME YOU PLAY

1. Remove the parts from the box and discard any waste. Recycle when possible.
2. Assemble the barricades as shown on the next page.

## THE FIRST TIME YOU PLAY

There are two different kinds of barricades.



3. Insert each Jedi into a pawn stand.

## ASSEMBLY

1. Match the barricades with their corresponding spots on the gameboard. (You can also refer to Figure 1 on page 3.) To insert the barricade into the correct spot, slide and tuck the lip through the gameboard slot and press down.



2. Load the 6 discs into the AAT as shown. Then place the AAT into the middle hole of the gameboard.



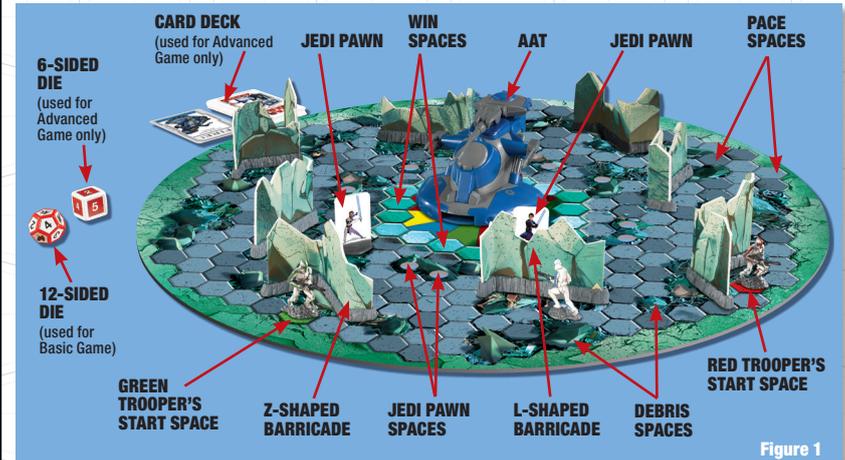
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## GAME 1: STANDARD MISSION

(A great game for players ages 6+)

## SETUP

Please refer to figure 1 as you set up your game.



- Choose a Clone Trooper and place it on its corresponding colored start space.
- Place the Jedi pawns off to the side of the gameboard. They will be used later in the game.
- Place the cards and 6-sided die back in the box or off to the side. They are only used in the Advanced Mission game.

## GAMEPLAY

The oldest player goes first. Play then passes to the left.

## ON YOUR TURN

Start your turn by rolling the 12-sided die. Then follow the directions for the side you rolled, as explained below. Once you roll the die and complete your action, your turn is over and play passes to the left.

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If the die shows a number, move your Clone Trooper *up* to the number shown on the die. Moving is optional. You can stay where you are. However, you cannot move onto or through: (1) a barricade space (2) any other Clone Troopers or (3) Jedi pawns.

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## ON YOUR TURN



If you roll the tank side of the die, this is your chance to be a Separatist droid and fire the AAT at any player. (See the FIRING THE AAT section of the rules for more details.)

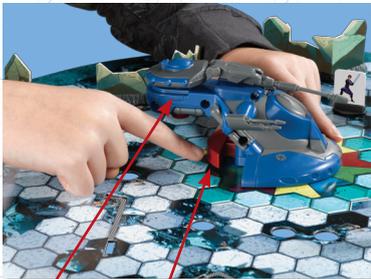
If you roll a Jedi, place a Jedi pawn into play by putting it on any empty Jedi space. If both pawns are already in play, when you roll this side of the die you can, if you choose, move a

Jedi pawn to any other Jedi space on the gameboard. Jedi pawns can block AAT shots fired at you so keep that in mind when you place them on the gameboard!



## FIRING THE AAT

If you roll a TANK, it's time to fire the AAT! To fire the AAT, line up the targeting arrow with your target and quickly press the trigger to shoot your opponent's Clone Trooper!



## FIRING THE AAT

- If you knock your opponent's Clone Trooper over, move that pawn back to its original start space. Your turn is over.
- If the Clone Trooper slides back but does not fall over, move him back to the space he was on before the attack. Your turn is over.
- If you miss the Clone Trooper completely, better luck next time. Your turn is over.
- Any Jedi knocked down go back to the space they were on.

## WINNING

You win once you reach any space that is adjacent to the AAT. *You now can destroy the AAT by pressing hard on the detonation button. Nice job soldier! You're not a "shiny" anymore. Try the Advanced Mission game!*

## GAME 2: ADVANCED MISSION

(A great game for players ages 8+)

## SETUP

*Please refer to figure 1 on page 3 as you set up your game.*

- Choose a Clone Trooper and place it on its corresponding colored start space.
- Place the Jedi pawns off to the side of the gameboard. They will be used later.
- Shuffle the card deck and place it within easy reach of all players.
- Place the 12-sided die aside, you will only be using the 6-sided die in this version.

## GAMEPLAY

The oldest player goes first. Play then passes to the left.

## ON YOUR TURN

1. Roll the 6-sided die and move up to the number of spaces shown on the die. *Moving is optional.* You can choose to stay where you are. Movement rules are the same as in the Standard Mission game. If you need to refer back to them, see page 3.
2. Draw a card and follow the instructions. Then your turn is over.

## ON YOUR TURN

Play a JEDI PROTECTION card immediately when you draw it to put a Jedi pawn into play or to move one of the Jedi pawns already in play to any empty Jedi space on the board. Keep in mind this could be an opportunity to block any AAT blasts that might come your way, so position the Jedi carefully!

### JEDI PROTECTION

Move any Jedi pawn.



### FIRE!

Fire the AAT into any Green Sector.



Play a FIRE! card immediately when you draw it to fire the AAT at your opponent. Most of these cards have a specific color on them (red, yellow, blue or green) and you can only fire into the specific color shown. Be sure to announce that you are going to fire before you do, so that players will have a chance to play force defense and force push cards if they wish.

Example: If you draw the yellow FIRE card, line up the targeting arrow within one of the yellow areas and fire!



### FIRE!

Fire the AAT into any Yellow Sector.



## ON YOUR TURN

Some FIRE! cards have all four colors on them, so you can fire into *any* color.

- If you knock your opponent's Clone Trooper over, move that pawn back to its original start space. Your turn is over.
- If the Clone Trooper slides back but does not fall over, move him back to the space he was on before the attack. Your turn is over.
- If you miss the Clone Trooper completely, better luck next time. Your turn is over.
- Jedi who are knocked over go back to the space they were on.

### FIRE!

Fire the AAT into any Sector.



### FORCE DEFENSE

KEEP THIS CARD  
Play anytime before the  
AAT fires. Move your  
Clone Trooper one space.



When you draw a FORCE DEFENSE card you can keep it to play at any time your opponent is taking a shot at your Clone Trooper. You cannot move onto barricade debris spaces, spaces with Jedi Pawns or spaces with other Clone Troopers on them.

### FORCE PUSH

KEEP THIS CARD  
Force another player's pawn  
to any adjacent space.



When you draw a FORCE PUSH card you may keep it to play at anytime during the game to force your opponents into the line of fire of the AAT! OUCH!

## ON YOUR TURN

### THERMAL DETONATOR

KEEP THIS CARD  
Go again.



The THERMAL DETONATOR card is the one you will need in order to destroy the AAT and win the game. However, you can only play this card once you have landed on a space that is adjacent to the AAT.

You can only have one Thermal Detonator card in your hand at any time, so if you draw another one, give it to another player who does not already have one. If all players already have one, put the card back in the deck.

You can never lose a Thermal Detonator card. Even if your Clone Trooper is sent back to his starting space, you get to keep the card.

After you draw this card and place it in your hand, you get to go again (roll the die, move if you wish, and draw another card).

## WINNING

When you land on a space that is adjacent to the AAT, and you have a Thermal Detonator card, you win! Push the red detonation button directly under the AAT turret to destroy the tank. **KA-POW! You win!**

Good work Trooper, now on to the next quadrant. There are reports of Spider Droids moving in and they look like they're ready for a fight. Let's win another one for the Republic! Charge!

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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