

# Attack on Ilum

The Separatists are trying to take control of Ilum (again) because the crystals on Ilum are rare and are used in lightsabers. The Republic is trying to get clone troopers on Ilum to take back control.

## Part 1: The Landing

The Republic player must move at least 4 of 10 clone troopers from Coruscant to Ilum. If 4 clones trooper land on Ilum, then the second part of the game begins, and the clone troopers battle the droids. Separatist player wins by capturing all ships or capturing at least 7 clones.

1. The Republic player has 100 points and picks the ships the player can afford.
  - Cost is how many points the ship is worth.
  - Speed is how many spaces the ship moves.
  - Defense is how much the Separatist player has to roll with two six-sided dice. The roll has to be higher than the defense to do any damage.
  - Hit Points are how much damage the ship can take. The ship is captured when the hit points are 0.
  - Capacity is how many clone troopers the ship holds.

Ship Type	Cost	Speed	Defense	Hit Points	Capacity
501st Legion Carrier	75	1	9	50	5
Padme's Yacht	60	2	7	35	3
Y Fighter	40	3	6	25	2
Jedi Starfighter	25	5	5	15	1

2. The Republic player puts one ship on Coruscant and loads the number of clones that the ship can hold.
3. The Separatist player must place all three ships anywhere on the board except on the planets or completely block a planet.
4. The Republic player then moves the ship the number of spaces equal to its speed.
5. The Separatist player can either move one ship or attack with one ship. The Republic player can move only one ship per turn.
6. The Separatist player attacks the Republic player's ships and has 3 ships that move 2 spaces and have a range of 5 spaces.
  - To attack, the Separatist player rolls two 6-sided dice.
  - If the result is higher than the defense, the Separatist player rolls one 20-sided die for the damage.
  - Subtract the damage from the ship's hit points.
  - The Separatist player can attack only 1 ship per turn.

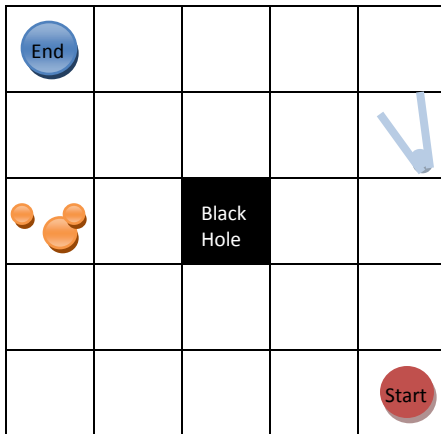
## Part 2: Last Team Standing

The second part's objective is to conquer the planet by defeating your opponent's squad. Both players roll a die, and the first person to say the product or sum out loud wins that battle.

1. The players position their four characters at their starting points on the planet map on the other side of the board.
2. The players move one character to the center of the board to battle.
3. Roll 1 die to determine whether it's multiplication or addition.  
Even = addition  
Odd = multiplication
4. Each person rolls one die.
5. The first person to say the product or sum of both dice wins the battle.
6. After the player's character is defeated, it goes into the discarded pile.
7. The winner leaves his piece in the center.
8. The loser puts out another one of his characters.
9. The players battle again until all of one person's characters are defeated.

The last team standing wins the planet.

Part 1 board



Part 2 board

