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Game: **STAR WARS: THE QUEEN'S GAMBIT**
Pub: **Hasbro (2000)**

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v1

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For best results, print on card, laminate and trim to size.

STAR WARS

THE QUEEN'S GAMBIT

Setup

Set up the boards and place figures as indicated in the rules. Shuffle the **Starfighter** cards, the **Naboo Battlefield** cards, the **Naboo Palace** cards, the **Trade Federation (TF)** **Battlefield** cards and the **TF Palace** cards into separate decks.

Place damage counters as indicated in the rules. The real Naboo player chooses which of the 2 **Queens** is the one and uses the marked counter face down on her track.

The TF player receives the **Go First** piece marker. Each player draws 5 cards from each of their 2 decks for a total of 10 cards.

Round of Play

Simultaneously, each player does the following:

Choose any 4 cards and place facedown in the order to be played, top to bottom.

Move any cards in their **bonus pile** under those 4 cards.

Then beginning with the player with the Go First marker:

Flip the first card and play it.

Players alternate playing cards until all are played.

Move the Go First marker to the other player

Each player draws 2 new cards from each of their 2 decks

General Rules

Playing cards

If a card has more than one action, one must be chosen. A group or character can move/attack only once per action.

Movement

Characters/groups move, then attack. They can only move through or onto empty spaces.

Attacking and defending

After moving, characters/groups may attack any character/group within range. Choose a target then roll dice as indicated by the Reference Chart.

Some characters/groups may roll **defense dice** as indicated on the Reference Chart. Each **block** rolled reduces the number of hits by one.

Characters without damage tracks are removed after 1 hit. Those with damage tracks record the number of hits they take, and are removed once the counter reaches the **red space**.

Bonus cards

Certain actions in the game give players **bonus cards**. They can be chosen face down from the player's **Battlefield** or **Palace** decks. Bonus cards are played in the next round after the player's chosen 4 action cards, and are not looked at until turned over at that time.

Theed Palace Battle

All characters, *excluding* the **Jedi** and the **Sith**, have a movement of 4 spaces in the palace. If the real Queen is killed, all **Palace Guards** movement is reduced to 2.

Window ledge movement

When a **window ledge movement** card is played, the Naboo player may move characters from a space in front of a window to an empty space above or below it (and continue movement). Moving both floors counts as one space. If the *destination* window hex is blocked the move is blocked. The card may also be used to move/attack with some or all of the characters normally.

Line of sight

All characters have a combat range of **line of sight** (LOS). Draw a line between the centre of both hexes; LOS is blocked if a figure or obstruction obstructs this line. If it runs along the edge of a hex, LOS is blocked only if hexes on both sides of the line at any point contain obstructions.

Special spaces

Doors: the throne room and generator core doors block LOS (but not movement). Characters can only attack if they are on adjacent spaces on either side of a door.

Staircases: moving from one floor to another costs one movement point. Characters on a staircase may attack those on the space above or below.

Staging Zone: when the TF plays cards that allow troops to move from the battlefield to the palace, they can be placed only on these light first floor spaces. They may not move/attack that turn. Spaces may be blocked by Naboo figures, in which cases figures that cannot be placed are lost.

Viceroy: these two characters cannot move, be moved through, attack or be attacked, but block LOS.

Generator Core Battle

Movement/Combat

The Jedi and Sith may split their movement and combat during their turn. After declaring an attack you declare how many of your combat dice you are rolling. The defender rolls his full damage dice for each attack.

The Jedi and Sith may only attack characters adjacent to them.

If playing the special **attack twice** card, the most a character can roll in one attack is 3 dice.

The Jedi/Sith roll defense dice even when an attack misses. When the green defense die comes up a **hit symbol**, they score a hit in defense (no matter the range). No defense dice are rolled by the attacker for this hit.

Leaving the generator area

Neither side may leave the area until the other side is killed. The area is off-limits to all other pieces.

Planes of Naboo Battle

You cannot combine or separate groups on the battlefield. The half spaces on the board cannot be occupied, moved or fired through.

Range

A group/character with a range of 2 may attack a target 2 spaces away, however the first space must be empty.

Catapults may fire through occupied spaces.

The shield

Groups may only attack other groups that are on the same side of the shield.

If the shield passes through a hex, groups on these spaces may be attacked by, or attack, groups on either side. **AATs** and **MTTs** cannot move into these spaces while the shield is up.

If either of the **Fambaas** are killed, the shield goes down and all units may move and fire through the shield area.

Droids

If droids are moved to the palace from the battlefield (via an action card) they must be taken from the same group.

If more droids are deployed (via an action card) they are taken from previously destroyed stocks (only if available) and placed in any open hex adjacent to a Multi Troop Transport. If all the **MTTs** are destroyed no new droids may be deployed.

Bonus cards

Players receive one **bonus card** every time a hex is cleared of enemies.

Droid Control Ship Battle

Anakin's Naboo fighter must navigate through an empty slot on each grid to reach the next Anakin space.

When he reaches the final space remove all the droids from the game, leaving only Darth Maul and the 2 viceroyes on the TF side.

Movement

When Anakin attempts to move, the TF player rolls the number of gray dice indicated on the grid or **Starfighter** card. Any dice that hit can be placed on any empty slots on the grid, blocking them.

The Naboo player then rolls the 2 normal dice and adds the numbers to see which slot Anakin has passed through. If blocked, he cannot move. If empty, he moves through to the next space. **Either way, Anakin's turn ends.**

Starfighter cards

The TF player may draw and deploy **Starfighter** cards (via an action card) faceup on top of an existing grid. Any number of cards may be played on one grid.

If Anakin moves through a card grid, that card is removed and Anakin may try again on the grid or card beneath it. This continues until he makes it through to the next space (*ie.* has cleared all the cards and moved through the grid) or he is blocked.

Once used, Starfighter cards are discarded and not used again.

Winning the Game

Naboo forces

The Naboo player wins when he shuts down the droids by destroying the **Trade Federation Control Ship** and has a majority in the palace throne room (minimum of 3 characters).

Trade Federation

The Trade Federation player wins when he destroys all but 2 of the Naboo pieces in the palace.