

STAR
WARS

LIGHTSABER DUELING

P A C K



DARTH • VADER

DARTH VADER



You are Darth Vader, Lord of the Sith, master of the Dark Side of the Force. Once a power for good in the galaxy, you are now feared as the ultimate evil. Obi-Wan Kenobi, a Jedi Knight, opened you to the power of the Force. You became his apprentice and learned the ways of the Jedi. But Kenobi's methods were slow and difficult, not quick and easy as you hoped they would be.

So you gave yourself over to the Dark Side, allowing it to consume you so that you could be reborn in a more powerful image. Now you stand with the Emperor, bent on subjugating the entire galaxy to his New Order. You helped destroy the Jedi, wiping their spark from the universe. Now no one can oppose you or the Emperor. . .

. . . except for young Luke Skywalker. He is strong in the Force, but untrained, not yet a true Jedi. He is only a boy, but the Emperor fears his untapped potential. You have been ordered to convert him to the Dark Side — or destroy him! Is there more to this young man than even you are aware of?

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LIGHTSABER DUELING PACK

Character Card

LUKE SKYWALKER with Lightsaber



Close Range Maneuvers	Section Number	Score Modifier
ENRAGED*	Downswing	36 +4
	Sideswing	28 +4
SIDESWING	High	10 +1
	Low	2 +1
THRUST	High	32 0
	Low	14 0
SPIN & STRIKE	High	12 0
	Low	42 0
BLOCK	High	26 -2
	Low	4 -2
FORCE	Reveal Good	22 0
	Retrieve Weapon	46 -6
	Resist Dark Side	6 0
	Sense Maneuver	44 -3
SPECIAL	Kick	34 +1
	Wild Swing	40 +2
	Dislodge Weapon	30 -2
JUMP	Flip	18 -3
	Dodge	8 -4
	Duck	20 -5
	Away	16 -4

* Each use of an Orange Maneuver costs Luke 1 point of Force.

FORCE POINTS

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Extended Range Maneuvers	Section Number	Score Modifier
ATTACK	Charge	50 +3
	Swing High	64 -1
	Swing Low	58 -1
	Thrust	60 -2
FORCE	Reveal Good	54 0
	Restore Force	56 -4
	Retrieve Weapon	48 -6
DEFENSE	Dodge	52 -3
	Backstep	62 -4

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Luke Skywalker's Maneuver Descriptions

Low Sideswing (2) Breaks up several attacks, but can spin you around.

Block Low (4) Disrupts low-line attacks.

Resist Dark Side (6) Useful against Force-related actions, certain physical attacks, and can restore a Force point.

Dodge (8) Effective against Downswings and Thrusts, but vulnerable to Sideswings. Can sometimes be used to get behind your opponent.

High Sideswing (10) Similar to Low Sideswing, but aimed at the head and upper body.

Spin & Strike High (12) Like a High Sideswing, but includes a dodge or block attack.

Thrust Low (14) A direct stab at the legs that leaves you vulnerable to head attacks. Can leave you off balance.

Jump Away (16) Effective against Swings but vulnerable to Thrusts. Can move you to Extended Range and knock down or turn around your opponent.

Flip (18) Avoids low attacks but vulnerable to high attacks

Duck (20) Avoids high attacks but vulnerable to low attacks and Downswings. Can be used to get behind your opponent.

Reveal Good (22) Your most potent attack, but not often successful. Leaves you vulnerable to other forms of attack.

Block High (26) Like Block Low, but for high attacks.

Enraged Sideswing (28) Very powerful attack, but costs you one Force point each time you use it.

Dislodge Weapon (30) A deliberate attempt to knock your foe's lightsaber from his hand.

Thrust High (32) Like Thrust Low, but aimed at the upper torso and head.

Kick (34) Dangerous gamble to knock your opponent down. Can leave you off balance.

Enraged Downswing (36) Scores less often, but for more damage. Costs you one Force point each time you use it.

Wild Swing (40) Desperate, unaimed slash leaves you very vulnerable.

Spin & Strike Low (42) Like Spin and Strike High, but aimed at the legs.

Sense Maneuver (44) Defensive use of the Force to anticipate and counter next attack. Vulnerable to other uses of the Force.

Retrieve Weapon (46) Attempt to recover a lost lightsaber.

Extended Range Charge (50) Aggressive maneuver to close range. Very vulnerable to attacks.

Extended Range Restore Force (56) Like Resist Dark Side, but more useful for restoring lost Force points than as a defense.

Other Extended Range Maneuvers Equivalent to close-range counterparts, but from a greater distance.

Lightsaber Dueling Pack

DARTH VADER

Fight a Lightsaber Duel in the World of Star Wars!

You are Darth Vader — Lord of the Sith, master of the Dark Side of the Force, and feared throughout the galaxy. Once you trained under Obi-Wan Kenobi, the man who opened you to the power of the Force. But his way was slow and difficult, and you were not satisfied with the ponderous advancement he offered. So you gave yourself to the Dark Side and turned on the people who once called you friend. You stand with the Emperor, now bent on subjugating the entire galaxy to the will of the Empire. No one can oppose you, for with the death of Obi-Wan at your hands the last spark of the hated Jedi has been snuffed out.

Or has it? There is another, Luke Skywalker, who is strong in the Force. The Emperor fears this untrained Rebel and has ordered you to convert him to the Dark Side — or destroy him! Is there more to this young man than even you are aware of?

Game Design: **Alfred Leonardi** • Character Book Design: **Dennis Greci**
Development: **Doug Kaufman** • Editing: **Bill Slavicsek**
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Lightsaber Dueling Pack Rules of Play

This booklet represents your character, Darth Vader, renegade Jedi Knight and Master of the Dark Side. You are an expert at lightsaber combat. Your opponent is Luke Skywalker, an untrained Jedi who nevertheless shows significant control of the Force. You are confident that you can easily crush Skywalker, but he has survived against you before.

Components


Four components come with the game:

The Two Booklets: Each page of each booklet is divided into two sections. The larger section contains an illustration showing what each character is doing. This section is always identified by an odd number. The second, smaller section at the bottom of each page is the *maneuver key*. It is always identified by an even number.

This is a picture section.

EXTENDED RANGE
AT THE READY

57



Tell Opponent. "Do only Extended Range maneuvers next turn."

48 - 27	54 - 47	60 - 13	
50 - 39	56 - 47	62 - 55	
52 - 33	58 - 5	64 - 57	

58


This is a maneuver key section.

The Two Character Cards: These are separate cards which come with each booklet. On the front of each card is a picture of one of the characters (either Luke Skywalker or Darth Vader), columns listing the maneuvers you can choose in combat, any damage modifiers you get when your maneuver scores, and the number of Force points the character starts the duel with. On the back of the card is a brief explanation of each maneuver (summarizing the "Maneuver Descriptions" presented below).

This is a character card.

LIGHTSABER DUELING PACK
Character Card

DARTH VADER
with Lightsaber



Close Range Maneuvers	Section Number	Score Modifier
DOWN	56	+1
DOWN	58	+3
DOWN	60	+2
DOWN	62	+2
DOWN	64	+2
DOWN	66	+2
DOWN	68	+2
DOWN	70	+2
DOWN	72	+2
DOWN	74	+2
DOWN	76	+2
DOWN	78	+2
DOWN	80	+2
DOWN	82	+2
DOWN	84	+2
DOWN	86	+2
DOWN	88	+2
DOWN	90	+2
DOWN	92	+2
DOWN	94	+2
DOWN	96	+2
DOWN	98	+2
DOWN	100	+2

How To Play

Each player must have a booklet and a character card to play the game. You and your opponent should perform the following steps to prepare for play:

1. Exchange Books: Give your character's book to your opponent, but *keep* your own character card. **This is very important!** You should now hold Darth

Vader's character card and the Luke Skywalker character book. This way you can "see" your opponent's maneuvers when they are performed, as you would in actual combat.

2. Turn to the Start Page: Open the Luke booklet to section 57. You will see Luke at "Extended Range." At the bottom of the picture section are instructions for your opponent. Read the instructions out loud. For example, using section 57, you would read, "Do only Extended Range next turn."

You are now ready to begin. The following steps are performed during each turn of your duel, until one or both players' Force points are reduced to zero:

1. Choose Maneuver: Use your character card to choose a maneuver, then turn to the maneuver key section with that same number. Don't forget, this will be an even-numbered section. Remember to obey any instructions your opponent read to you last turn. For example, on the first turn of any game, you may only choose a maneuver from the Extended Range section of your character card.

Extended Range Maneuvers	Section Number	Score Modifier
Charge	50	+3
ATTACK Swing High	64	0
Swing Low	58	0

Choose a maneuver.

2. Tell Your Opponent Your Maneuver Number: Once you have chosen a maneuver and turned to the corresponding maneuver key section, you must tell your opponent what maneuver key you are on (and he will do the same).


50

62

Tell each other the maneuver number you chose.

3. Resolve the Turn: On your movement key, find the *even* number your opponent just told you in step 2. When you find it, turn to the *odd* numbered section listed next to it. This section contains a picture that shows what your opponent looks like at that moment in the duel.

54 - 59	60 - 9		
56 - 19	62 - 19		50
58 - 41	64 - 19		



Tell Opponent. "Do only Green or Yellow maneuvers next turn."

Note that the picture will never show what you are doing — that will only appear in the booklet you gave your opponent.

4. Scoring Hits: After turning to the picture section, you check to see if you have scored. If the word "Score" appears in the section, you have hit your opponent. Add the number beneath the word "Score" to the *damage modifier* listed next to your maneuver on your character card. If the result is greater than zero, tell your opponent to subtract that many points from his total Force. If the result is zero or less, your opponent is not damaged by your attack.

Extended Range Maneuvers		Section Number	Score Modifier
ATTACK	Charge	50	+3
	Swing High	64	0
	Swing Low	58	0

SCORE 4!

5. Next Turn's Instructions: Read your opponent the "Tell Opponent" instructions. These are listed beneath the picture in the section you are currently in.

Tell Opponent:

"Do only Green or Yellow maneuvers next turn."

Exception: If one player's instructions tell the other player to turn to a different picture section, the other player's "Score" and "Tell Opponent" sections are *not* read until he has turned to the new page. This is the only time that the steps are not performed simultaneously.

6. Ending the Duel: If your opponent's Force total is now zero or less, he automatically breaks off the combat and flees. You have won! If it is not yet zero, continue to step 7.

If both players' Force totals reach zero or less on the same turn, the duel ends in a draw.

7. Continue Play: If both you and your opponent have Force points remaining, return to step 1 and choose a new maneuver. Remember, you must take into account the instructions you were told in step 5.

Close and Extended Range Maneuvers

You may not choose Extended Range maneuvers unless specifically told to do so by your opponent. If you are not told, you must use Close Range maneuvers. When told to use Extended Range maneuvers, you may *only* choose an Extended Range maneuver.

Maneuver Descriptions

What follows is a brief description of each of the tactics available to Darth Vader in the *Lightsaber Dueling Pack* game.

Low Sideswing: An effective attack, bringing your lightsaber in low from the side also breaks up several of your opponent's attacks. The follow-through of the blow could spin you around, though, leaving your opponent behind you.

Block Low: This is a more active maneuver than the name indicates. You use your lightsaber to disrupt your opponent's low-line attacks.

Resist Good Side: Adopting a defensive posture that allows your own Force to resist the influence of the Good Side, this maneuver focuses your power and can revive your waning strength during a grueling battle. Resisting the Good Side is useful against Force-related actions, but also leaves you in a good position to block certain physical attacks. If your

opponent is not aggressive when you use this ability, you might even recover a Force point.

Dodge: The normal Dodge is effective against Downswings and Thrusts, but vulnerable to Sideswings. Your agility sometimes allows you to get behind your opponent when using this tactic.

High Sideswing: Similar to the Low Sideswing, but this attack is aimed at the head and upper body.

Thrust Low: A direct stab, aimed at the legs, the Thrust Low leaves you vulnerable to head hits. Also, the momentum of the thrust can sometimes leave you off balance.

Jump Away: The Jump Away, virtually a backwards leap, is effective against Swings but leaves you vulnerable to Thrusts. This maneuver can move you to Extended Range and/or cause your opponent to fall down or be turned around.

Jump Up: A leap up and a graceful landing at about the same range, the Jump Up allows you to avoid low attacks, but leaves you extremely vulnerable to high attacks.

Duck: The Duck avoids high attacks, but leaves you vulnerable to low attacks and Downswings. It can sometimes be used to place you behind your opponent.

Reveal Dark Side: You attempt to convince Luke that you can complete his training by showing him the easy, seductive and powerful attraction of the Dark Side. This is the most potent attack available to you but is not often successful, leaving you vulnerable to other forms of attack.

Hurl Objects: You can use your Force powers to throw nearby objects at your opponent. These will usually knock him off balance, but they do not cause much damage.

Block High: Like Block Low, but for high attacks.

Sideswing Spin: This is a very powerful attack, but it puts you in a position to receive damage as often as it allows you to give it.

Dislodge Weapon: This represents a deliberate attempt to knock your foe's lightsaber from his hand. It can work against a variety of maneuvers and is a reasonable defensive tactic, but makes you vulnerable to aggressive assaults.

Thrust High: Like Thrust Low, but this thrusting attack is a quicker stab at the upper torso and head.

Kick: A dangerous gamble to knock the opponent down, the Kick can leave you off balance.

Downswing Smash: The Downswing Smash is the single most powerful attack you can use, but it is also a slow maneuver. It can leave you off balance if it fails to connect.

Wild Swing: Desperate, unarmed slashes at your opponent, the Wild Swing leaves you very vulnerable but is a good attack when you are severely limited.

Sense Maneuver: This defensive maneuver allows the Force to flow through you, such that you can anticipate and counter your opponent's next attack. It is, however, extremely vulnerable to other uses of the Force.

Retrieve Weapon: This attempt to retrieve a dislodged lightsaber requires that your opponent give you a moment to concentrate and use the Force. If he presses, you will probably be distracted and fail.

Extended Range Charge: An aggressive maneuver to close range. Often, this charge hurts your opponent while hurting you more.

Extended Range Restore Force: Like the Resist Good Side tactic, but this application is more useful for restoring lost Force points than as a defensive maneuver.

Other Extended Range Maneuvers: These are equivalent to their close range counterparts, but from a greater distance.

About Your Character

Darth Vader: Champion of the Dark Side

Once a power for good in the galaxy, Darth Vader succumbed to the seductive allure of the Force's Dark Side. Standing over two meters tall and dressed in flowing black robes and body armor, Vader is the epitome of the Emperor's New Order. He is dark, armored evil, obsessed with power and consumed with hatred — the embodiment of the Dark Side.

Now the servant and emissary of the Emperor, and executor of his plan for galactic subjugation, Vader was once a Jedi Knight. He was friend and student of Obi-Wan Kenobi, battling alongside him against the enemies of the Old Republic. Under Kenobi's tutelage, Vader learned to use the Force to increase his own considerable skills as a warrior and pilot.

But the power didn't come fast enough Kenobi's way. Vader learned of another road to power — a path which offered great power quickly, easily, at a fraction of the effort Kenobi's way required — a path called the Dark Side. To attain this power all Vader had to do was give in to his anger, fear, and aggression. Ambitious and headstrong, Vader stepped into the Dark Side's evil embrace.

Once he joined the Dark Side, Darth Vader betrayed and murdered many Jedi Knights, assisting the Emperor in his bid

for total power. Obi-Wan, enraged by the betrayal, battled Vader in an epic clash of lightsabers. Kenobi emerged victorious, sure that his one-time companion and pupil was destroyed. But the Force was strong in Vader, stronger than Kenobi knew, and, somehow, Vader survived the horrible wounds he received.

Vader survived, but not unscarred—his shattered body encased in life-supporting armor and a breath mask. In spite of these handicaps, Vader thrived. In fact, he found a way to turn these to his advantage. He had his breath mask crafted into a sinister black helmet and, donning a black cloak over his black armor, he became a figure out of nightmare. From the ashes of defeat, Vader emerged even stronger.

Aided by the Emperor, Vader continued his own twisted Jedi training. As he grew in strength, he gained more and more authority and responsibility, rising to become the Emperor's right-hand servant.

Lord Vader confronted his old master Obi-Wan aboard the original Death Star. They dueled again, and Kenobi fell — a grievous blow to the Rebellion. It was at this time that Vader first felt the disturbances in the Force that he came to associate with young Luke Skywalker. He has become obsessed with finding Luke, and has set more than one elaborate trap to capture him. During one such attempt, Skywalker demonstrated considerable skills for one not fully trained in the use of the Force. At this meeting, Vader revealed that the young man was his son.

Skywalker escaped that time — but soon they shall clash for a final time. The Emperor has ordered Vader to capture the would-be Jedi and turn him to the Dark Side.

"If he will not be turned," proclaimed the Emperor, "he must be destroyed."

Dark Side Tactics

General Tactics

Darth Vader is the preeminent lightsaber master in the galaxy, now that Obi-Wan Kenobi has been destroyed. While he knows most of the tactics used by the legendary Jedi Knights and understands the concept of passive action, Vader makes full use of his unrestricted Dark Side maneuvers.

Like the Jedi, Vader begins any battle by sensing the flow of the Force, establishing his opponent's positions and intentions. This takes place in a split second. Then he acts, using offensive strikes, trickery, deceit, and all the Force-related powers at his disposal.

Vader thinks nothing of striking first, attacking from behind, or closing on an opponent who is down. There is no honor in his tactics and nothing is left out of his offensive arsenal. And therein lies the difference between a Jedi and a disciple of the Dark Side. Vader feeds on his own anger, fear and aggression, turning these emotions into raw power with which to strike down an opponent.

Darth Vader and the Force

Darth Vader is fully trained in the use of the Force, albeit from the perspective of the Dark Side. He gave himself over completely to its power, letting it flow through him and consume him. He is a master of the lightsaber, wielding the lightning blade with blinding speed. But this isn't the only benefit he has gained from his evil pact.

He is nearly invulnerable to blaster fire, deflecting bolts with a casual pass of his gloved hand. Vader can strangle enemies from a distance, using only the

power of his mind. He can levitate and hurl objects, or call objects to him by using the Force. When dealing with others strong in the Force, Vader can sense and identify their presence by the psychic disturbances they create. He can project his thoughts over vast distances, or even read surface impressions directly from another's mind.

Darth's strength against Luke Skywalker lies in his experience and physical strength, not to mention his undisguised attempts to confuse and anger Luke. Used at the right moments, these can be devastating.

Finally, there is the Force. Luke can resist Vader's attempts to seduce him to the Dark Side with relative ease — but the Dark Lord hopes Luke's aggressive feelings will betray him. On the other hand, Luke's beliefs that Vader can still redeem himself and return to the good side seem to have a profound effect on the Dark Lord.

The Lightsaber

No ancient artifact evokes so much legend, myth, and mystery as the lightsaber. This elegant energy blade served as the personal weapon of the Jedi Knights — and, as a symbol, represented the authority, skill and honor that was the Jedi Code. For over a thousand generations the Jedi Knights were the most powerful, most respected force in the galaxy, serving as guardians of peace and justice throughout the Old Republic.

The lightsaber is at once the simplest of weapons and the most difficult to wield and master. It is, essentially, a sword, but with a blade of pure energy powerful enough to cut through most materials — except another lightsaber blade.

So far as is known, only the Jedi were able to master the lightsaber, perhaps because only they understood and used the mysterious power called the Force. The Jedi trained with tremendous diligence and commitment, passing the art and tactics of lightsaber dueling on from teacher to student.

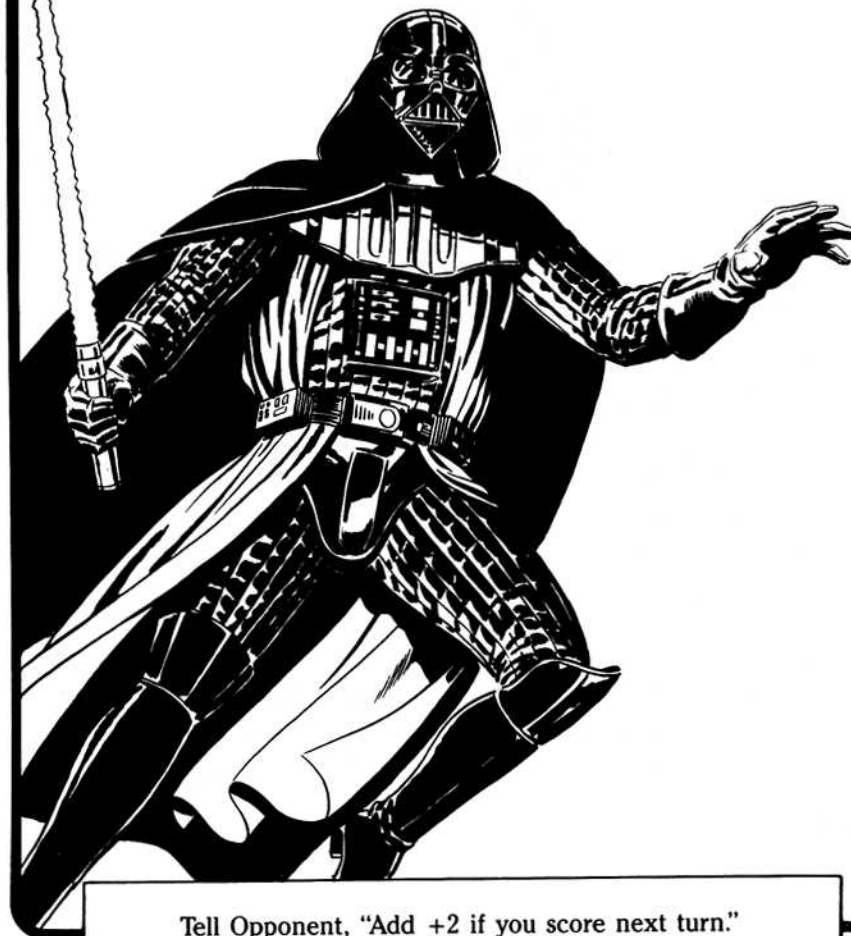
Although the exact details of lightsaber operation remain shrouded in mystery, the general technology is known. All the controls and components fit into a compact handle 24 to 30 centimeters long. When the Jedi activates the lightsaber, a tremendous charge of

pure energy flows from the power cell. A series of multi-faceted jewels focus the energy into a tight, parallel beam.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high energy flux aperture, usually set in a disk that also serves as a handguard. The power amplitude determines the point at which the beam arcs back to the disk, setting the blade length. The tight, arcing beam forms a blade of amazing strength.

JUMPING AWAY

1



Tell Opponent, "Add +2 if you score next turn."

2 - 45	10 - 13	18 - 37	26 - 13	34 - 41	42 -
4 - 45	12 -	20 - 31	28 - 13	36 - 13	44 - 11
6 - 13	14 - 45	22 - 45	30 - 45	38 -	46 - 27
8 - 19	16 - 57	24 - 13	32 - 13	40 - 45	

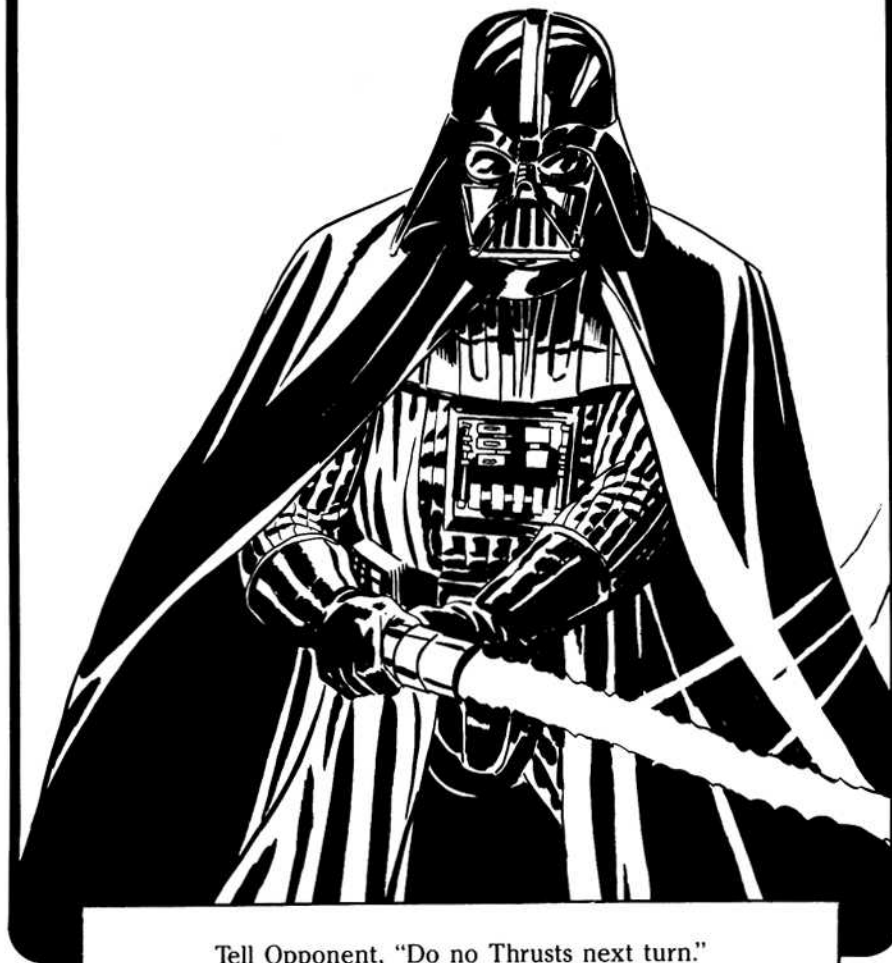
2

3**SWINGING HIGH**

Tell Opponent, "Do no Thrusts next turn."

4

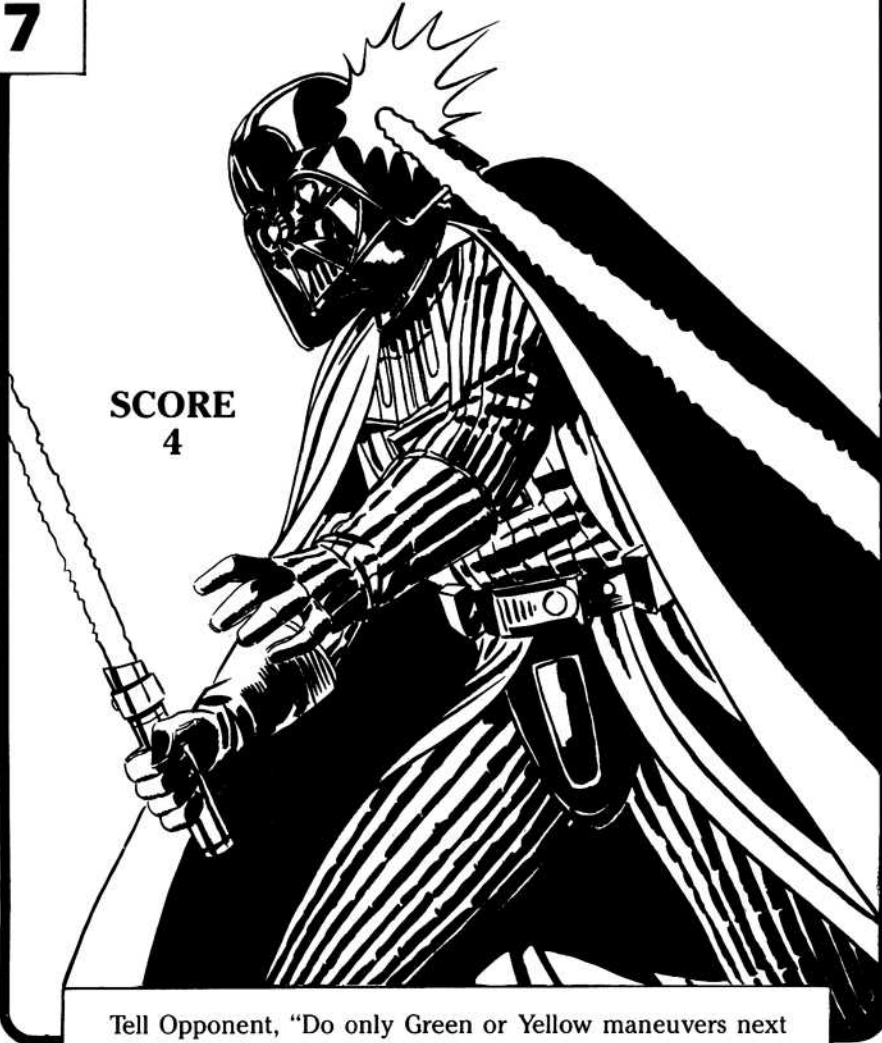
2 - 5	10 - 3	18 - 37	26 - 45	34 - 19	42 -
4 - 45	12 -	20 - 19	28 - 3	36 - 15	44 - 11
6 - 19	14 - 9	22 - 19	30 - 15	38 -	46 - 27
8 - 33	16 - 55	24 - 49	32 - 9	40 - 5	

SWINGING LOW**5**

Tell Opponent, "Do no Thrusts next turn."

6

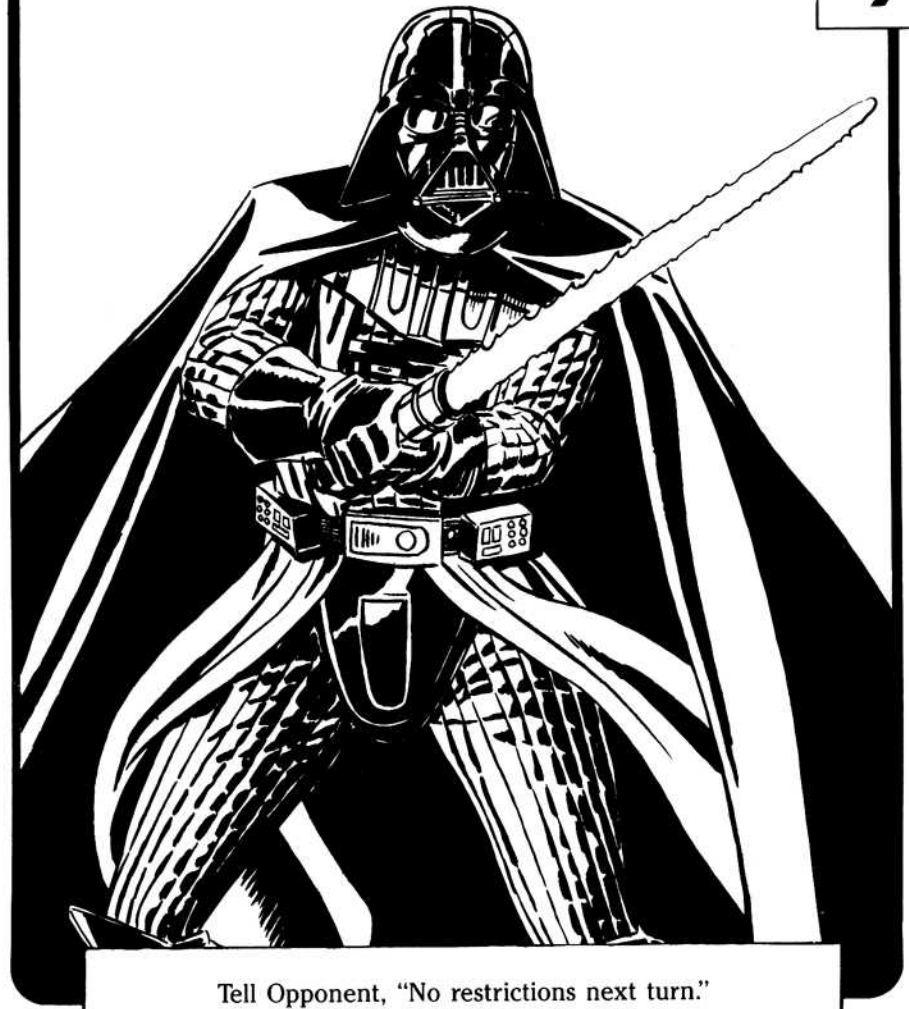
2 - 5	10 - 3	18 - 19	26 - 3	34 - 19	42 -
4 - 45	12 -	20 - 29	28 - 45	36 - 19	44 - 11
6 - 17	14 - 45	22 - 59	30 - 5	38 -	46 - 19
8 - 33	16 - 19	24 - 49	32 - 45	40 - 19	

7**DAZED****SCORE**
4

Tell Opponent, "Do only Green or Yellow maneuvers next turn."

8

2 - 5	10 - 3	18 - 37	26 - 3	34 - 19	42 -
4 - 5	12 -	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 21	22 - 23	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 - 49	32 - 9	40 - 5	

THRUSTING**9**

Tell Opponent, "No restrictions next turn."

10

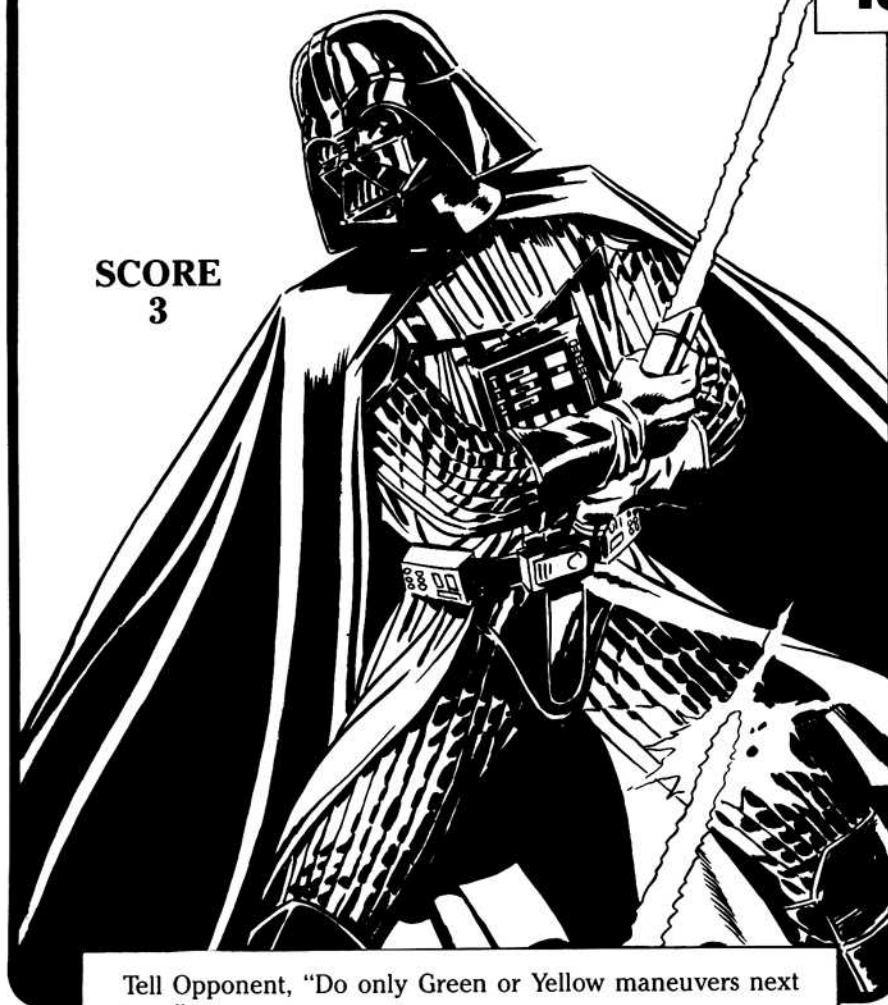
2 - 31	10 - 45	18 - 13	26 - 45	34 - 25	42 -
4 - 53	12 -	20 - 23	28 - 31	36 - 31	44 - 45
6 - 17	14 - 7	22 - 7	30 - 3	38 -	46 - 43
8 - 19	16 - 57	24 - 49	32 - 53	40 - 53	

11**THE FORCE:
SENSING NEXT MANEUVER**

Select a maneuver, then tell Opponent, "No restrictions next turn. I will do a _____ color maneuver next turn."

12

2 - 31	10 - 53	18 - 19	26 - 45	34 - 25	42 -
4 - 45	12 -	20 - 29	28 - 19	36 - 19	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 29
8 - 19	16 - 57	24 - 19	32 - 45	40 - 19	

LEG WOUND**13**

SCORE
3

Tell Opponent, "Do only Green or Yellow maneuvers next turn."

2 - 45	10 - 13	18 - 37	26 - 13	34 - 13	42 -
4 - 45	12 -	20 - 53	28 - 13	36 - 13	44 - 45
6 - 19	14 - 13	22 - 13	30 - 5	38 -	46 - 53
8 - 23	16 - 19	24 - 13	32 - 13	40 - 45	

14

15**SWINGING DOWN**

Tell Opponent, "No restrictions next turn."

16

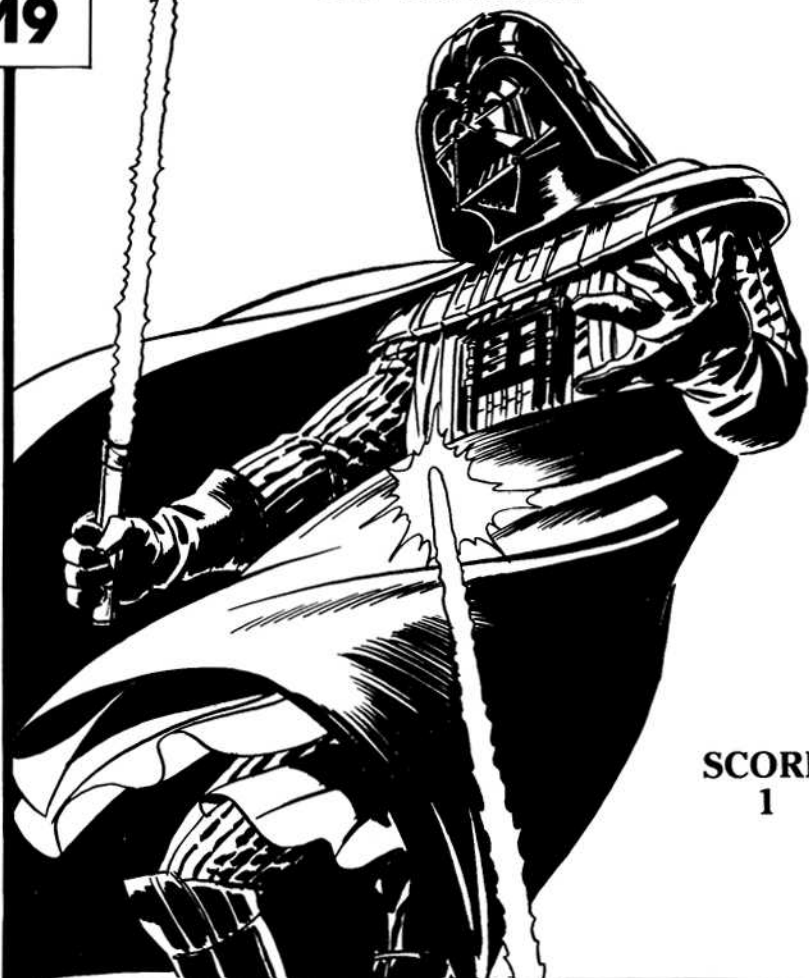
2 - 57	10 - 57	18 - 57	26 - 57	34 - 41	42 -
4 - 57	12 -	20 - 57	28 - 21	36 - 41	44 - 57
6 - 17	14 - 9	22 - 59	30 - 57	38 -	46 - 43
8 - 61	16 - 55	24 - 49	32 - 9	40 - 21	

**THE FORCE:
RESISTING THE GOOD SIDE****17**

Tell Opponent, "If you are NOT on a score page, restore one point of Force. No restrictions next turn."

18

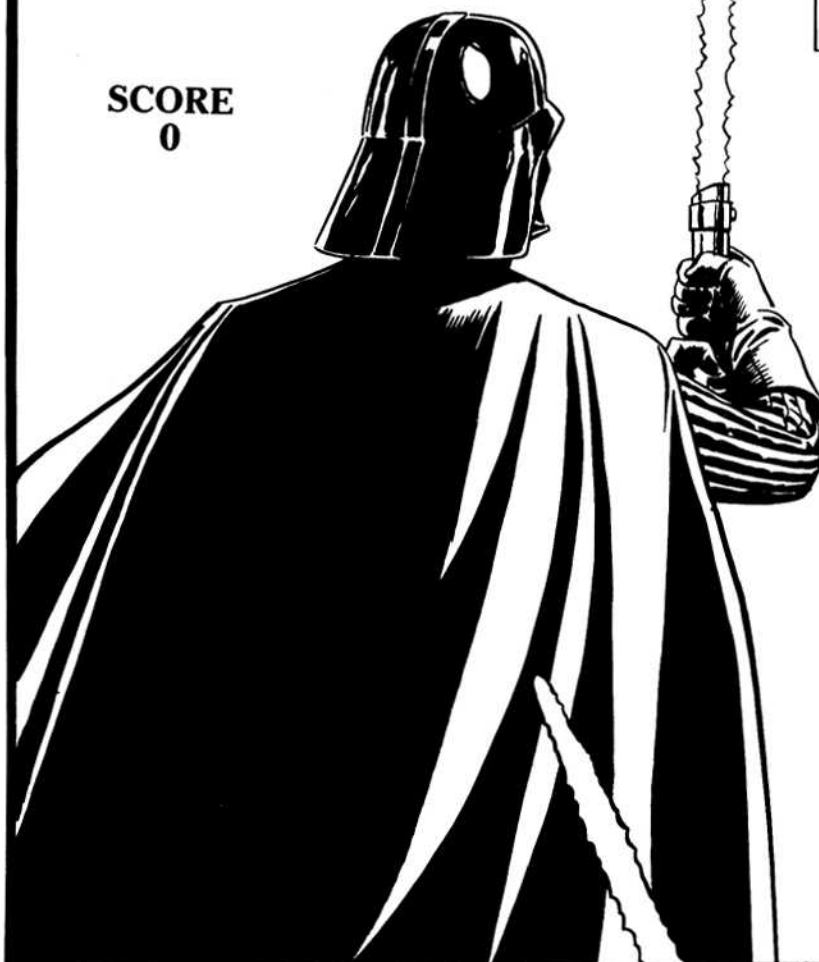
2 - 5	10 - 3	18 - 37	26 - 3	34 - 41	42 -
4 - 5	12 -	20 - 29	28 - 5	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 - 49	32 - 9	40 - 21	

19**OFF BALANCE****SCORE**
1

Tell Opponent, "Do only Green or Yellow maneuvers next turn."

20

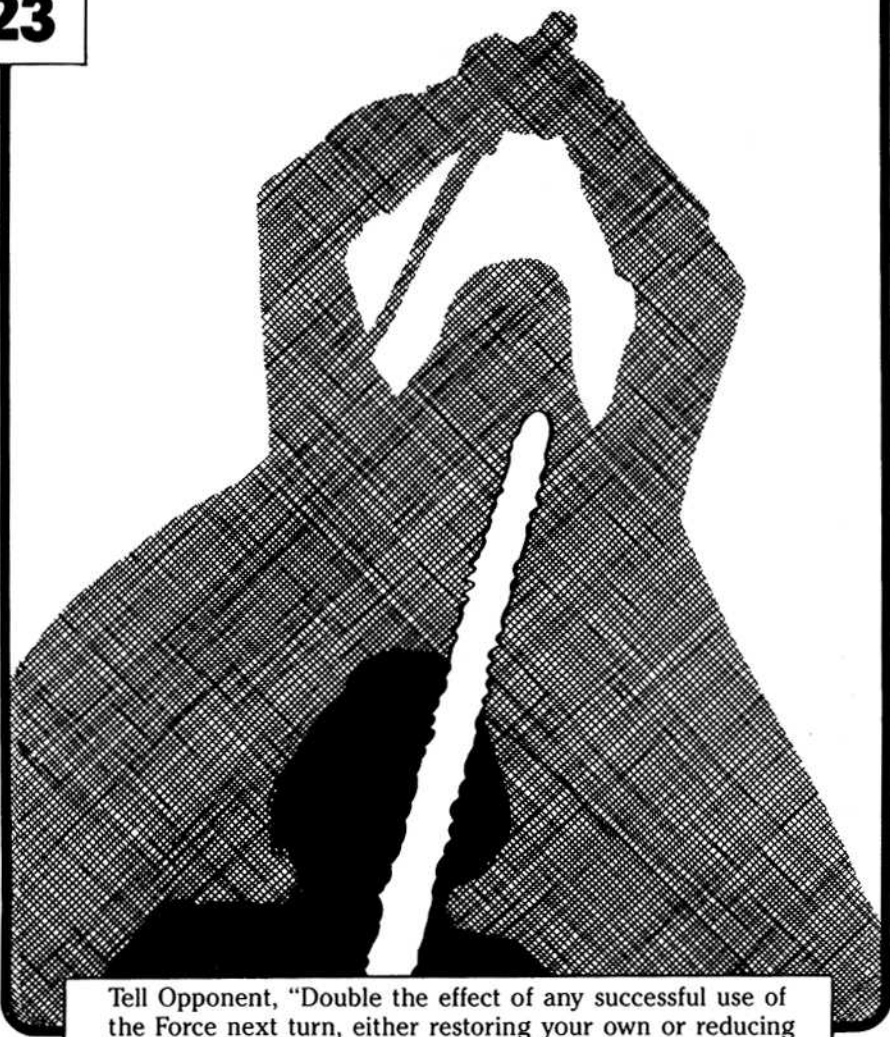
2 - 5	10 - 21	18 - 37	26 - 3	34 - 25	42 -
4 - 5	12 -	20 - 29	28 - 21	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 - 49	32 - 9	40 - 5	

TURNED AROUND**21****SCORE**
0

Tell Opponent, "Do only Yellow or Spin maneuvers next turn."

22

2 - 5	10 - 51	18 - 37	26 - 51	34 - 25	42 -
4 - 45	12 -	20 - 51	28 - 3	36 - 51	44 - 51
6 - 17	14 - 51	22 - 59	30 - 5	38 -	46 - 43
8 - 23	16 - 51	24 - 49	32 - 51	40 - 45	

23**BEHIND YOU**

Tell Opponent, "Double the effect of any successful use of the Force next turn, either restoring your own or reducing mine."

24

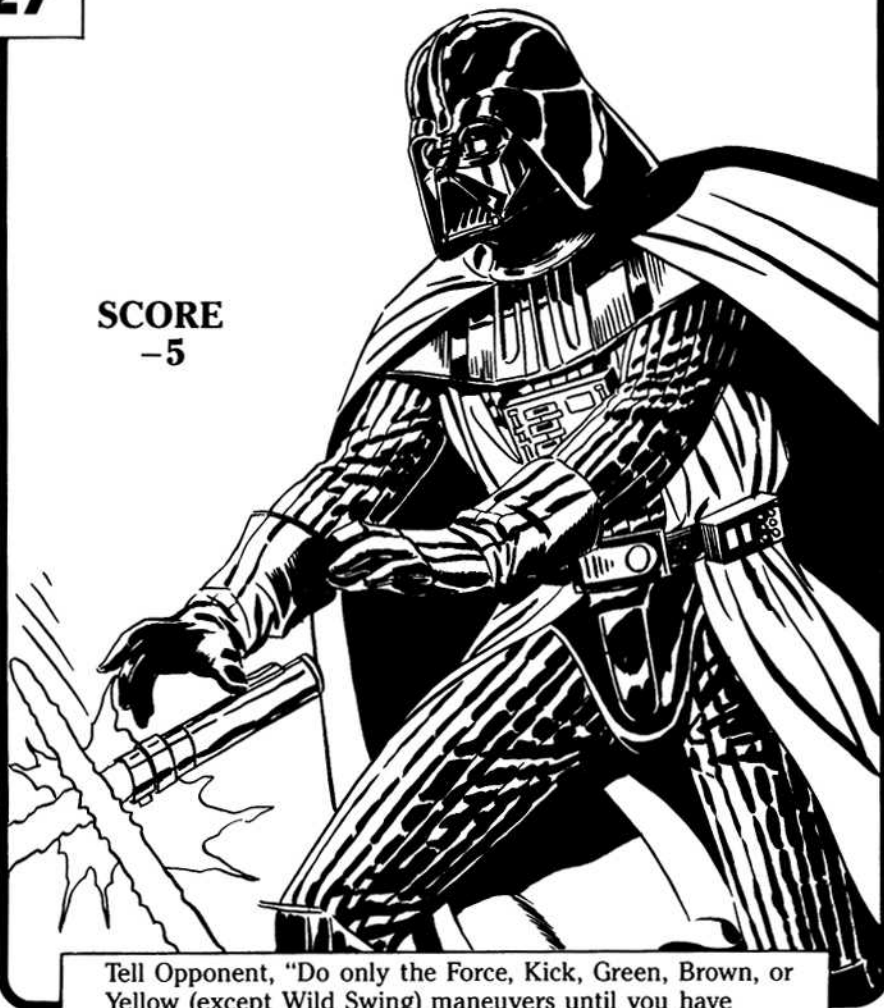
2 - 53	10 - 45	18 - 7	26 - 45	34 - 53	42 -
4 - 41	12 -	20 - 7	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 3	38 -	46 - 41
8 - 33	16 - 1	24 - 7	32 - 45	40 - 21	

KICKING**25**

Tell Opponent, "Do no Thrusts or Yellow next turn. If on a score page, ignore the result and go to section 41 instead."

26

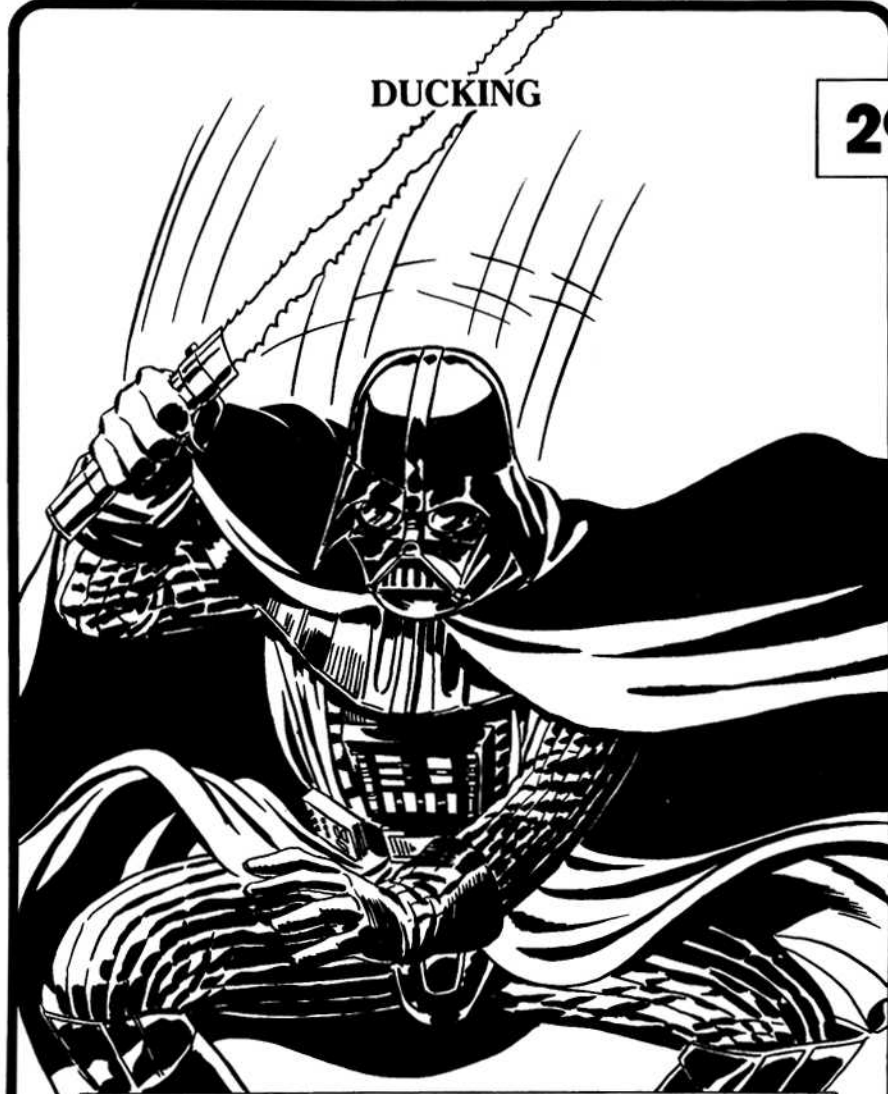
2 - 5	10 - 3	18 - 19	26 - 45	34 - 25	42 -
4 - 45	12 -	20 - 29	28 - 5	36 - 19	44 - 11
6 - 19	14 - 9	22 - 59	30 - 3	38 -	46 - 43
8 - 33	16 - 55	24 - 49	32 - 9	40 - 5	

27**WEAPON DISLODGED****SCORE**
-5

Tell Opponent, "Do only the Force, Kick, Green, Brown, or Yellow (except Wild Swing) maneuvers until you have retrieved your weapon."

28

2 - 7	10 - 3	18 - 37	26 - 53	34 - 25	42 -
4 - 31	12 -	20 - 23	28 - 19	36 - 31	44 - 11
6 - 45	14 - 9	22 - 59	30 - 31	38 -	46 - 29
8 - 19	16 - 23	24 - 53	32 - 9	40 - 41	

DUCKING**29**

Tell Opponent, "No restrictions, but add +2 to any Blue that scores next turn."

2 - 45	10 - 3	18 - 37	26 - 27	34 - 25	42 -
4 - 27	12 -	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 27	38 -	46 - 27
8 - 33	16 - 57	24 - 49	32 - 27	40 - 5	

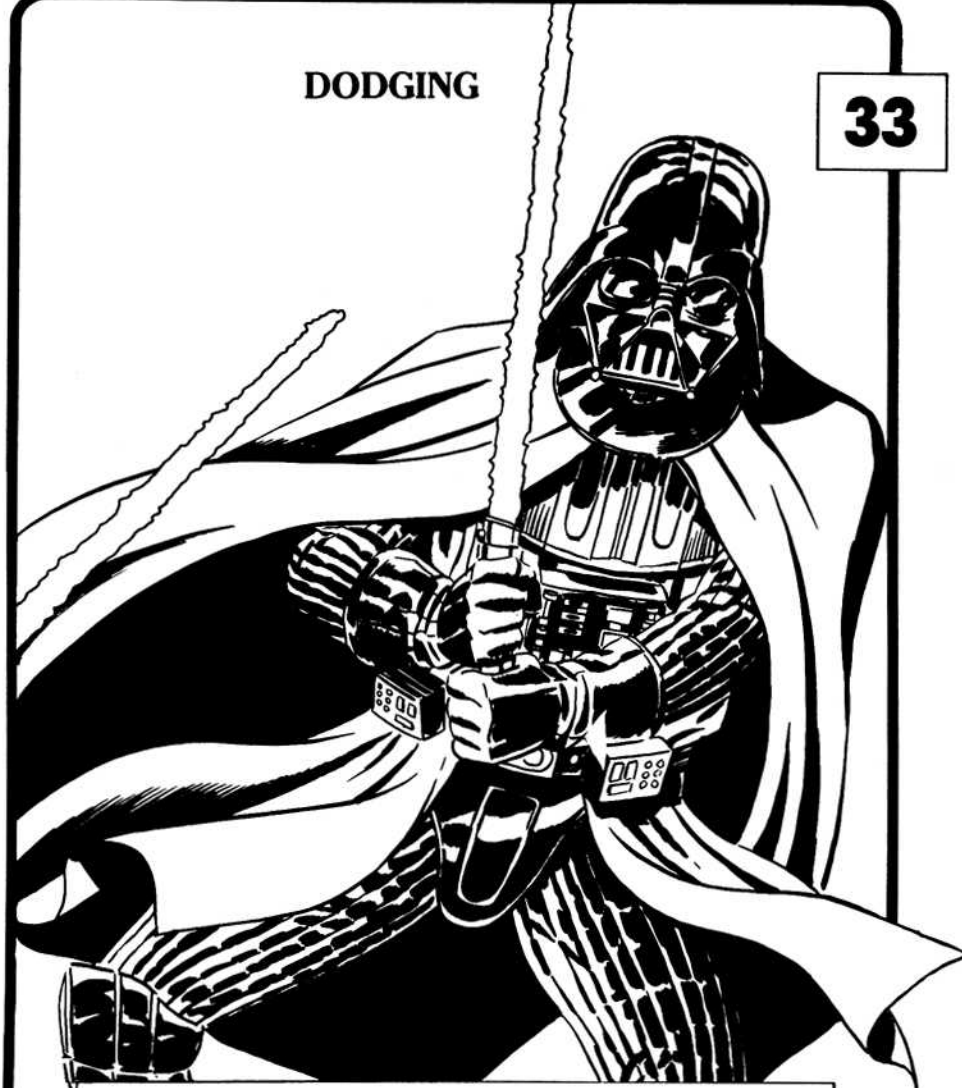
30

31**ARM WOUND****SCORE**
3

Tell Opponent, "Do no Red or Orange maneuvers next turn."

32

2 - 53	10 - 3	18 - 13	26 - 31	34 - 25	42 -
4 - 53	12 -	20 - 29	28 - 53	36 - 53	44 - 19
6 - 45	14 - 53	22 - 53	30 - 3	38 -	46 - 43
8 - 33	16 - 19	24 - 19	32 - 31	40 - 31	

DODGING**33**

Tell Opponent, "Add +2 to any Downswing or Sideswing maneuvers that scores next turn."

34

2 - 5	10 - 19	18 - 37	26 - 19	34 - 19	42 -
4 - 5	12 -	20 - 29	28 - 3	36 - 41	44 - 11
6 - 17	14 - 9	22 - 19	30 - 3	38 -	46 - 27
8 - 33	16 - 1	24 - 49	32 - 9	40 - 41	

35**EXTENDED RANGE
BODY WOUND****SCORE
4**

Tell Opponent, "Do only Brown maneuvers next turn."

36

2 - 5	10 - 3	18 - 7	26 - 19	34 - 7	42 -
4 - 7	12 -	20 - 7	28 - 7	36 - 15	44 - 11
6 - 3	14 - 9	22 - 59	30 - 27	38 -	46 - 7
8 - 33	16 - 1	24 - 49	32 - 9	40 - 7	

JUMPING UP**37**

Tell Opponent, "Do no Blue (except Kick) maneuvers next turn, but add +2 to any Orange that scores next turn."

2 - 31	10 - 45	18 - 13	26 - 45	34 - 25	42 -
4 - 53	12 -	20 - 29	28 - 5	36 - 31	44 - 45
6 - 17	14 - 7	22 - 59	30 - 5	38 -	46 - 43
8 - 19	16 - 57	24 - 49	32 - 45	40 - 5	

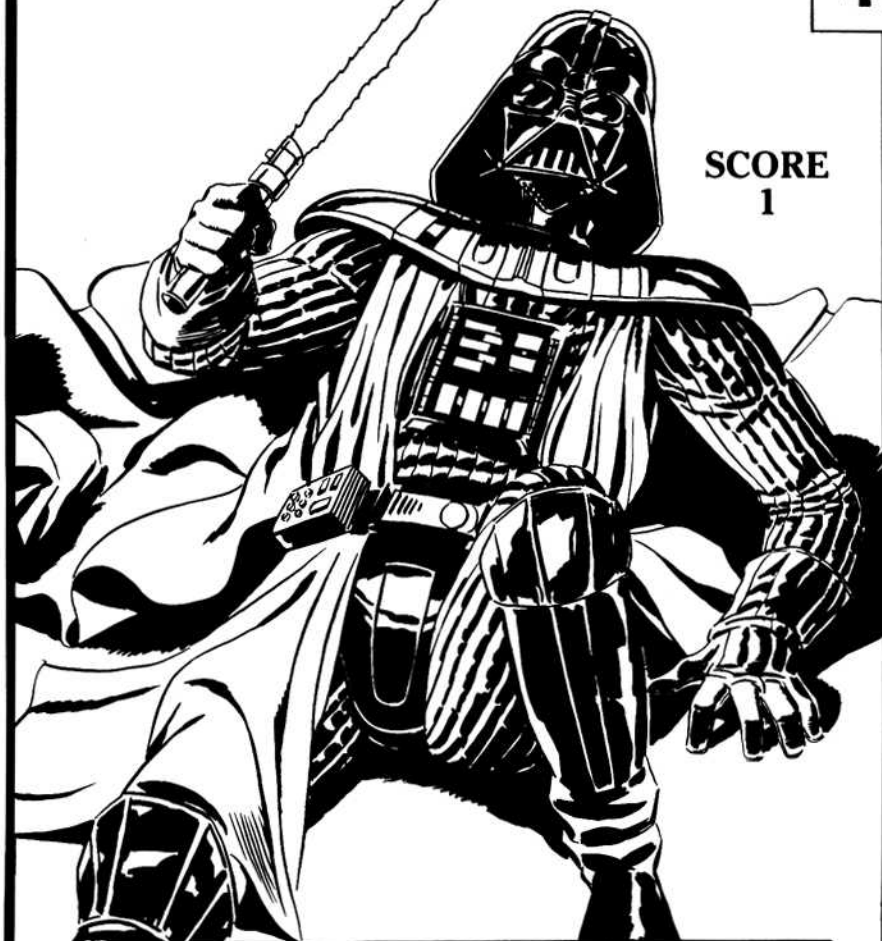
38

39**CHARGING**

Tell Opponent, "Do no Yellow or Force maneuvers next turn."

40

2 - 45	10 - 3	18 - 23	26 - 19	34 - 25	42 -
4 - 45	12 -	20 - 53	28 - 3	36 - 41	44 - 11
6 - 31	14 - 45	22 - 13	30 - 5	38 -	46 - 43
8 - 33	16 - 23	24 - 23	32 - 9	40 - 5	

KNOCKED DOWN**41**

SCORE
1

Tell Opponent, "Do only Jumps next turn."

2 - 45	10 - 13	18 - 37	26 - 19	34 - 41	42 -
4 - 45	12 -	20 - 31	28 - 13	36 - 19	44 - 11
6 - 17	14 - 45	22 - 45	30 - 5	38 -	46 - 27
8 - 19	16 - 57	24 - 19	32 - 9	40 - 45	

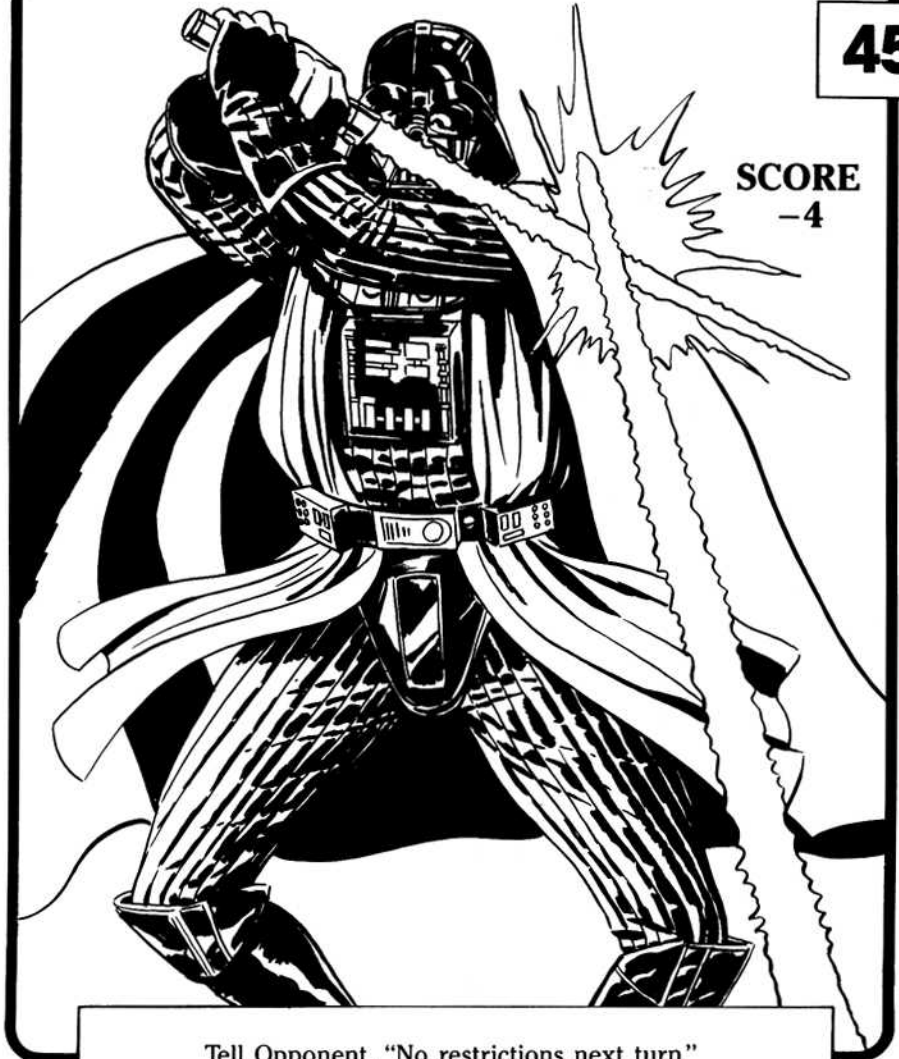
42

43**RETRIEVING WEAPON**

Tell Opponent, "You have retrieved your weapon and may use it again. No restrictions next turn."

44

2 - 5	10 - 45	18 - 19	26 - 45	34 - 19	42 -
4 - 19	12 -	20 - 19	28 - 19	36 - 19	44 - 45
6 - 45	14 - 49	22 - 59	30 - 19	38 -	46 - 27
8 - 33	16 - 57	24 - 49	32 - 45	40 - 19	

PARRYING**45**

SCORE
-4

Tell Opponent, "No restrictions next turn."

46

2 - 5	10 - 3	18 - 37	26 - 3	34 - 25	42 -
4 - 5	12 -	20 - 29	28 - 3	36 - 15	44 - 11
6 - 17	14 - 9	22 - 59	30 - 15	38 -	46 - 43
8 - 33	16 - 1	24 - 49	32 - 9	40 - 5	

47**EXTENDED RANGE
KNOCKED OFF BALANCE****SCORE
1**

Tell Opponent, "Do only Brown maneuvers next turn."

48

48 - 43 54 - 59 60 - 49
 50 - 41 56 - 17 62 - 1
 52 - 33 58 - 5 64 - 3

49**EXTENDED RANGE (THE
FORCE): HURLING OBJECTS**

Tell Opponent, "Do only Extended Range maneuvers next turn. If on a score page, go to section 47, otherwise go to section 57."

50

48 - 41 54 - 59 60 - 41
 50 - 45 56 - 19 62 - 19
 52 - 23 58 - 41 64 - 19

51

INFLUENCED BY THE GOOD
SIDE OF THE FORCE



SCORE
1

Tell Opponent, "Do only Green or Yellow maneuvers next turn."

52

48 - 43 54 - 59 60 - 49
50 - 21 56 - 63 62 - 55
52 - 61 58 - 5 64 - 57

BODY WOUND

53

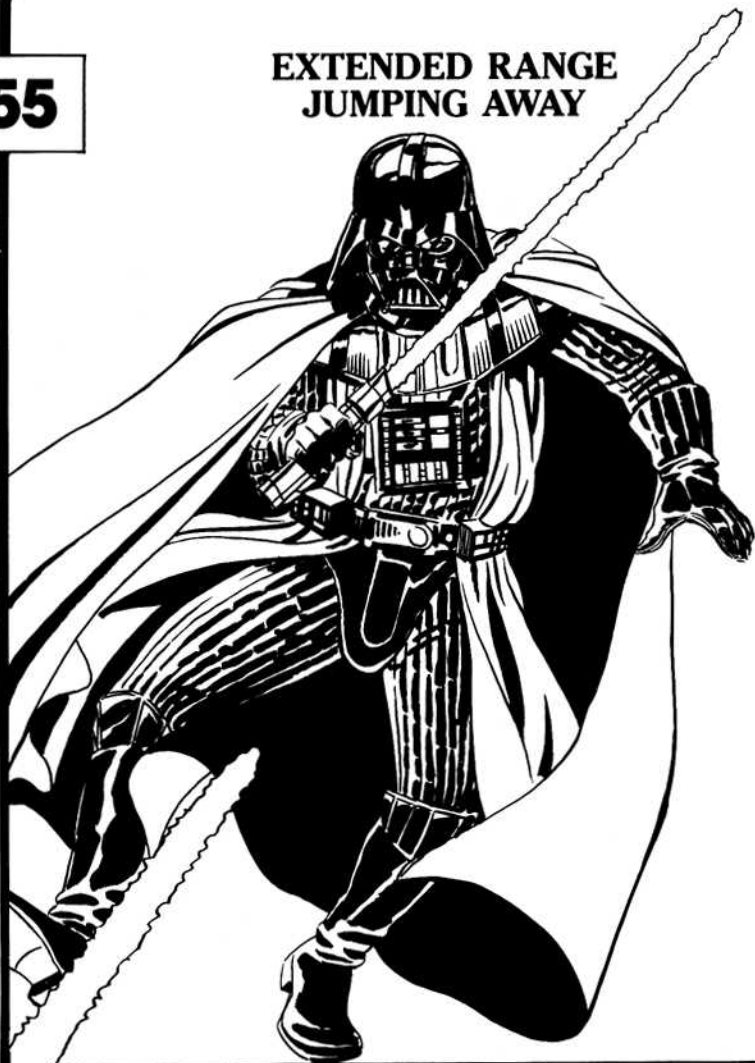


SCORE
4

Tell Opponent, "Do no Orange, Red or Force maneuvers next turn."

54

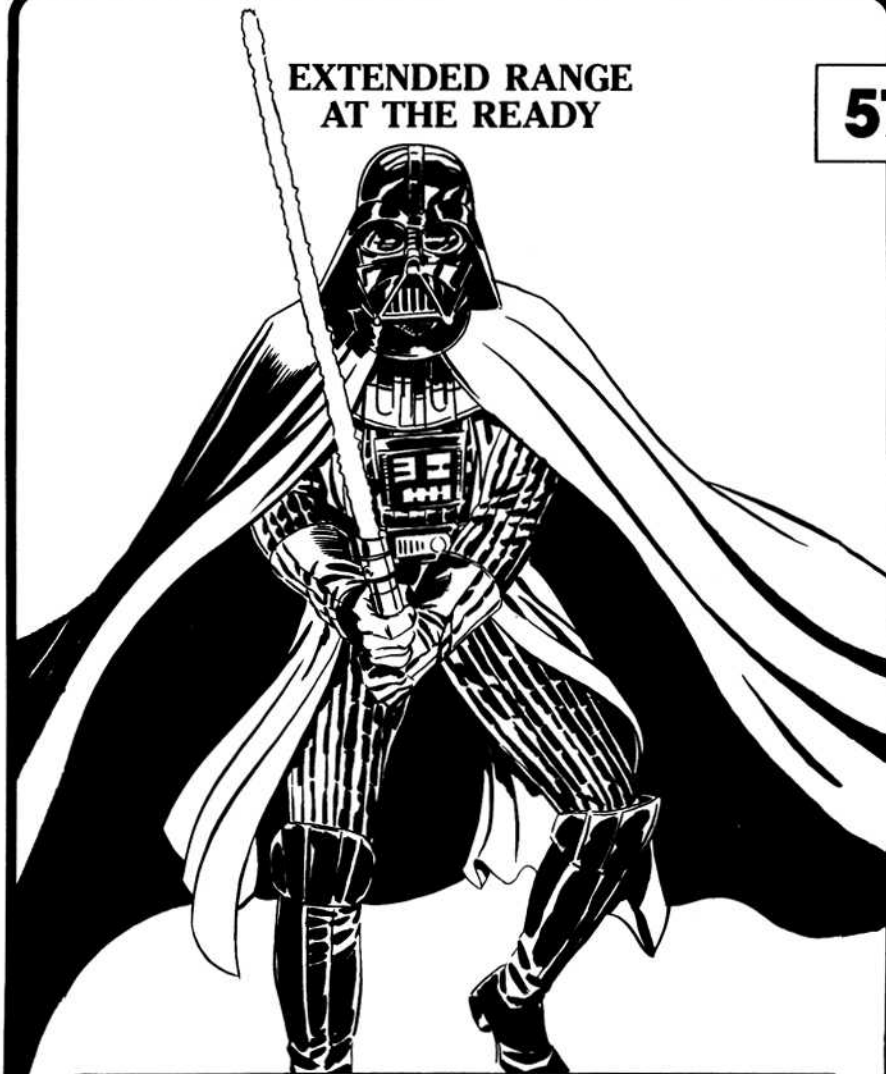
48 - 57 54 - 59 60 - 49
50 - 17 56 - 51 62 - 35
52 - 33 58 - 35 64 - 3

55**EXTENDED RANGE
JUMPING AWAY**

Tell Opponent, "Do only Extended Range maneuvers next turn, and add +2 to any successful use of the Force next turn (whether restoring your own Force or reducing mine)."

56

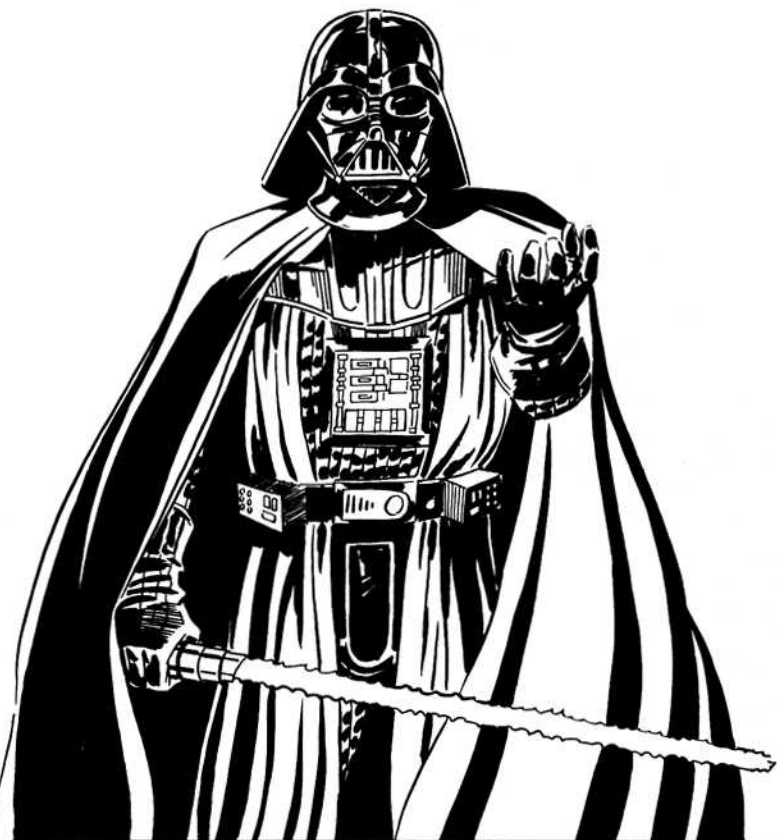
48 - 43 54 - 59 60 - 57
 50 - 39 56 - 63 62 - 55
 52 - 61 58 - 57 64 - 3

57**EXTENDED RANGE
AT THE READY**

Tell Opponent, "Do only Extended Range maneuvers next turn."

58

48 - 27 54 - 59 60 - 13
 50 - 39 56 - 47 62 - 55
 52 - 33 58 - 5 64 - 57

59**EXTENDED RANGE (THE FORCE): REVEALING THE DARK SIDE**

Tell Opponent, "Go to section 57, and do only Extended Range maneuvers next turn. If you were on a score page, ignore that score; I will reduce my Force by 6 and do only Brown maneuvers next turn."

60

48 - 19 54 - 13 60 - 19
 50 - 13 56 - 63 62 - 47
 52 - 33 58 - 5 64 - 47

EXTENDED RANGE DODGING**61**

Tell Opponent, "Do only Extended Range maneuvers next turn."

62

48 - 43 54 - 59 60 - 49
 50 - 39 56 - 63 62 - 55
 52 - 61 58 - 57 64 - 57

63

**EXTENDED RANGE (THE
FORCE): RESTORING THE
FORCE**



Tell Opponent, "Increase your Force points by 3, and do only Extended Range maneuvers next turn."

64

48 - 43	54 - 53	60 - 49
50 - 7	56 - 45	62 - 57
52 - 35	58 - 57	64 - 3