



INSIDE THE WORLDS OF



# STAR WARS®

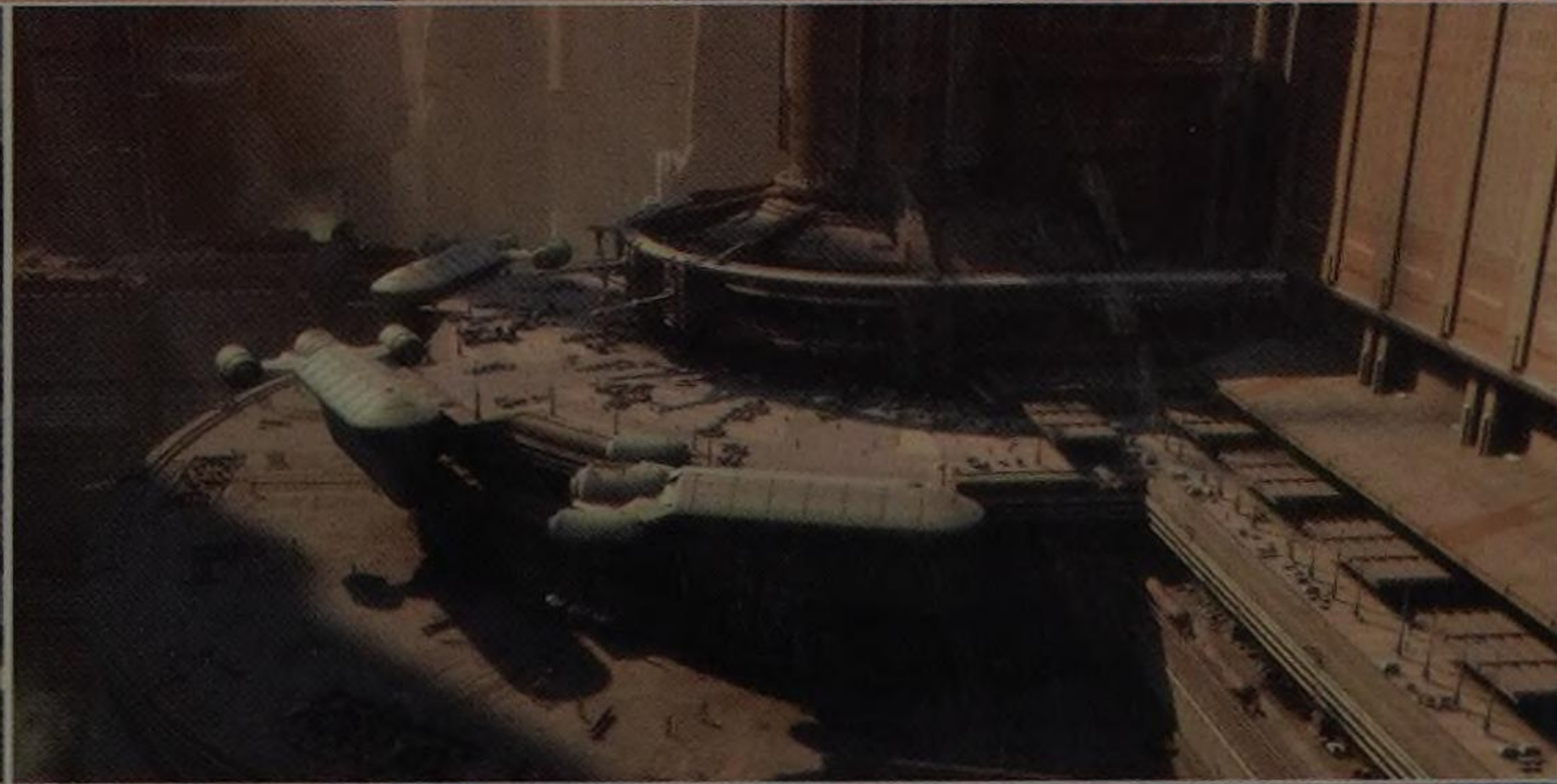
## ATTACK OF THE CLONES™

THE COMPLETE GUIDE TO THE INCREDIBLE LOCATIONS FROM *EPISODE II*

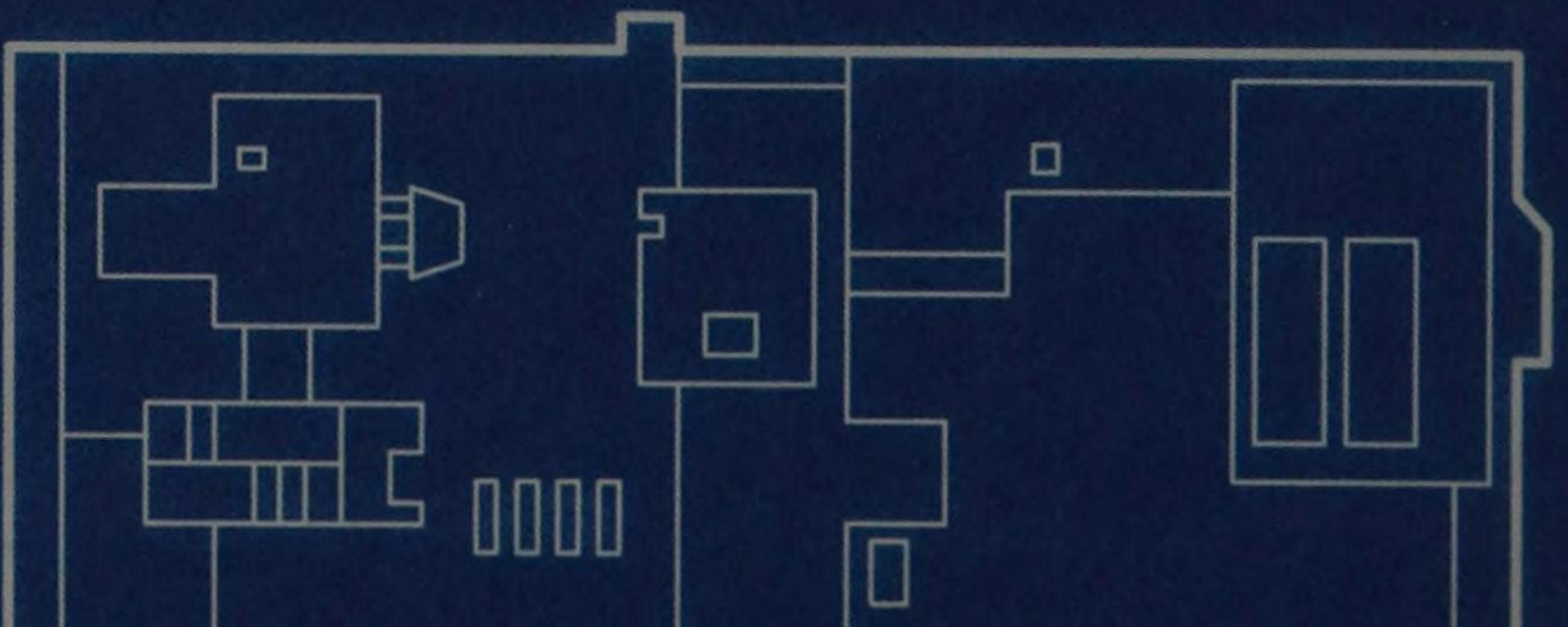
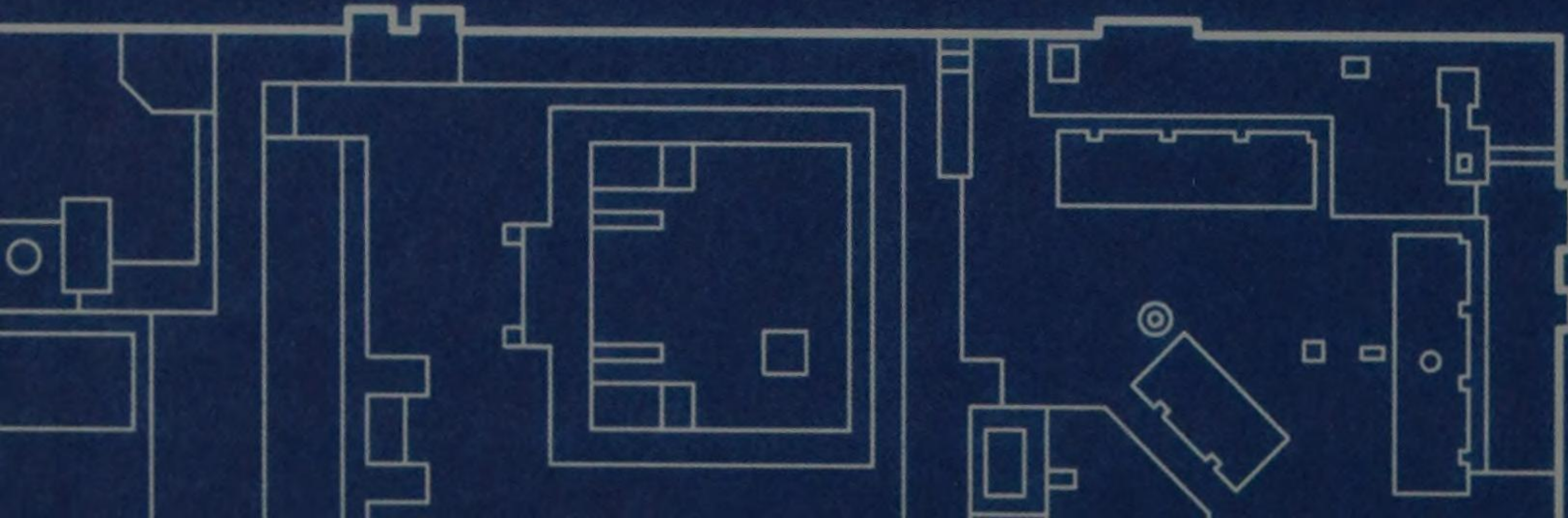
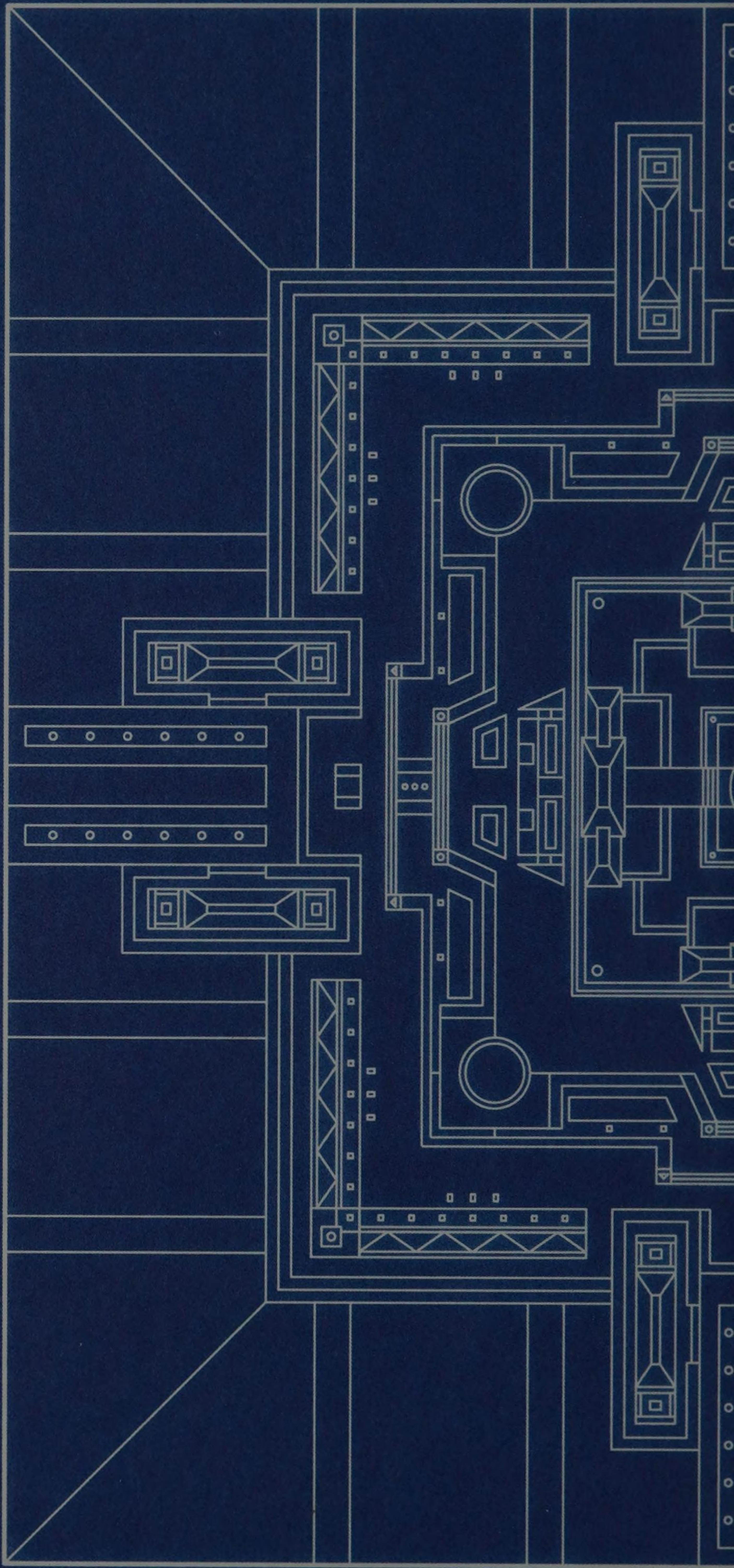
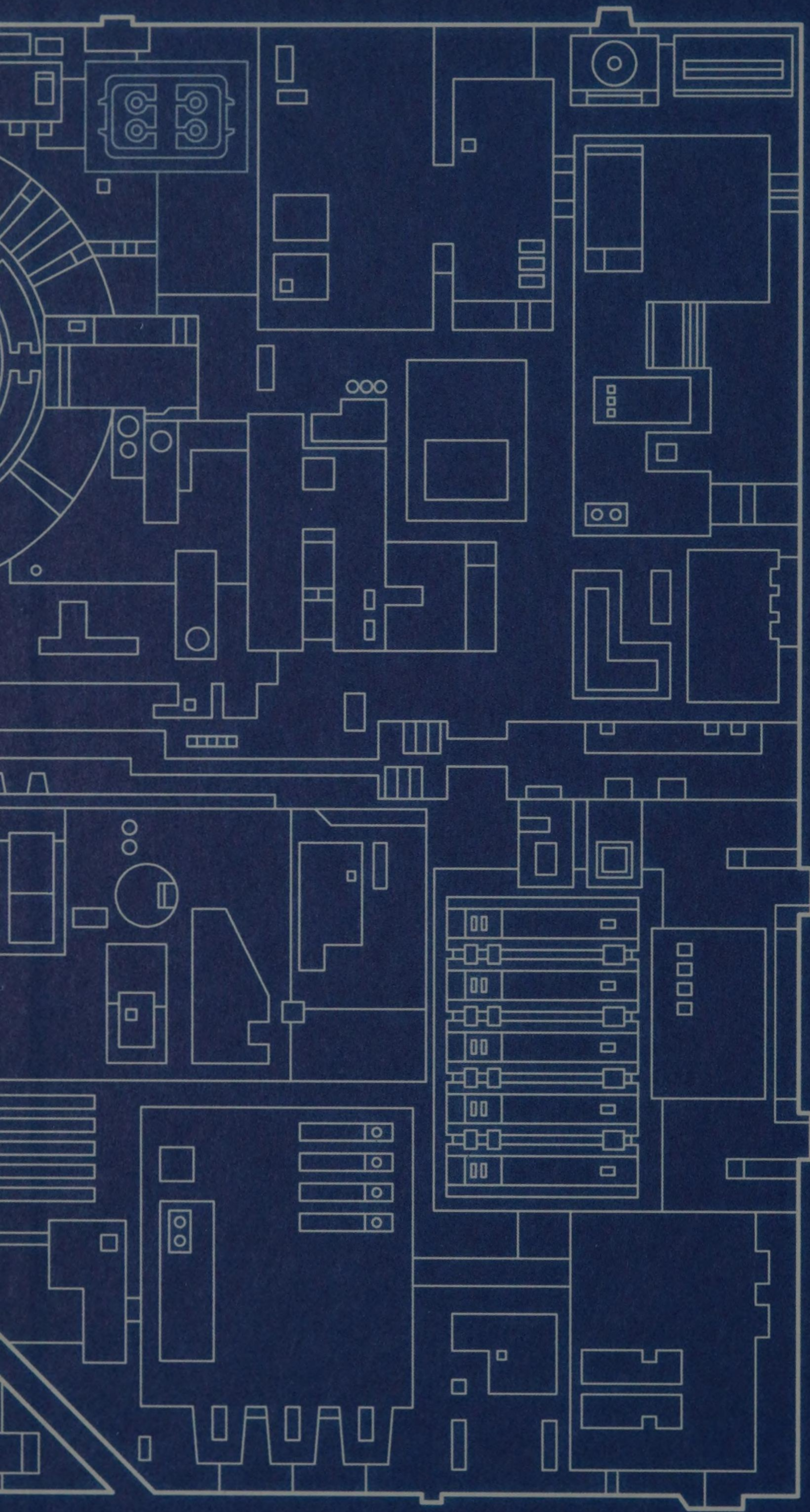
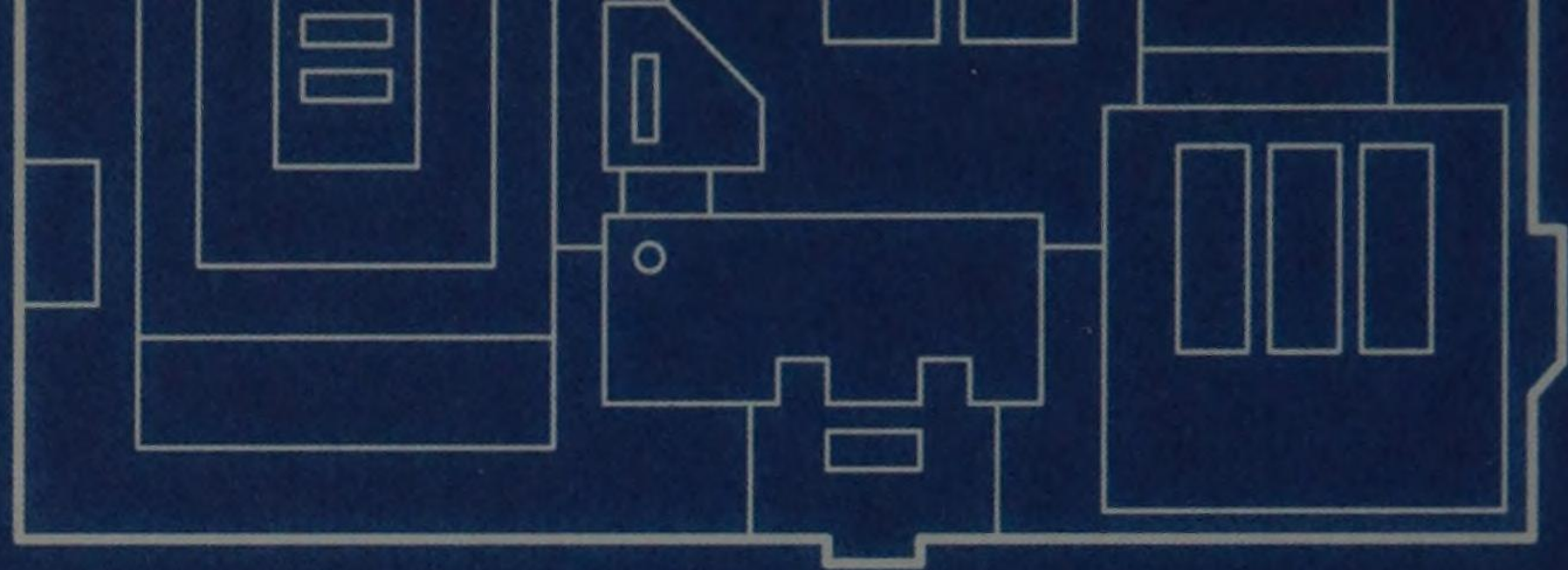
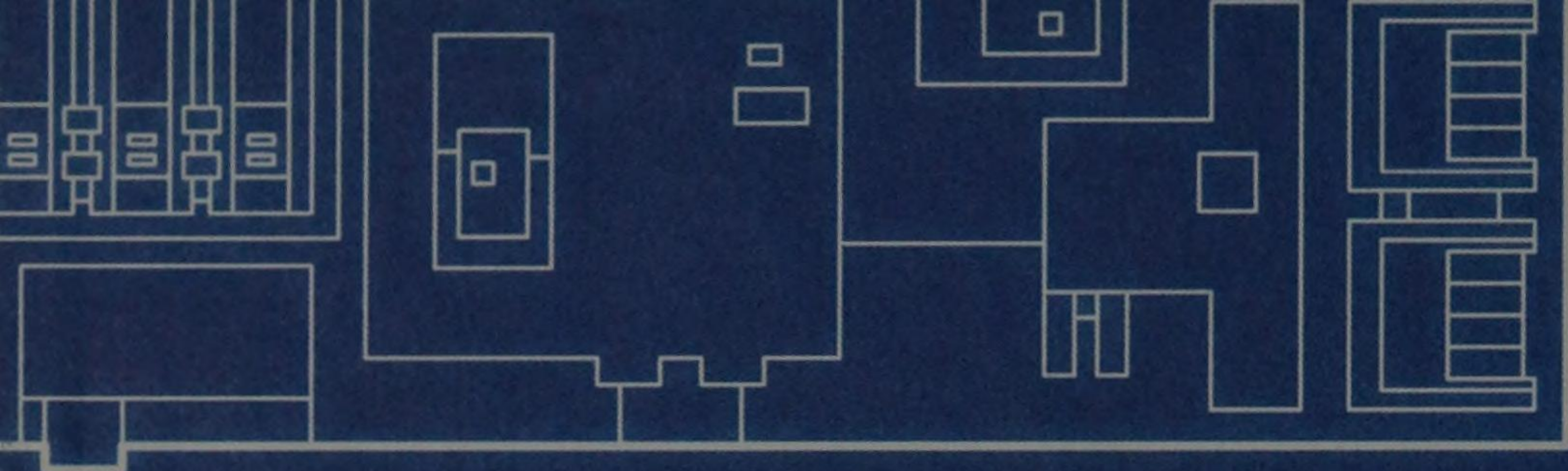
Written by  
Simon Beecroft

Illustrated by  
Richard Chasemore & Hans Jenssen

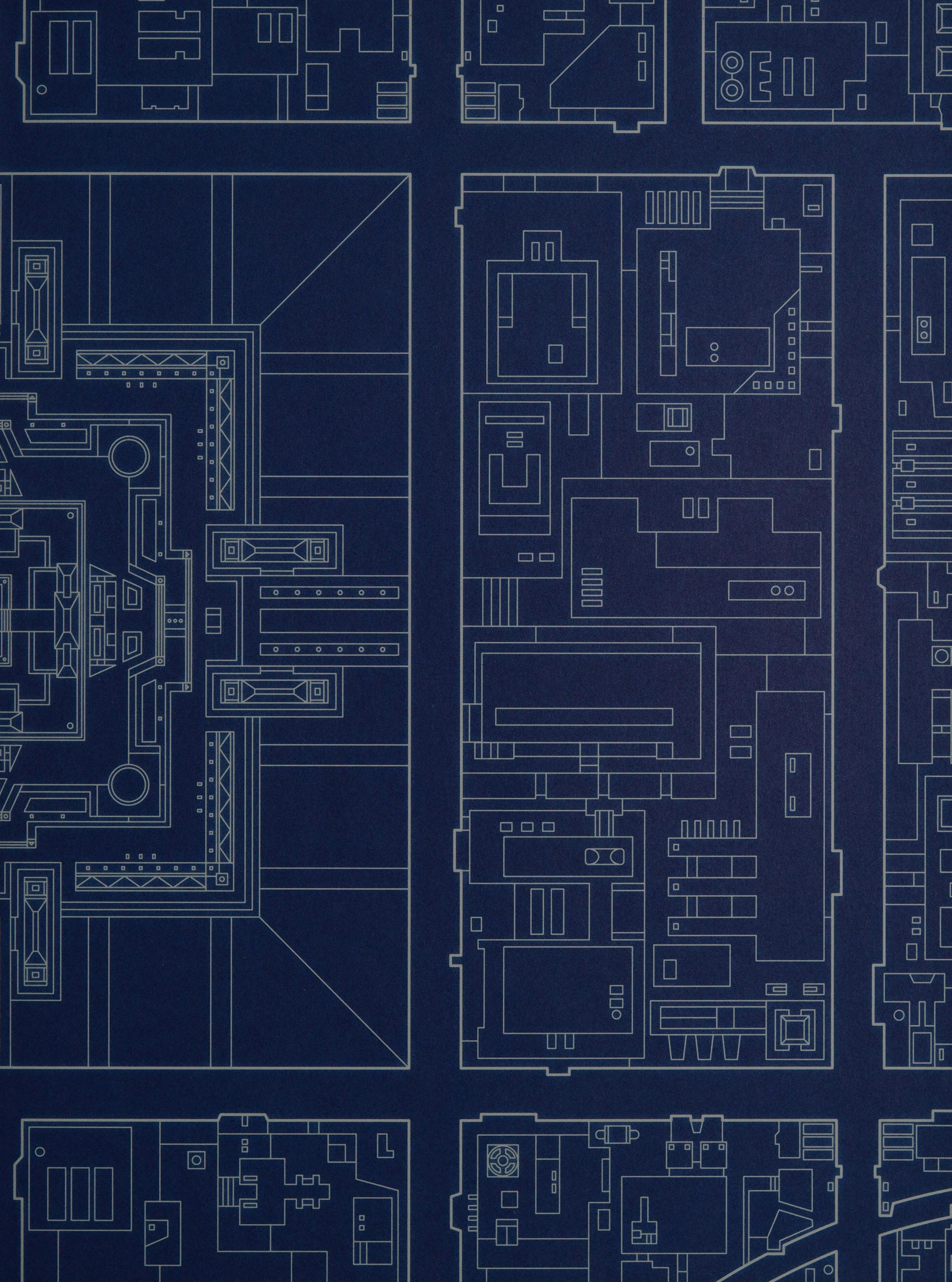
Consultant  
Curtis Saxton

















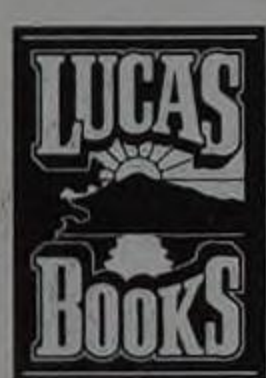
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# DIVIDED GALAXY

FOR THE FIRST TIME SINCE ITS INCEPTION, the Galactic Republic is beginning to be less a united system and more a loose conglomeration of competing worlds. The Separatist movement, under the leadership of the double-dealing Count Dooku, is forcing the Republic Senate to confront the extent of its own division. The Jedi High Council is also recognizing that its influence is no longer sufficient to maintain harmony. Ordinary people are experiencing increased instability, too, as powerful commerce organizations bully whole star systems into signing trade deals that force mass migrations of workers across the galaxy. The potential demise of the Galactic Republic is played out across a number of very different worlds. The planetwide city on Coruscant experiences an attempted political assassination, tying the peaceful planet of Naboo inextricably to the conflict. Meanwhile, ominous events take place on the most elusive, mysterious worlds in the galaxy: forgotten Kamino and brutal, unregulated Geonosis.


SCALE: 1 DIVISION = 5,000 LIGHT YEARS

OF THE GALAXY'S MORE THAN A MILLION INHABITED WORLDS, several thousand have declared their intention to formally withdraw their membership from the Galactic Republic, which they see as intolerably corrupt. Their aims are sometimes honorable, but what of their leader—the mysterious Count Dooku?




## WATER WASTELAND

Kamino is a stormy world in a system of thirteen planets circling an aging star that straggles south of the Rishi Maze, an irregular dwarf galaxy in a close and decaying orbit about the Galactic Republic. Climatic changes have long since submerged the planet's continents beneath a global ocean. Immense storms lash the surface, with powerful lightning bursts visible from orbit. Beneath this tempest, the planet's vast biomass is largely under artificial control. Because they live beyond regular trade routes, the discreet Kaminoans can hire their biotechnological mastery to only the most secretive and profligate of customers.



**KAMINO**

Distance from Core:	70,000 light years
Number of Suns:	1
Number of Moons:	3
Population:	1 billion
Surface Water:	100%
Composition:	Molten core with rocky mantle and silicate rock crust



**GEONOSIS**

Distance from Core:	43,000 light years
Number of Suns:	1
Number of Moons:	4 major; 11 minor
Population:	100 billion
Surface Water:	5%
Composition:	Diminutive molten core with rocky mantle

## RED DESOLATION

The nearest inhabited neighbor of Tatooine, Geonosis is the second of five rocky worlds orbiting a yellow sun in a lawless niche of the Outer Rim. Geonosis's four surviving outer moons and an array of inner moonlets act as tidal shepherds to a spectacular and recently formed ring system, and therefore the planet suffers from frequent asteroid showers. Geonosis has a large diameter, light gravity, and dense atmosphere. Flash floods and groundwater eruptions carve a precipitous terrain of highland canyons. Geonosis's weak magnetic field admits harsh solar radiation storms, ensuring that the most persistent surface organisms are humble red rock-algae.



# CORUSCANT



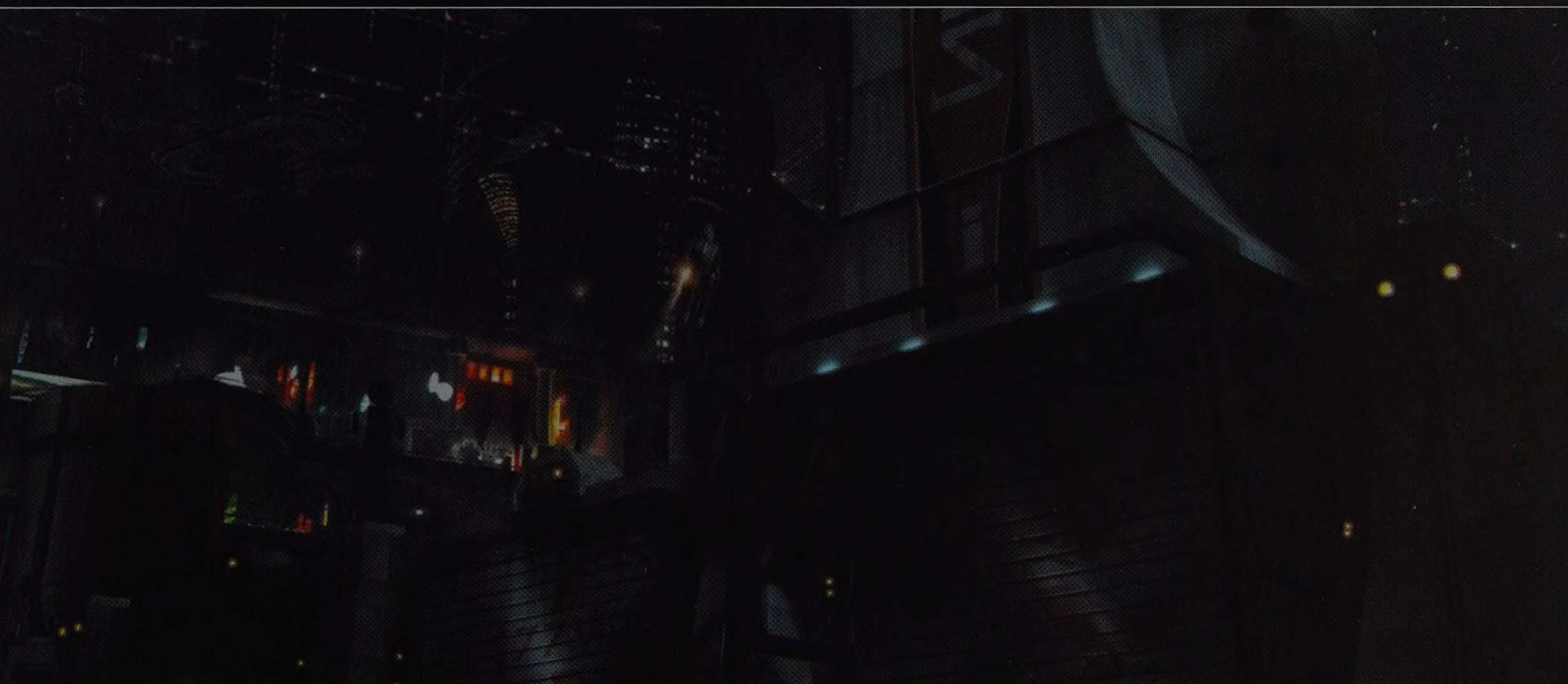
SEEN FROM ABOVE THE CLOUDLINE, Coruscant appears still and serene, with just the tops of the tallest buildings visible. Beneath the clouds, the galactic capital planet is a heavily populated, multilayered metropolis. Its sky lanes are constantly busy with traffic, from small personal speeders to air buses and larger freighters. Most sky lanes on Coruscant are autonavigated, with each vehicle traveling along a preprogrammed route to minimize the risk of collisions. The fastest traffic makes use of the highest sky lanes as it travels long distances across Galactic City. Below the elevated sky lanes, traffic moves in a more disorderly way, vying for space with garbage scows, unmarked speedervans, and small private conveyances. Vehicles may change sky lanes at giant spiral interchanges, where they move up or down, or switch directions.





## URBAN GROWTH

The Galactic Senate stands at the heart of the governmental district. In the 10 years since the crisis on Naboo, this area has altered almost beyond recognition. New buildings and floors house the thousands of extra departments and commissions that have been formed in the name of bolstering the stability of the Republic. In addition, corpulent Senators, keen to minimize their journey to the Senate, have used every form of persuasion to ensure that their offices and suites are built as close to the chamber as possible.



## ENTERTAINMENT DISTRICT

Galactic City's enormous entertainment districts are equally alluring and unsettling for the hordes of revellers drawn to its nightclubs, gaming houses, bars, and palaces of hedonism. These districts can be alternately awash with bright lights and gaudy partygoers, or, all of a sudden still, dark, and empty, reeking of danger. In these streets of dubious pleasures, menace lurks around every corner, and innocent pleasure-seekers mix with thieves, assassins, and sellers of illegal spices.



## THE WORKS

Coruscant's single planetwide metropolis, Galactic City, is divided into several thousand quadrants, which are further subdivided into numbered sectors. Whereas official maps use this classification, most people refer to districts by colloquial names. One large sector is known as The Works. It is a manufacturing district, where, for hundreds of standard years, spacecraft parts, construction droids, and building materials of every kind were churned out at an astonishing rate. Now, much of this manufacturing is done more cheaply off-planet, and the area has fallen into disrepair. Coruscanti stay well clear of The Works, as it has gained a reputation for the most sinister kind of criminal activity—making it ideal for a clandestine meeting between two shadowy Sith leaders.

## UPPER LEVEL DINERS

Exclusive stores and restaurants cater to the wealthy citizens who inhabit the highest levels of Galactic City. Small canteens serve maintenance crews and support staff working in these lofty heights. Many of the more fly-by-night canteens operate without trading licenses and are repulsor-fitted for easy getaway if officials come snooping. Located in Coco Town, Dex's Diner is one such mobile installation. In Coco Town (short for "collective commerce"), immigrants of diverse species have established mutually supportive manufacturing businesses.



# SPEEDER CHASE I

AFTER A NEAR-FATAL ASSASSINATION as she arrived on Coruscant, A Padmé Amidala is assigned two Jedi bodyguards, who keep watch on the Senator as she sleeps in her apartment. Yet a modified ASN-121 assassin/sentry droid bypasses the window shields in a further attempt on Padmé's life—only, this time, the Jedi give chase. Knowing that the droid will be programmed to return to its source, Kenobi smashes through the window and grabs onto it as it turns to flee. Meanwhile, Anakin “hotwires” an airspeeder from a nearby parking bay. In the ensuing chase, both Jedi hurtle through the skylanes in pursuit of bounty hunter Zam Wesell, who avoids the heavy circulation, high-lane interchanges, choosing instead to dip down into the lower lanes, where traffic is lighter but less orderly.

Padmé's rooms are in a high-security Senate apartment complex

Anakin takes an airspeeder from a parking balcony several floors beneath Padmé's apartment

Office occupied by regulatory body for mobile communication droids

Nicandra Counterrevolutionary Signalmen's Memorial Building

Bonadan Embassy

Only the wealthiest Senators dine in the 1,000-m (3,280-ft) high revolving Skysitter Restaurant



**1** Anakin quickly spots the only open-top airspeeder in a parking bay—which happens to be the fastest, too. The speeder is later recovered and returned to its designated parkslot, effectively cutting short the official enquiry into the “theft” and leaving its owner, Senator Simon Greysshade, unable to press charges.



**3** Kenobi struggles to hold onto the speeding assassin droid as it repeatedly sends defensive electrical shocks into his unprotected hands. Several skylanes below him, Anakin pilots his airspeeder, using the Force to seek his Master and hoping that the droid will lead him to the unknown assassin.



**2** At the mercy of the droid's defensive stratagems, Kenobi is repeatedly scraped against the walls of buildings or dangled in the path of oncoming speeders. He narrowly escapes collision with holodrama star Seboca from Malastare, who is entertaining a female Senator from Aleen, Bogg Tyrell.

## ROUTE KEY

Assassin droid  
Anakin's speeder  
Zam's rifle slug

Obi-Wan's fall  
Zam's speeder  
Anakin's leap

Obi-Wan's fall  
Zam's speeder  
Anakin's leap

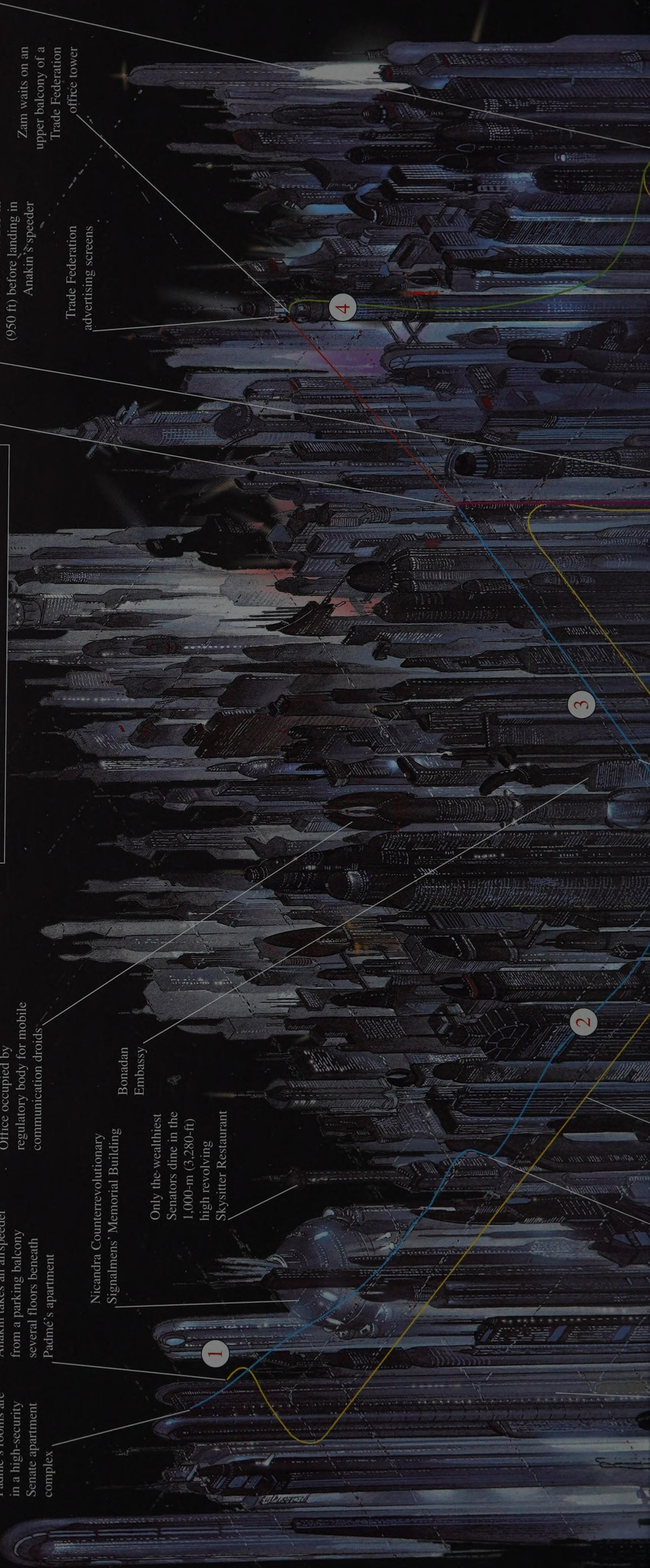
Assassin droid supporting Obi-Wan is hit by a bolt from Zam's sniper rifle

Zam throws her speeder into a daring nose dive

Obi-Wan freefalls for 285 m (950 ft) before landing in Anakin's speeder

Trade Federation advertising screens

Zam waits on an upper balcony of a Trade Federation office tower





Padmé's apartment building stands in the Senate District, an up-scale region located near the Senate Rotunda

Kenobi is thrown against the side of the Champalan Embassy

Many of these buildings are occupied by diplomatic staff from the millions of star systems enfranchised in the Senate

Anakin in the speeder trails Obi-Wan, who hangs from the assassin droid

Top floors of building occupied by Senatorial News Agency

Skylane interchange

Kenobi nearly collides with Magaloo, who is joyriding in a stolen speeder

Commuter airtrain chain of luxury hotels

## SUPPLY NETWORK

Skyscrapers in Galactic City receive food shipments and other vital solid goods from enormous, slow-moving vehicles that continuously travel along a network of freight transit tubes in the underlevels of the city. Waste is also shipped out via this system, and anything that can't be recycled is shot into space.

Traffic skylane

Massive landing platform used by large tourist ships

Anakin follows Zam on a dive of 2,670 m (8,900 ft)

Older parts of the city are more densely packed than the buildings above

Coruscant Lodge of Solokin Sakellar, Grand Warden and absolute ruler of the planet-wide University of Yabol Opa

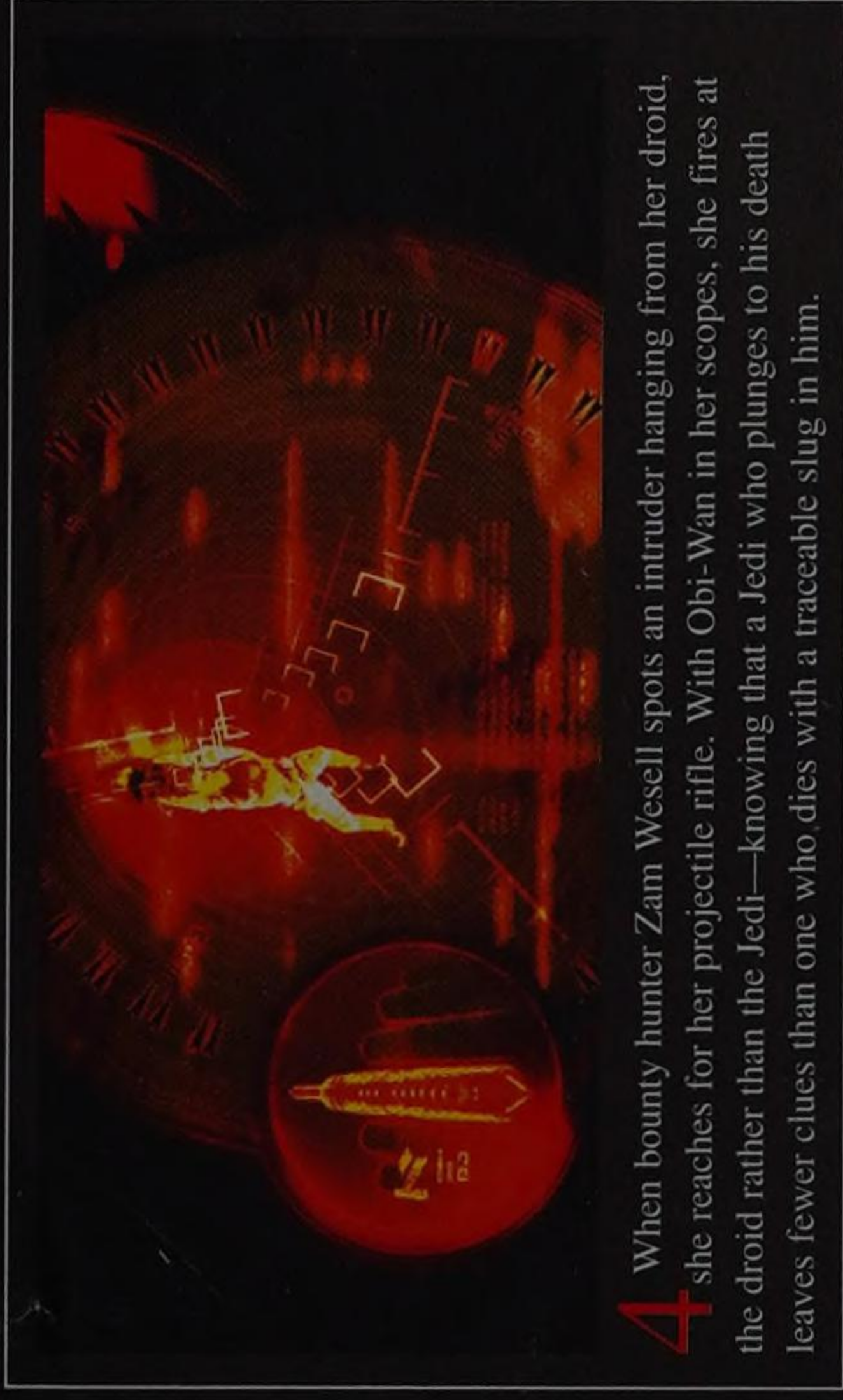
Temporary support structures hold up damaged building until repair droids arrive

Anakin swerves to avoid hitting a massive transport ship touring the ancient city

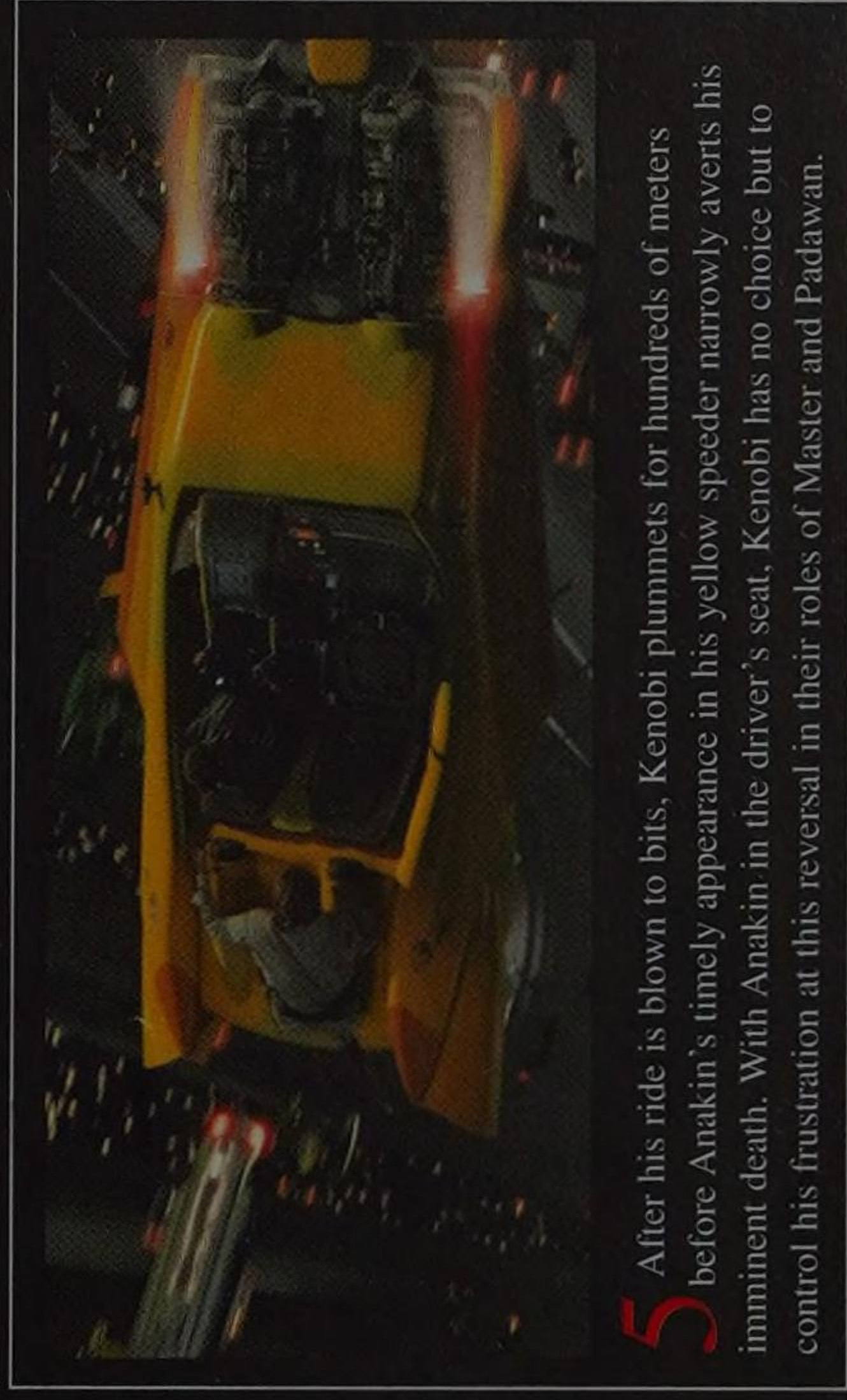
In the ancient city, all streets lead to Corusca Circus, the heart of the district

## WINDOW SHIELDS

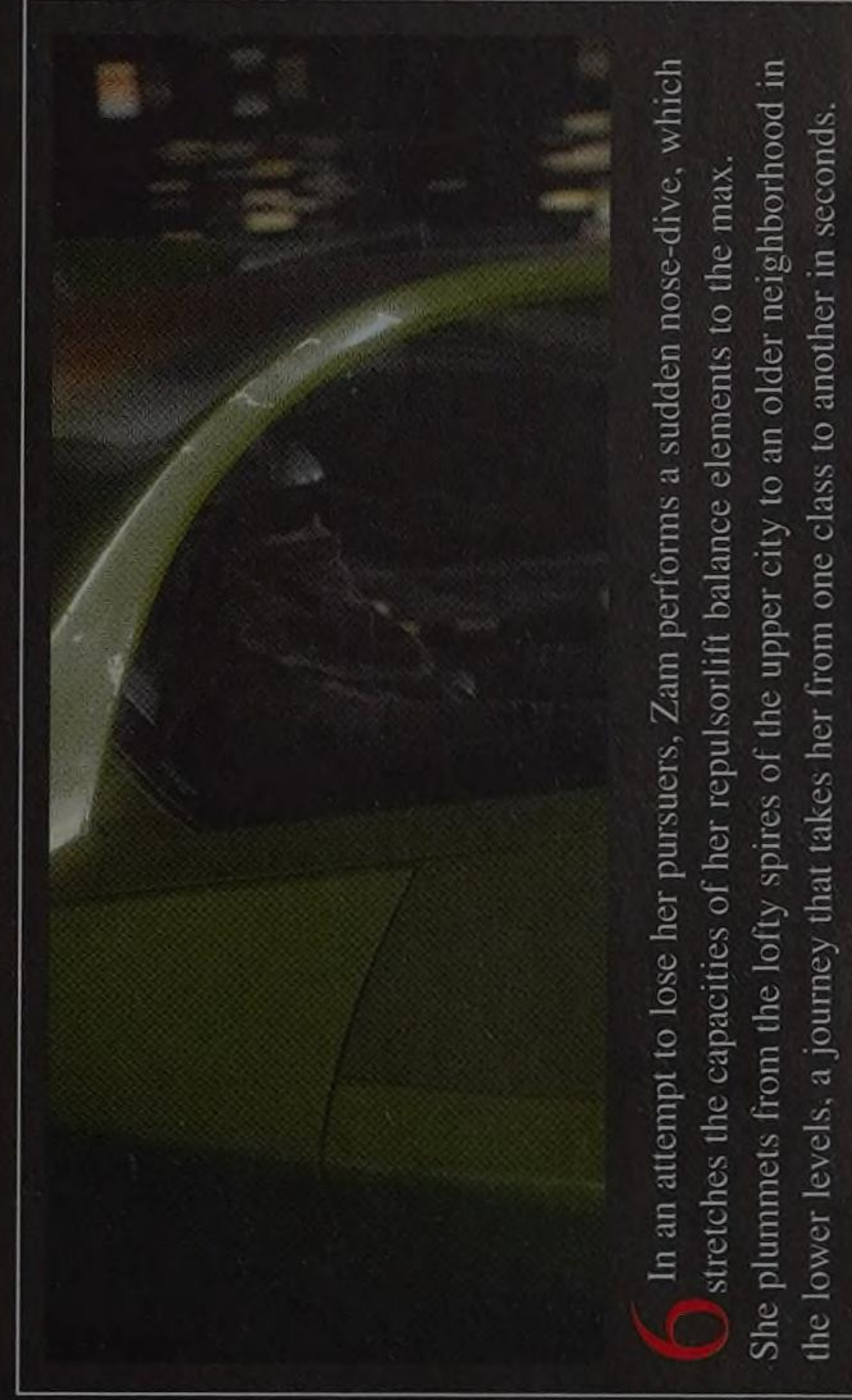
Many structures on Coruscant have defensive shields to protect windows from stray or out-of-control vehicles. Zam's assassin droid uses a short-range disruptor to "burn" through the window shield of Padmé's suite.



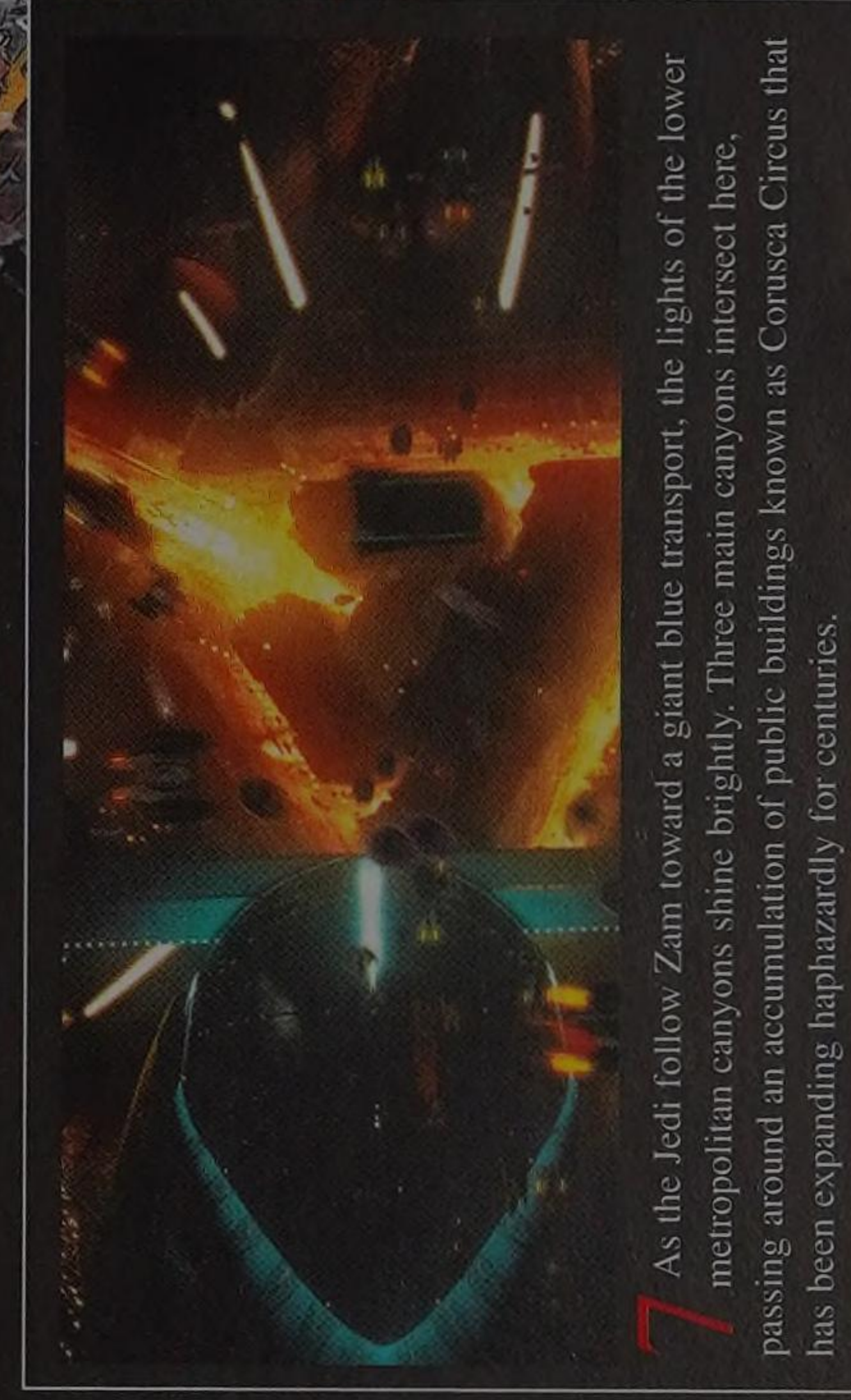
4 When bounty hunter Zam Wesell spots an intruder hanging from her droid, she reaches for her projectile rifle. With Obi-Wan in her scopes, she fires at the droid rather than the Jedi—knowing that a Jedi who plunges to his death leaves fewer clues than one who dies with a traceable slug in him.



5 After his ride is blown to bits, Kenobi plummeted for hundreds of meters before Anakin's timely appearance in his yellow speeder narrowly averts his imminent death. With Anakin in the driver's seat, Kenobi has no choice but to control his frustration at this reversal in their roles of Master and Padawan.



6 In an attempt to lose her pursuers, Zam performs a sudden nose-dive, which stretches the capacities of her repulsorlift balance elements to the max. She plummets from the lofty spires of the upper city to an older neighborhood in the lower levels, a journey that takes her from one class to another in seconds.



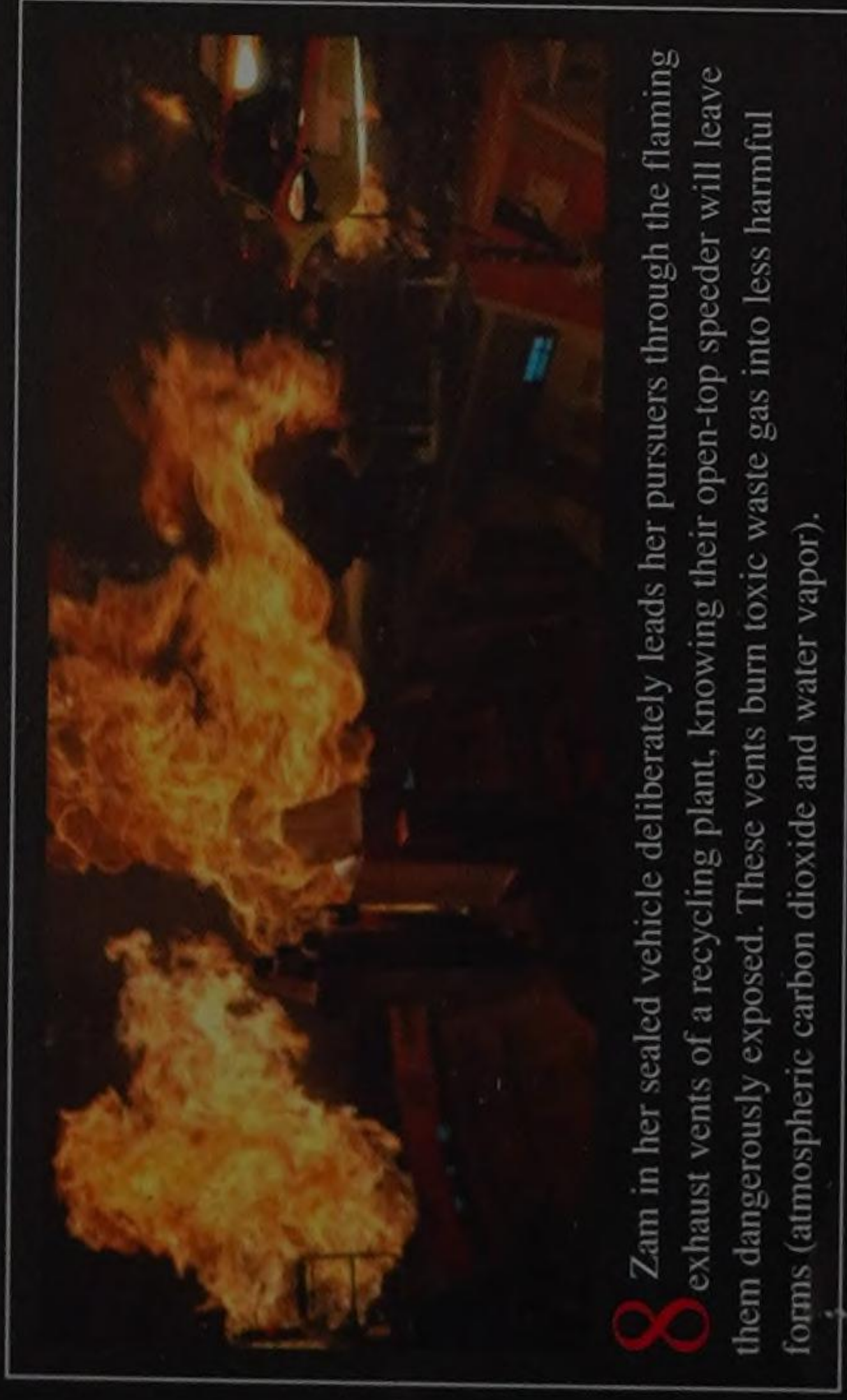
7 As the Jedi follow Zam toward a giant blue transport, the lights of the lower metropolitan canyons shine brightly. Three main canyons intersect here, passing around an accumulation of public buildings known as Corusca Circus that has been expanding haphazardly for centuries.

Brightly lit older city is hundreds of meters deep



## SPEEDER CHASE II

The pursuit continues through the lower levels of Galactic City. These are the areas the upper classes rarely see: the industrial plants that supply Coruscant with power and fuel, and the warehouse zones where essential supplies from offworld are readied for distribution around the planet. In all, the Jedi chase Zam through the skies for more than 100 kilometers (62 miles), until Anakin forces Zam to crash-land in a busy entertainment district.



**8** Zam in her sealed vehicle deliberately leads her pursuers through the flaming exhaust vents of a recycling plant, knowing their open-top speeder will leave them dangerously exposed. These vents burn toxic waste gas into less harmful forms (atmospheric carbon dioxide and water vapor).

## MAPPING CORUSCANT

Coruscant is divided into quadrants with official coordinates, which often receive unofficial names. For example, quadrant H-46 is more colloquially known as Sah'c Town (named after a wealthy family who owns much of it). Quadrants are further subdivided into zones: for instance, the Senatorial, financial, and industrial zones through which Skywalker and Kenobi pursue Padmé's would-be assassin.

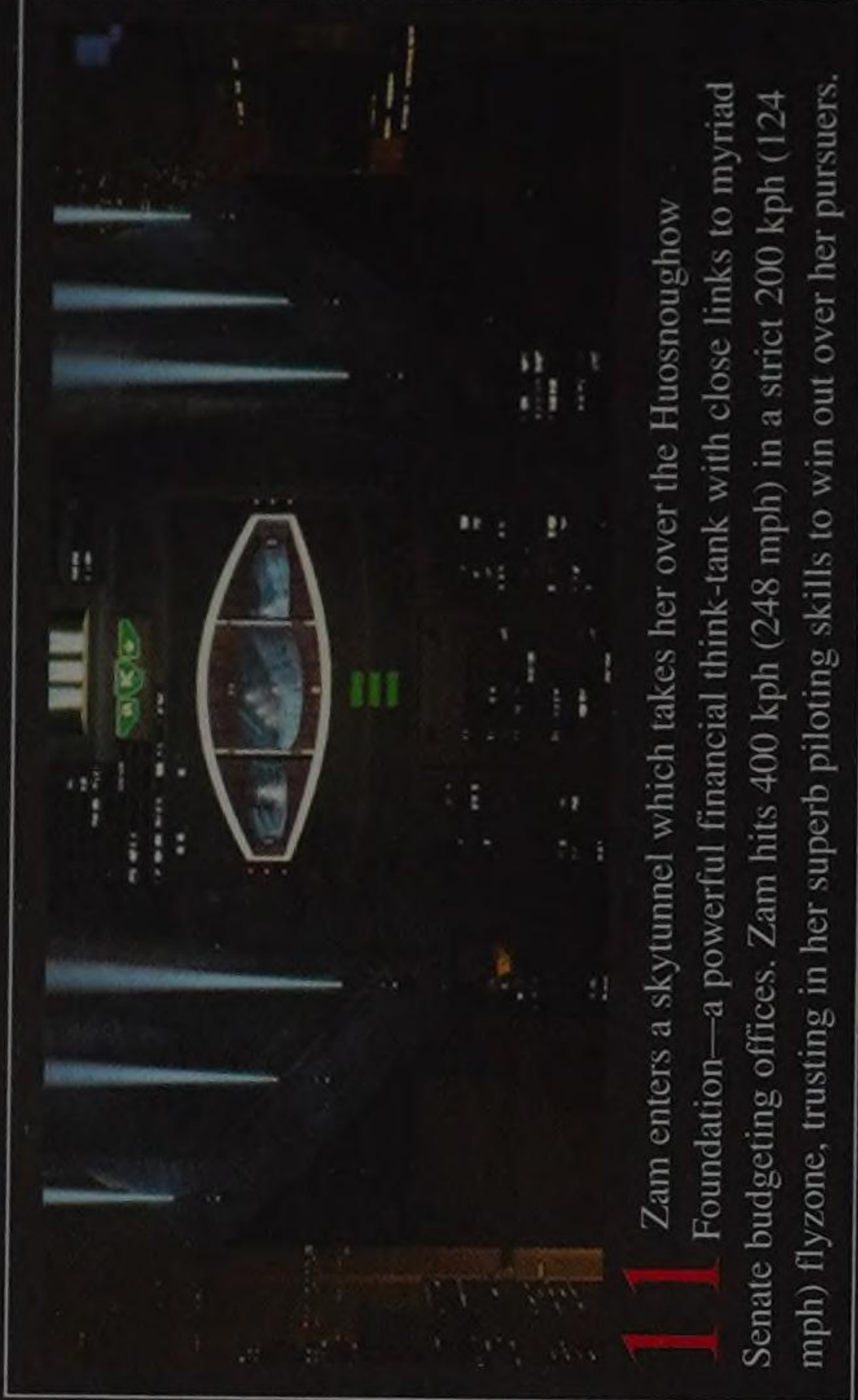
## SKYTUNNELS

Certain neighborhoods of Galactic City are accessible only via skytunnels, such as the one Zam soars into. Some skytunnels serve as short-cuts through structures built by powerful but uncaring official bodies that end up blocking established skyways. Other tunnels allow civilian traffic to pass through private airspace, such as high-security banking or governmental zones.

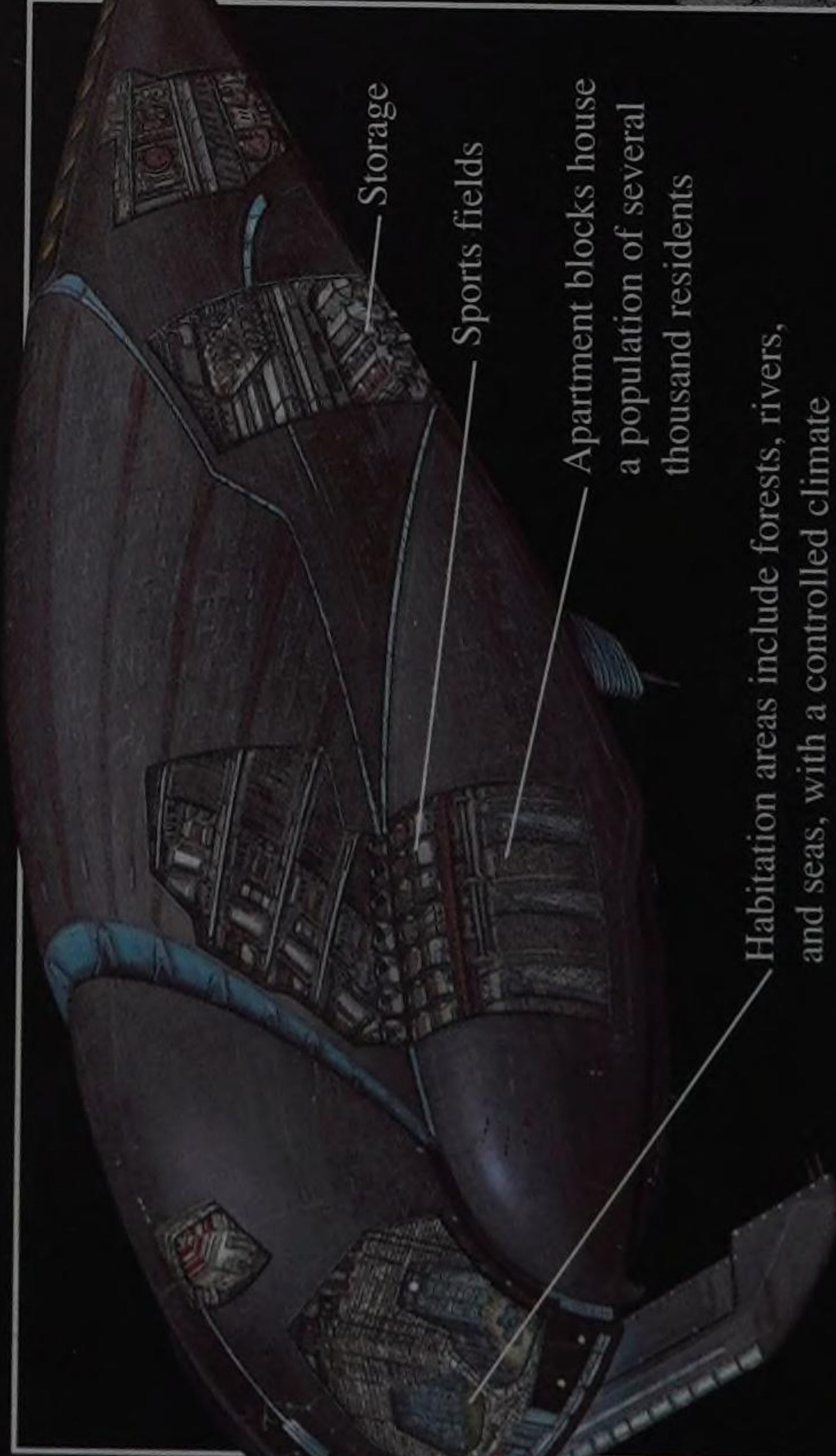
**9** Bounty hunter Wesell fires a blaster bolt at the couplings of an onsurface power refinery, activating massive electrical bolts between the prongs. As the Jedi have no time to avoid them, they are enveloped in nerve-jarring lightning. The powerful shock would induce a heart attack in those not trained in the Force.



**10** Zam flies past a HoloNet News display beacon, which provides clearly illuminated, up-to-the-minute news flashes on galactic events in a variety of common languages. On Coruscant and on many other urbanized planets, these displays can be seen wherever there are busy skylanes.



**11** Zam enters a skytunnel which takes her over the Huosnoughow Foundation—a powerful financial think-tank with close links to myriad Senate budgeting offices. Zam hits 400 kph (248 mph) in a strict 200 kph (124 mph) flyzone, trusting in her superb piloting skills to win out over her pursuers.



Warehouses receive imported goods and foods from all around the galaxy

Anakin spots Zam's speeder passing through a droid research institute

Financial zone covers an area of about 30 square kilometers (12 square miles)

Storage  
Sports fields

Apartment blocks house a population of several thousand residents

Habitation areas include forests, rivers, and seas, with a controlled climate

## GHOST SHIP

The giga-class transport ship *Ultimo Vista* that Anakin and Obi-Wan narrowly avoid hitting is one of Coruscant's most bizarre sights. Established decades ago as a leisure cruise ship, it is now a separate, contained world in which its elderly passengers are full-time residents. Almost entirely self-sufficient, the slow-moving craft endlessly circles Coruscant on its original route to nowhere.

The largest, tallest buildings accommodate populations in the millions

Warehouse zone entrance portal employs massive electrostatic dampers to keep dust clouds from spreading

Steam from drying silos and heating generators

Giant conveyors continuously move goods to unloading bays in the lower levels for distribution around the planet

Obi-Wan catches Anakin's lightsaber

13

12



Bank of Aargau

Bank of the Core (one of the galaxy's largest financial institutions)

Skytunnels incorporate bombproof shields and high-level tracking systems

Entrance to the skytunnel taken by Zam Wesell

Central strategy planning offices of intergalactic food giant TaggeCo

11

10

14

15

Revvien Comedy Academy Playhouse

The grand Vos Gesal Hotel is popular with visiting entertainers from around the galaxy

Obi-Wan circles in the speeder before landing in Vos Gesal Street

Loading docks are hundreds of meters deep; goods are transported downward to and from distribution hubs in the lower levels

Loading docks use framework of girders to support varying sizes of container

Senatorial Accounts Presidium

Skywalk used by cleaning and repair droids

Branch office of Farbreini MicroElectronics

Because he is familiar with the sector through which the skytunnel goes, Anakin takes a short-cut

Subdivision of Coruscant Ministry of Ingress, which handles the flow of immigrants to the capital planet

Greth Lan-Dwu Corp., electrical power-generating plant

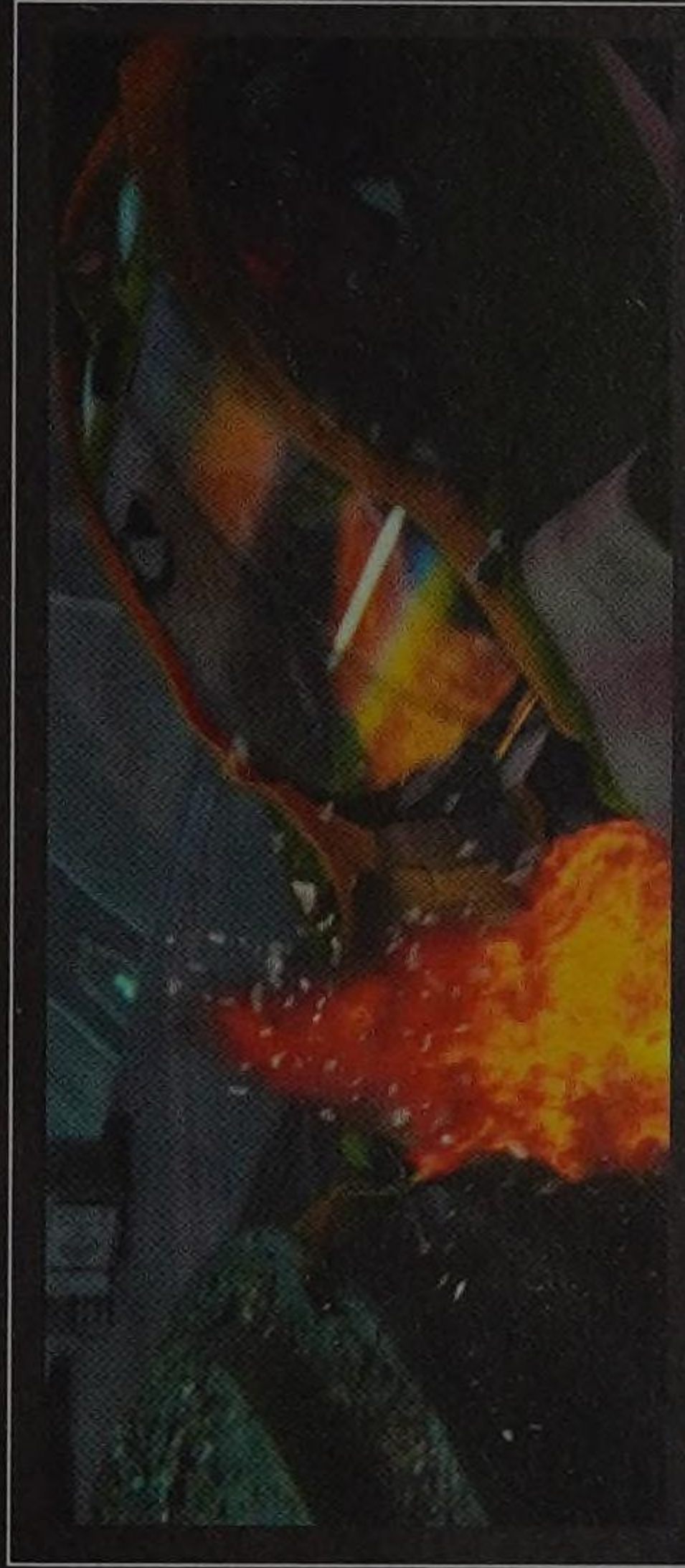
Kerdos Company recycling plant

9

8



**12** As Anakin freefalls toward Zam's speeder—a drop of nearly 600 meters (2,000 feet)—he passes a droid research institute funded by Cybot Galactica. Many of the latest computer programs are developed here, including supporting software for the controversial Advanced Appendage Bus.



**14** With the pipes gone and fire burning in its propulsion systems, Zam's *Koro-2* quickly loses altitude and the huntress is forced to bring it down in one of the lower-level entertainment districts. Thanks to his training, Anakin is able to jump off the speeder before Zam collides with the corner of a building.



**13** Using his lightsaber, Anakin slices through Zam's windscreen, aiming to knock out her guidance systems. Zam uses her blaster to shoot the lightsaber from the Jedi's hand and they battle for possession of her weapon. As they struggle, another blaster bolt tears through the airspeeder's control pipes.



**15** Obi-Wan looks for Anakin on Vos Gesal Street, one of the main thoroughfares in Usecu District. Named for the legendary singing family who made their name in the area's earliest clubs and bars, the street is still popular with singers, musicians, and entertainers today.



# OUTLANDER CLUB

THE OUTLANDER CLUB is located in Galactic City's Uscru entertainment district. The locale is a labyrinth of bars and gaming rooms, where Coruscanti revellers, underworld characters, and wide-eyed offworlders jostle one another while staking what wealth they have on sporting events and onsite games of chance. The club stays open day and night, with some hardened gamblers spending days at a time here.

When Zam slips inside, she aims to lose the pursuing Jedi in the crowded, dimly lit interior—or finish them off for good.



Some sports events shown at the Outlander are officially illegal in the Republic, such as Podracing (live here from the ice-covered planet of Ando Prime). Other popular games are only barely tolerated—including nuna-ball (a violent ballgame for souped-up droids) and odupiendo-racing.

Highly exclusive suite in which visiting crime lords, gang bosses, and top-ranking politicians are entertained

An exotic dancer will later be eaten by visiting crime lords out of misplaced politeness

Visiting princess from Soun IV

The Outlander offers its own version of Sabacc with house rules

Holographic gamescreens offer inexpensive but highly addictive gambling

The rodian Tyyx makes his living selling tips on Podraces

Anj Rujj is one of the infamous Thugs of Thule, a gang of highly educated mercenaries

Bufon Taire's assistant bartender has been fired from most respectable bars on Coruscant

Blind molemen are escorted by a tour guide to Digisee Gaming Floor

Chadra-Fan looking for a strong juri juice

Ayy Vida entertains clients of her owner, crime boss Hat Lo

Side entrance to alleyway

Anakin and Obi-Wan escort out wounded Zam Wesell

Four-armed kiughfid dealers on main gambling floor are fast and efficient at taking people's money

Desperate gamblers occasionally throw themselves off balcony

Betting kiosk

## ILLEGAL GAMING

Because it is tucked away in one of the less developed areas of the entertainment district, which is rarely patrolled by law enforcement crews, the club makes little secret of its policy to accept bids on just about any game in the galaxy—even the ever-popular Galactic Games, on which betting is highly illegal.

Automixer enables users to select their species to ensure non-toxic drink

Gamblers in underlevel bet on illegal fights



Popular form of Outlander played on simplified tables

Sports events are relayed live from around the galaxy, and projected onto wall viewscreens

Local one or two-person turbolift connects main storey to high-security offices where winnings are paid

Two Ithorians, both new to Coruscant, meet up in the only bar they knew the name of

Party of offworlders getting acclimatized to Coruscant nightlife

Agira Nyrat identifies a weak-minded individual to convert to fast-growing cult known as the Zealots of Psusan

Achk Med-Beq and Dannl Faytonni plotting together

Sleep pods for serious gamblers whose games last for several days

Showers for long-stay customers

Favored guests play a high-stakes form of Sabacc known as Jhabacc

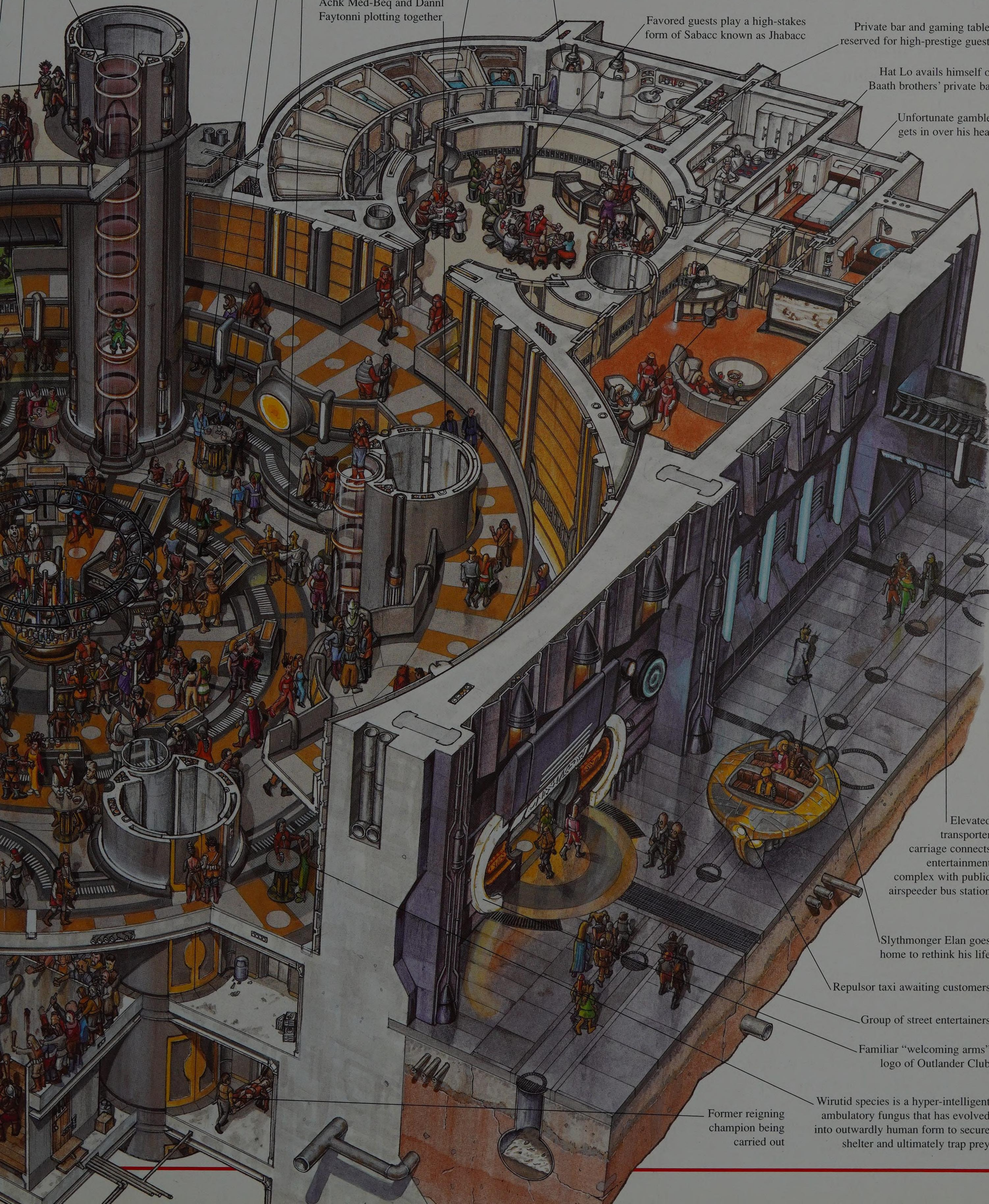
Private bar and gaming tables reserved for high-prestige guests

Hat Lo avails himself of Baath brothers' private bar

Unfortunate gambler gets in over his head

## ELITE ORIGINS

The Outlander was once a small, stylish establishment that catered to high-class connoisseurs of the complex, fashionable game known as "Outlander," played on a rotating holoboard. Under the management of the dangerous Baath brothers, the club has rapidly expanded to accommodate the latest gaming trends, and has become a notorious meeting place for Coruscant's criminal networks.



Elevated transporter carriage connects entertainment complex with public airspeeder bus station

Slythmonger Elan goes home to rethink his life

Repulsor taxi awaiting customers

Group of street entertainers

Familiar "welcoming arms" logo of Outlander Club

Former reigning champion being carried out

Wirutid species is a hyper-intelligent ambulatory fungus that has evolved into outwardly human form to secure shelter and ultimately trap prey



# JEDI TEMPLE

FOR AT LEAST 4,000 YEARS, Jedi activity in the galaxy has been centered at the Jedi Temple on Coruscant, with lesser Jedi sanctuaries, libraries, and chapter houses dotted throughout the Republic. In more ancient times, Jedi temples dominated other planets, such as Ossus, with its now-destroyed Great Library. The Temple is the home of Jedi in training for at least their first eight years, until they are accepted as Padawans to Jedi Knights. Until this time, they do not leave the Temple precinct, and have little communication with the outside world.

## TEMPLE HANGAR

Jedi have to depart for any sector of the galaxy at a moment's notice in response to some imminent trouble or crisis. After the Naboo blockade, the Jedi Council introduced single-person Delta-7 starfighters and assigned them to all leading Jedi, with specially adapted versions for non-humanoid Knights. These ships are stored within recently constructed Temple hangars and launched from an extendible platform.



Coleman Trebor's seat

## COUNCIL CHAMBER DATABANK

Temple databanks show the latest seating plan of the Jedi High Council, with information on the current location and status of its 12 members. Only Jedi with appropriate access privileges are able to view such information. Coleman Trebor, one of the latest appointees to the Council, perishes in the Battle of Geonosis, the first combat of the Clone Wars.

Temple tracking system operational



Starfighters coded red are for use by particular Jedi; green-coded ships are for general use

Launch platform in use

## MEDITATION AND EDUCATION

The Jedi Temple dominates the landscape for kilometers around, its noble spires seeming almost to pierce the sky. The Temple is the heart of the ancient Jedi Order, its many serene, spacious chambers and walkways—its room of a thousand fountains—facilitating deep contemplation of the Force. High-ranking Jedi Masters, such as lightsaber virtuoso Soara Antana, hold prestige classes for Padawans in specialized halls and instruction rooms, although much of their training takes place in the standard accommodations of the Temple Precinct.

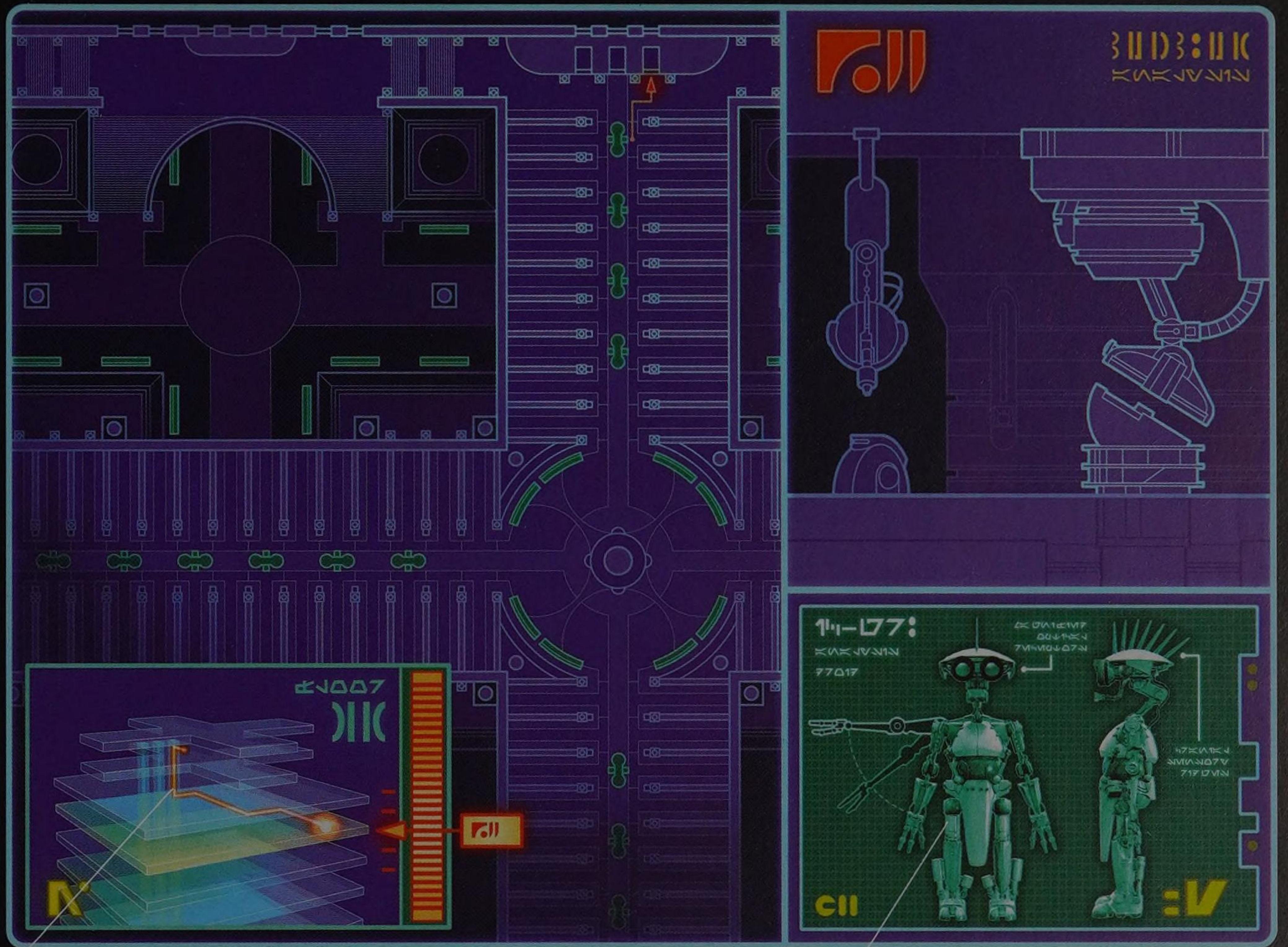




## ANALYSIS ROOMS

Analysis spaces fall under the overall jurisdiction of the Temple Archives and archivist Jocasta Nu. They are used by Jedi for many tasks, including locating the provenance of alien objects, either organic or inorganic. SP-4 and JN-66 analysis droids that staff the facility can access the computer systems of the Jedi Archives to match identification indices.

Their multispectral readers and polysensitive graspers detect even the slightest odor traces. The room is therefore hermetically sealed to humans or aliens, so no contamination can occur that would cause false readings from the highly sensitive equipment.



Temple data screen shows route from Archives to Analysis Rooms

Specifications of SP-4 analysis droid

Spaceport tower allows larger spaceships to dock in the Jedi Temple complex

Buildings added after initial construction are contained in the extensive Temple Precinct

Central spire of Jedi Temple





# NABOO RETREATS

SINCE THE TRADE FEDERATION INVASION, Naboo has undergone a period of adjustment. New building works in the capital, Theed, have repaired the damage done by the invasion force, and Queen Jamillia has accepted the necessity of increased security for her people. A well-equipped new spaceport is a bold symbol of the people's expanded outlook. When Anakin accompanies Padmé to Naboo as her bodyguard, he visits the planet's most remote region, the Lake Country.

## VARYKINO

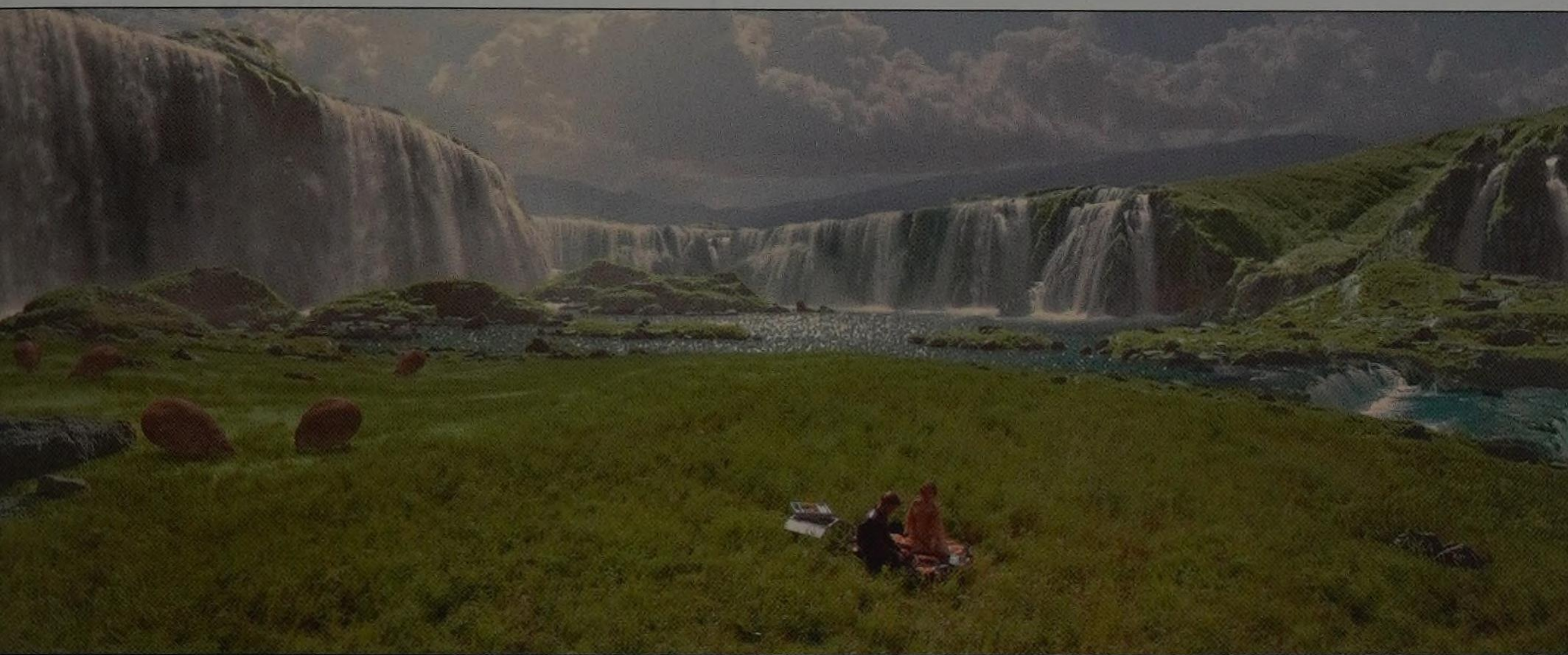
The Lake Country is sealed off from Naboo's underground waterways and caverns, making the lakes safe from sea monsters. The sparse population is made up mostly of farmers and hermit-craftworkers famed for their almost mystically bewitching glassworks. Padmé and Anakin stay at Varykino, a large villa that stands on the lake's most distant island. The house was occupied centuries earlier by the tragic Naboo poet Omar Berenko, who lived in an unconventional community of Naboo—and even Gungan—outsiders.



*Like many of the rooms in the grand house, the rotunda in which Padmé and Anakin dine has associations with its former celebrated resident Berenko. In this Room of Morning Mists, Berenko wrote some of his most famous works, including the disturbing and visionary epic poem, Defense of Naboo.*







## TRANQUIL OASIS

The Lake Country boasts some of the most idyllic water meadows on Naboo, with dramatic waterfalls and flocks of peacefully grazing shaak. The fertile land is regularly flooded by its rivers, but is pleasantly dry in summer.

The communally owned meadows are maintained by the Pastoral Collective. In springtime, the festival of Glad Arrival is held here, when, for several days, the meadows are transformed by colorful pageants and music-making.

## CLANDESTINE CEREMONY

Following the Battle of Geonosis, Anakin Skywalker escorts Senator Amidala back to Naboo, where they marry in secret—an act forbidden to Jedi. The simple ritual takes place on a shaded balcony at Varykino. The marriage rites are pronounced by a holy man from the region. Unknown to either bride or groom, it was on this very spot that the controversial poet Berenko was kidnapped by unknown assailants, never to be seen again.



## PUBLIC SPLENDOR

Travelling by public airbus, Anakin and Padmé arrive in Theed's new Palace Courtyard. Built over a part of the city that was severely bombed by Trade Federation tanks 10 years earlier, the new enclosure is designed to foster and encourage principles of enlightened thought and practice. Theed's inhabitants wander through the courtyard's graceful walkways and sit in the shade of the circular colonnade, within which a holographic frieze depicts great philosophers and artists from the planet's history. Naboo is not entirely free from trouble, however: In recent months, migrant workers have staged protests about their work conditions, only to be forcibly removed by Theed police. Naboo's leaders are largely sheltered from these events by their security advisors in order to preserve—for the time being at least—the utopian outlook of which the planet is so proud.



# KAMINO



KAMINO IS A REMOTE AND INHOSPITABLE WORLD covered in one unending ocean. Located in a dwarf satellite galaxy beyond the Outer Rim, the planet receives very little traffic and only as much trade as is necessary to supply the basic needs of its inhabitants, the amphibious Kaminoans. This highly intelligent race has specialized in the high-skill, value-added industry of human, alien, and creature cloning, supplying a select client base with workers, private security forces, and a range of unusual, one-off requests. The Kaminoans live in stilt-cities scattered across the planet's watery surface, the majority of which are devoted to cloning projects. The Kaminoans only rarely receive visitors: The remoteness of the planet and its extensive rainy season deters all but the occasional representative of a clone purchasing authority.









# TIPOCA CITY

THE KAMINOAN CAPITAL stands above the ferocious waves on massive legs anchored in the seabed, its gently sloping roof-domes shedding the driving rains that fall almost continuously. The city is actually a network of stilt structures distributed over 150 kilometers (93 miles) at the planet's western equator. The central hub houses extensive cloning facilities and administrative offices occupied by the planet's Ruling Council. Because all the millions of Kaminoans who live and work in Tipoca are involved in either the cloning industry or governmental business—the two are closely interlinked—there is no public space within the central domes. Satellite cities ranged around Tipoca provide homes and recreation for the highly skilled workers.

Sensitive temperature and light equipment used to maintain optimum conditions for clone growth

Continual movement of growth jars stimulates brain activity in developing clones: Jars rotate on holding discs and move periodically to different levels through anti-grav columns

Internal walls separate clone factories from office spaces

Government offices occupied by Lama Su's chief advisors and staff

Space Control operations center

Obi-Wan Kenobi lands on a platform close to the administrative center of Tipoca City

Observation walkways extend throughout city

Cloning laboratories where Taun We's teams of scientists work on research and development

Streamlined outer shell designed to shed water and wind during Kamino's frequent storms

Hatches open for maintenance and repair

Tracking systems and deflector shield generator

Landing platforms used by the Kaminoan science community

High-performance communication towers warn Kamino Space Control of approaching craft

Internal communications pod

Prime minister's landing platform

Power cell array in dome base distributes power throughout the city

Facilities for the care and reconditioning of aberrant clones

Large medical faculty carries out research into clone health and deals with immunization and other medical matters

City support pylons are secured in sea bed and pump sea water to desalination chambers

Droid maintenance and recharge center; droids assist in all stages of clone manufacture

Apartments for cloning scientific community, who reside for shifts of about three months before returning to their homes and families

## CITY CONSTRUCTION

The people of Kamino build their cities with repulsorlift construction droids using materials bought from offworld suppliers. Most building and repair work goes on during the yearly short lull in the planet's rainy season. Internal and external sensors throughout the city measure temperature, humidity, wind speed, and lighting levels, ensuring that the domes respond to issues such as occupancy levels and, even, seasonal mood changes of its users.



Jango Fett's personal landing platform is an indication of the bounty hunter's importance to the cloning project. To protect Slave 1 from the elements and to facilitate repairs, a section of the platform descends into a hangar below, which is then sealed by retractable doors



Lift shafts used by maintenance crews

Power-processing networks

Static discharge towers provide protection during electrical storms

Turbolaser turrets behind gun ports attest to the Kaminoans' distrust of outsiders

Insulator plating

Heat exhaust vent

Kaminoan Planetary Defense substation

Fusion generator utilizes hydrogen from sea water to power city

Troop barracks

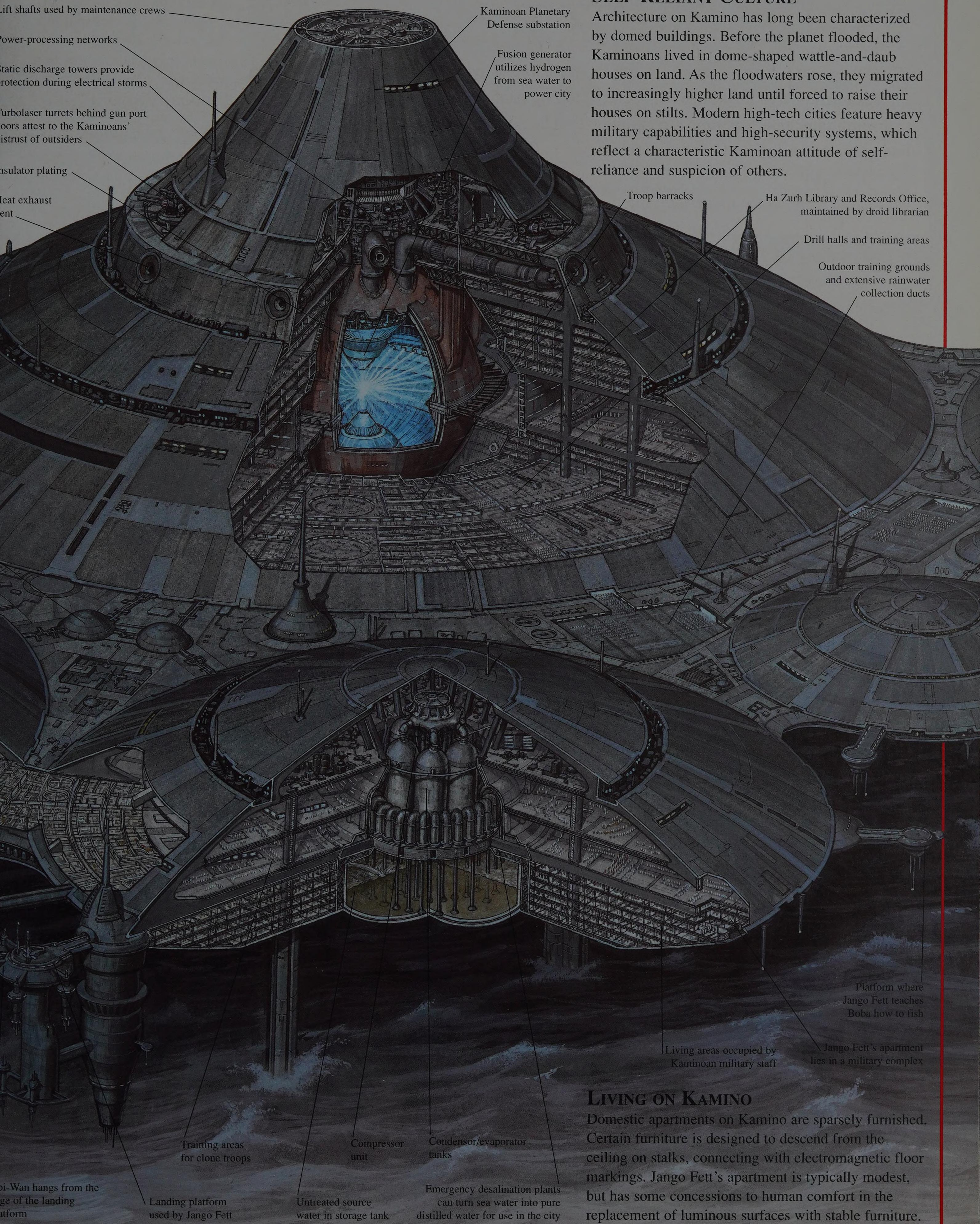
Ha Zurh Library and Records Office, maintained by droid librarian

Drill halls and training areas

Outdoor training grounds and extensive rainwater collection ducts

## SELF-RELIANT CULTURE

Architecture on Kamino has long been characterized by domed buildings. Before the planet flooded, the Kaminoans lived in dome-shaped wattle-and-daub houses on land. As the floodwaters rose, they migrated to increasingly higher land until forced to raise their houses on stilts. Modern high-tech cities feature heavy military capabilities and high-security systems, which reflect a characteristic Kaminoan attitude of self-reliance and suspicion of others.



Platform where Jango Fett teaches Boba how to fish

Living areas occupied by Kaminoan military staff

Jango Fett's apartment lies in a military complex

## LIVING ON KAMINO

Domestic apartments on Kamino are sparsely furnished. Certain furniture is designed to descend from the ceiling on stalks, connecting with electromagnetic floor markings. Jango Fett's apartment is typically modest, but has some concessions to human comfort in the replacement of luminous surfaces with stable furniture.

Yoda hangs from the edge of the landing platform

Training areas for clone troops

Landing platform used by Jango Fett

Compressor unit

Untreated source water in storage tank

Condensor/evaporator tanks

Emergency desalination plants can turn sea water into pure distilled water for use in the city



## PATROL VEHICLES

Operating as quality-control mobile inspection labs, Observation Ships are staffed by Kaminoan scientists, who react quickly to problems and constantly look for ways to improve the cloning and training processes. Single-occupant KE-8 Enforcer Ships, equipped with powerful manipulator arms and electroshock devices, patrol the complex to identify and isolate aberrant clones. Clones who display exceptional abilities are sent to separate areas to receive specialized military education.

Observation deck

Repulsorlift array

Detachable observation gondola

Manipulator arms

Electroshock stun device

KE-8 Enforcer Ship

## VISITOR ACCESS

The Kaminoans are careful to keep their sterile, ultraclean cloning environments free from contamination, so visitors to the complex must stay within sealed viewing walkways. Constructed high above the main floor, walkways allow visitors an overview of the cloning process. The bulk of the clones, however, are educated beneath the main floor, in more tightly cramped facilities.

Doorway to other floors and hangars for Republic assault ships

Command bridge for senior Kaminoan security officials

Emergency siren

Enforcer ship deployment and recharge stations

Computer terminals and monitoring stations track activity of Enforcer Ships and communicate with Observation Ships

Enforcer Ship ingress/egress hatch

Main processor hub for central computer system

Turbolift between main and upper floors

Kaminoan training commanders are required to update their records regularly

Viewing towers used by clone instructors to watch maneuvers

Combat rooms where armies practice unarmed combat

Computer terminals deliver training diagnostics

Mass troop elevator shaft

Clone army assembly floor

Clone sleeping quarters

Dining halls

Energy barrier

Atmosphere outlet duct

Automated kitchens produce nutritionally balanced diet

Control center (trainers direct and observe battle from here)

Clone diagnostics reprogramming laboratory

Elite clone commando unit

Atmospheric generator

Air inlet duct

Power cell storage

AT-TE loading bay

Weather vane processor unit

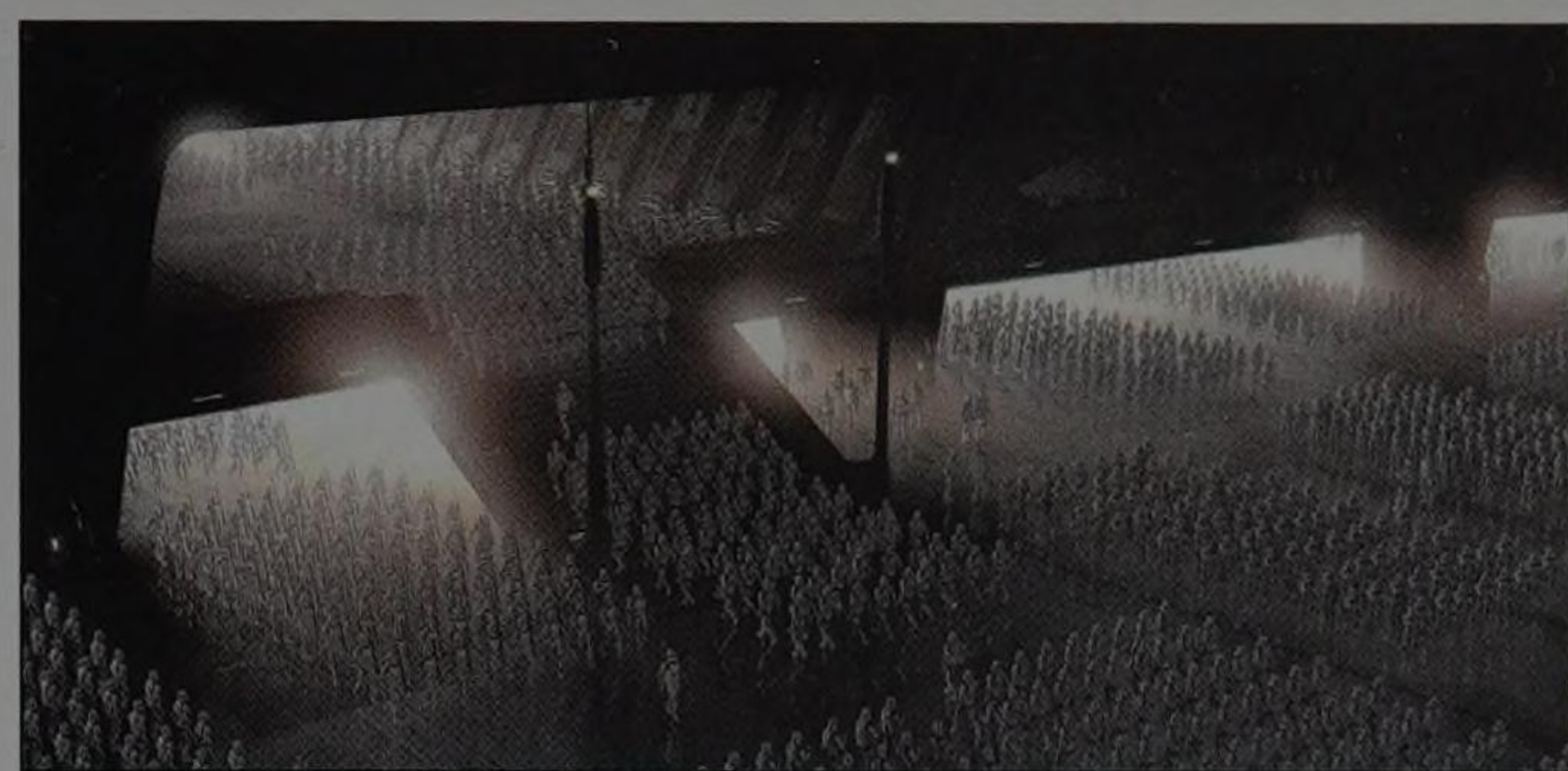
Weather vane monitors outside conditions to provide storm warnings and allow adjustments to building atmosphere systems

Clone learning rooms

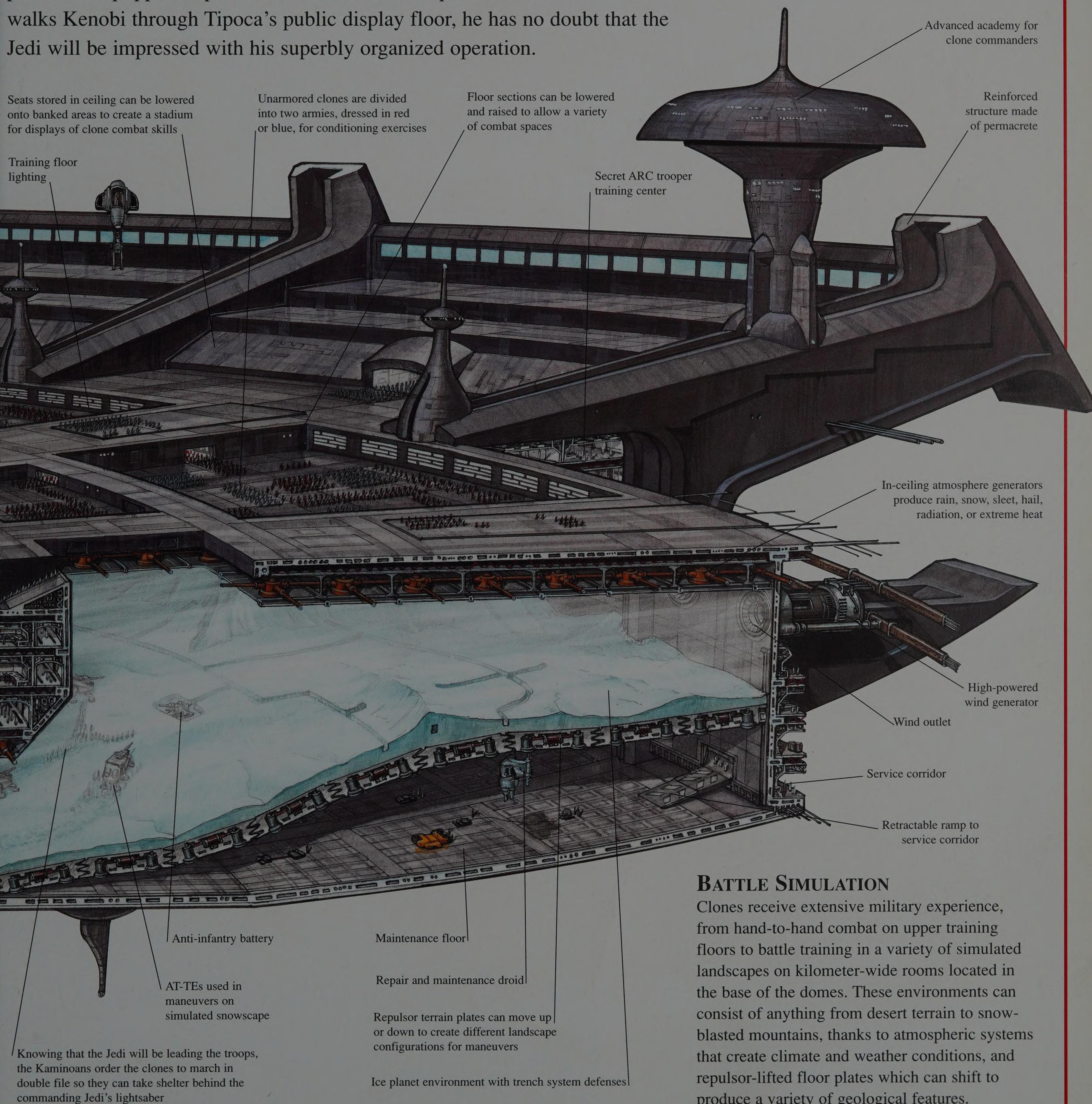


# MILITARY COMPLEX

THE CLONE MILITARY EDUCATION COMPLEX, which dominates Tipoca City, is the biggest training center on Kamino. Its current production is dedicated to fulfilling the Republic contract, the largest cloning project the Kaminoan government has ever undertaken. When Obi-Wan arrives, Tipoca is already primed to deliver 200,000 clone troops, while facilities across the planet are equipped to produce millions more. As prime minister Lama Su walks Kenobi through Tipoca's public display floor, he has no doubt that the Jedi will be impressed with his superbly organized operation.



The first batch of clone divisions are ready for deployment; millions more are undergoing intensive performance evaluations. Troops are drilled in formation on outdoor training grounds, which are occasionally unusable at the height of the rainy season due to increased electrical disturbances.



## BATTLE SIMULATION

Clones receive extensive military experience, from hand-to-hand combat on upper training floors to battle training in a variety of simulated landscapes on kilometer-wide rooms located in the base of the domes. These environments can consist of anything from desert terrain to snow-blashed mountains, thanks to atmospheric systems that create climate and weather conditions, and repulsor-lifted floor plates which can shift to produce a variety of geological features.



# TATOOINE

WHEN ANAKIN SKYWALKER RETURNS to Tatooine, he finds a world unchanged from 10 years earlier. Slavery still exists in the lawless Outer Rim, and the threat of danger hangs in the air. Yet Tatooine functions with a kind of rough order: Droid taxis navigate the spaceports, where merchants sell their wares; Podraces and cantinas provide entertainment; and harsh justice is administered by Hutt ganglords. Out in the wastelands, moisture farmers eke out a living, raising their families to have a sense of community and morality. The slow turning of the galaxy's political fortunes has yet to impinge on this inward-looking world.

## ANAKIN'S JOURNEY

Tusken Raiders abducted Shmi Lars as they skirted the Lars homestead on their nomadic wanderings that had lately included numerous conflicts with settlers. In search of her, Anakin sets off in the direction of the Tusken's last sighting—the massacre of Cliegg Lars' posse of farmers. He picks up the trail from Jawas and other isolated settlers. Finally, he comes upon a camp, deep in the barren wastes.



### ROUTE KEY

- Anakin on Owen Lars' swoop bike
- Padmé's starship
- Tusken Raiders' route



## WATTO'S JUNKSHOP

In the 10 years since Anakin said farewell to his former owner, Watto has remained wedded to his used-parts dealership in a Mos Espa backstreet. Despite purchasing parts of the adjoining buildings in order to enlarge his premises, Watto's business future is uncertain thanks to numerous gambling losses. His locales are also severely understaffed, with Watto doing most of the work himself. Spoiled by his former slave's surprising skills, the Toydarian can no longer find slaves with enough technical knowledge. The hovering junk dealer now lives in constant fear of thieves and customers who default on payment.

## JAWA SANDCRAWLERS

About 150 kilometrers (90 miles) from the Lars homestead, on the edge of the Western Dune Sea, just beyond the giant rock canyons of the Jundland Wastes, Anakin encounters a fleet of sandcrawlers that belong to Jawas, who are working with their portable smelter beneath a tent. He questions these tiny, cloaked scrap-dealers about the nomadic Tusken. For only a few small items from his bike pannier—a multitool and a portable scanner—they point Anakin toward the east, advising him to stick to the high ground in order to gain a vantage point from which to descend on the Tusken Raiders, who travel and set up camps in the valleys.





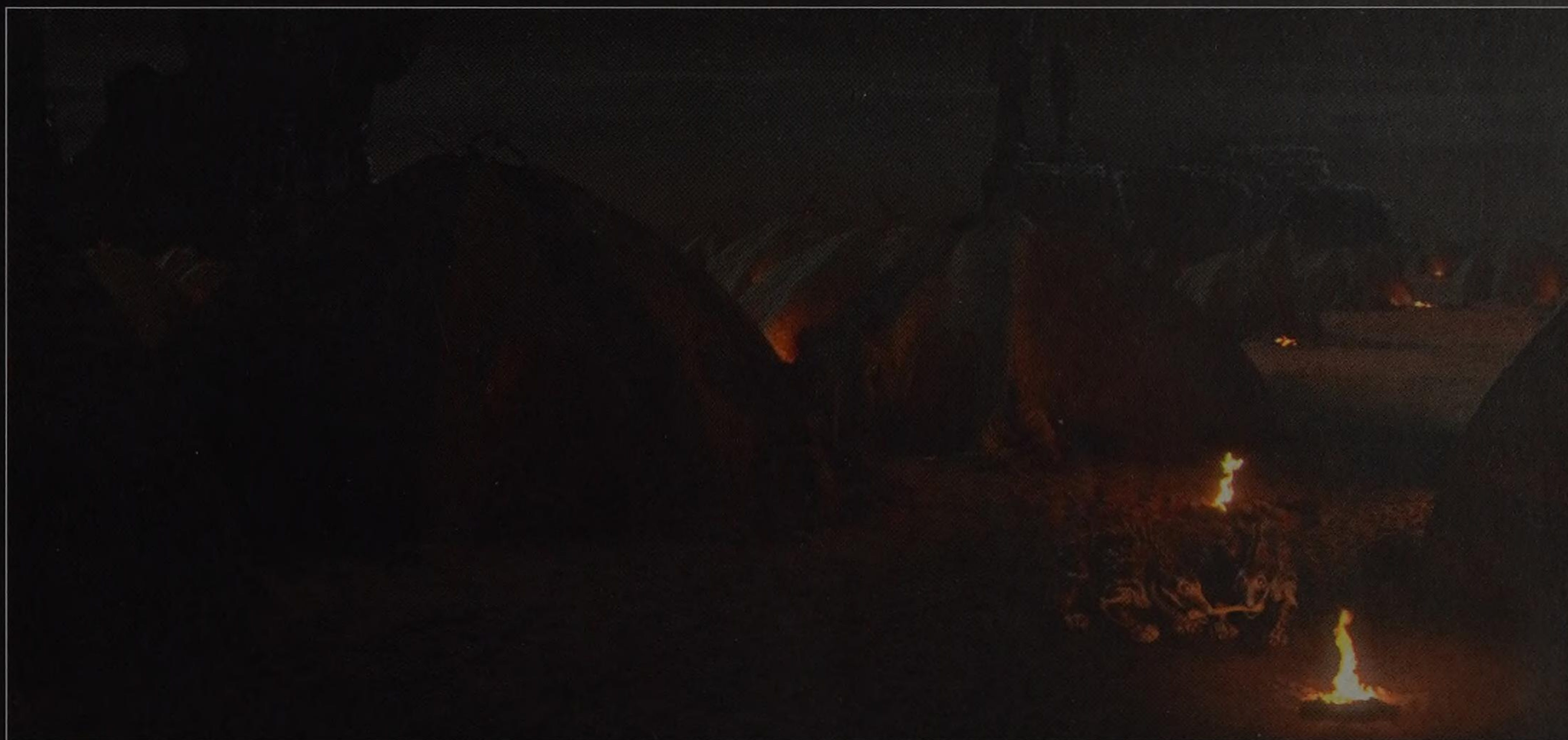


## B'THAZOSHE BRIDGE

The Jundland Wastes are dotted with unusual rock forms, many of which have significance to the Tusken tribes who have inhabited this area for thousands of years. Anakin passes under the 90-meter (300-foot) high B'Thazoshe Bridge (which translates into basic as “bantha horn turned to stone”). Formed by ancient drainage channels, it is the largest natural bridge on Tatooine, and is considered a sacred site by the Sand People. The bridge also marks the boundary of the Tuskens’ ancient hunting territory. Sand People have a tradition of letting off rounds of blaster fire before passing through—failure to do so is said to bring bad luck on the tribe.

## TUSKEN RAIDER CAMP

Tusken settlements are scattered across Tatooine’s deserts. Because the Tuskens are a nomadic species, they keep few possessions beyond weapons and food stores, although they set great store on the spoils of raids on Jawas or human settlers. These raids are not entirely mercenary, but are intrinsic to Tusken culture, which demands that males prove their prowess or skill to maintain their standing in the tribe. Prisoners taken in a raid are subjected to harsh rituals; sometimes they are used to improve the breeding of the tribe.



## BURIAL SITE

Cliegg buries his beloved wife, Shmi, alongside the grave of his parents, Gredda and Lef, and his brother Edern, who died aged 14 when he lost control of the family V-35 speeder. For most Tatooine farmers, the untimely deaths of family members and friends is a common experience that is borne stoically. Burial is a private matter for these isolated communities. Utility droids dig plots, which are marked by plain headstones. During a simple ceremony, surviving family members usually speak a few poignant last words while the body is placed beneath the hot sand.



# SPACEPORTS

THE FLOW OF INTERGALACTIC trade makes spaceports common on most inhabited worlds. They range from the cosmopolitan, bustling megaports on Coruscant, to tiny docking bays on outworld planets such as Tatooine. Most spaceports are noisy, polluted places populated by an entire community of pilots, mechanics, inspectors, parts dealers, and smugglers. These professionals talk the complex language of galactic spacecraft, while spacers discuss little-known, high-risk space routes and tell tales of encounters with pirates. Working alongside the spaceports is space-traffic control, which receives landing requests from incoming craft and assigns docking coordinates, allowing them to land safely.



## TATOOINE DOCKING BAYS

Mos Espa is dotted with dozens of small to mid-size docking bays, equipped for refueling and general repairs. Many bays are rented by spacers running missions ranging from simple cargo and passenger delivery to smuggling of contraband. Arrivals are usually greeted with a flood of mechanics-for-hire, droid taxis, con-artists, beggars, and courtesans.

## THEED SPACEPORT

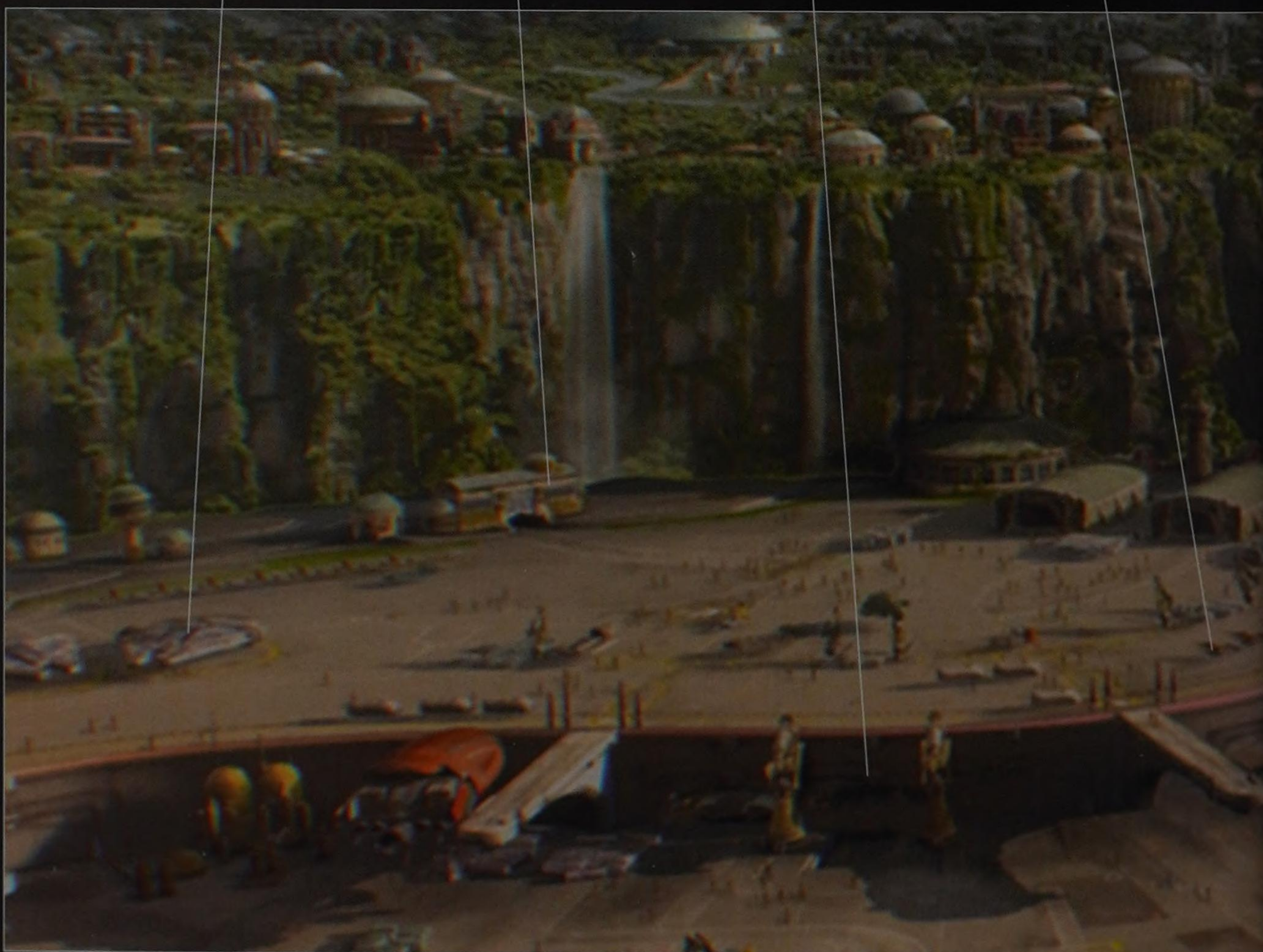
Dominating the land below the great cliffs, Theed Spaceport is an unprecedented development in the Naboo's tradition-bound culture. Its unadorned, functional construction is testament to the speed and urgency with which it was built. The only nod to the Naboo design aesthetic is its elegantly curved docking platform, which mimicks the natural sweep of the cliffs. Built with reparation money from the Republic after the Trade Federation invasion, the spaceport accommodates the increased space traffic resulting from Senator Amidala's high-profile tenure. The spaceport also receives immigrants seeking mining work on Naboo's spice-rich moons.

YT-1300 light freighter

Space traffic control

Maintenance hangar

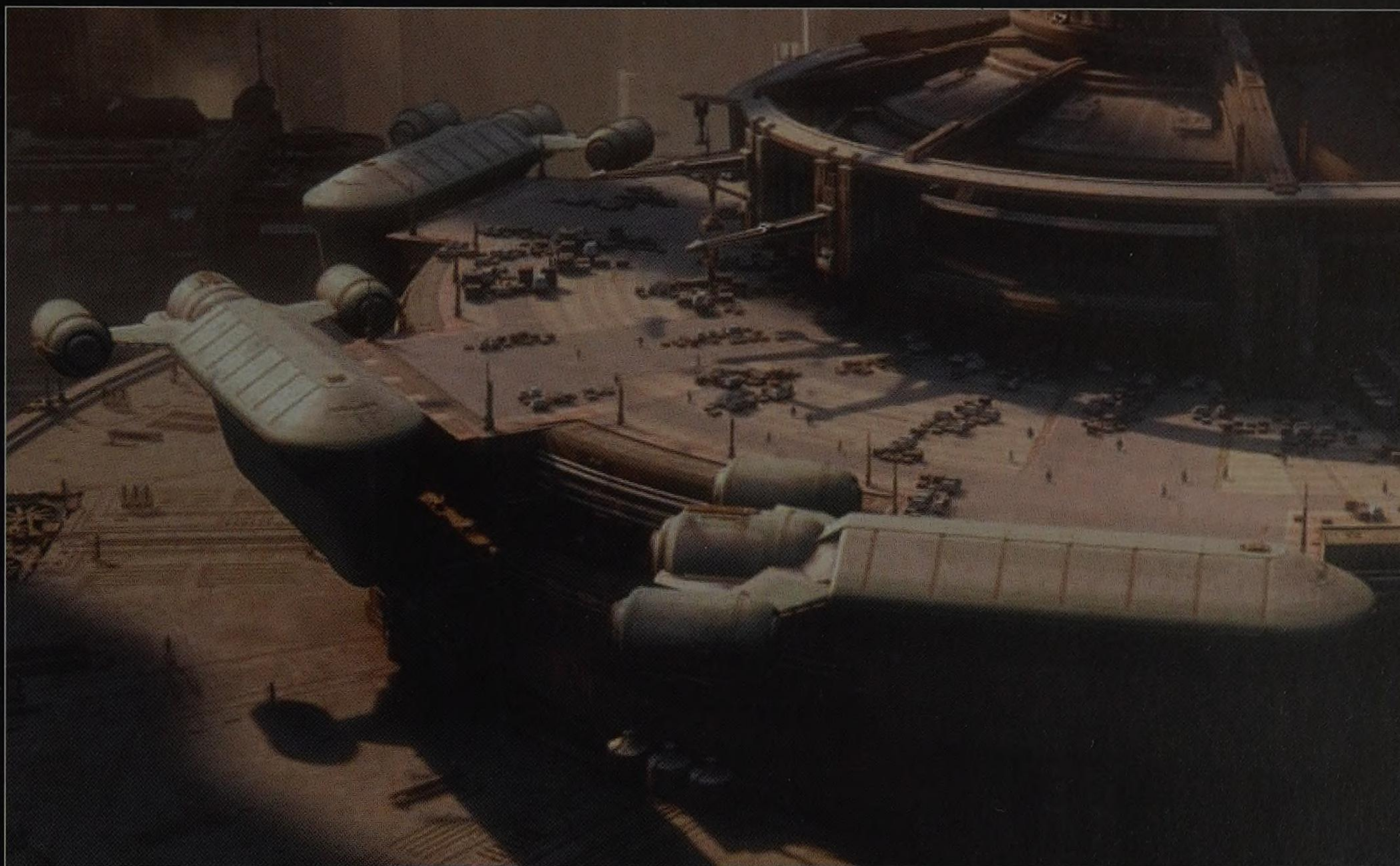
N-1 starfighters





## CORUSCANT SPACEPORT

When Anakin Skywalker accompanies Padmé Amidala into hiding off-planet, he is advised that the least noticeable way to leave is via a freighter spaceport. The huge craft that dock here are cargo carriers, transporting luxury goods from Coruscant to every corner of the galaxy, and returning with raw materials not available on the urbanized capital planet. These craft are not passenger ships, although many impoverished emigrants obtain steerage on them. Passengers areas are made and furnished with makeshift components, with unreliable air and life-support. As well as migrants, the spaceport is busy with loading droids and overseers ensuring that each ship receives its correct load of cargo.



## SPACEPORT AIRBUS

The spaceport is connected to other parts of Coruscant by civilian airbuses, which provide staff with a low-cost form of transport to and from work. The port is located some distance away from housing areas in a zone of the city dedicated to the shipping industry, so this public transport link is essential. Crowded at certain times of day or night when work shifts begin or end, it is virtually empty when Anakin and Padmé ride it on their undercover getaway.

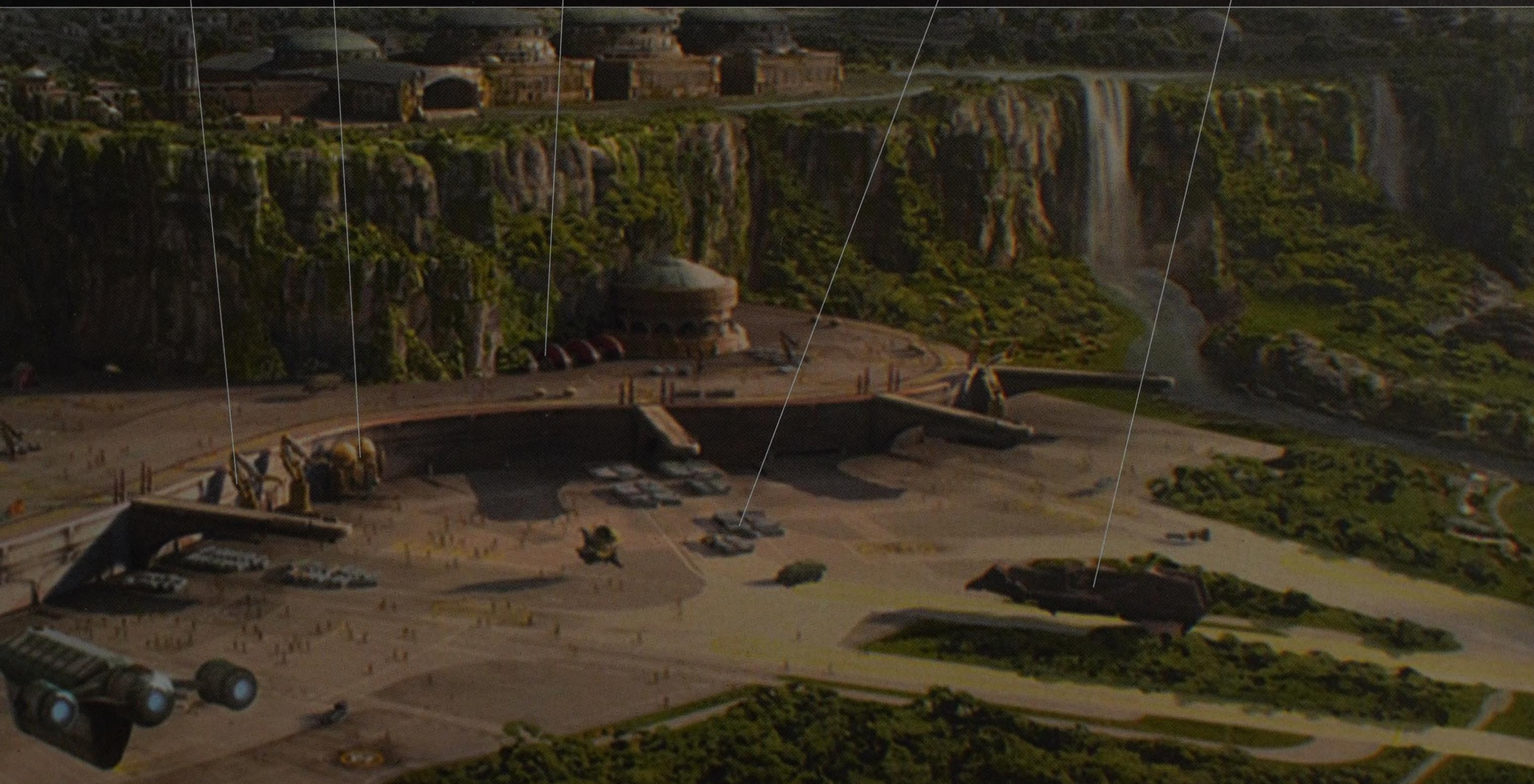
Cargo loading droid

Refueling droid

Auxiliary power generator

Cargo modules

Action VI bulk freighter





# GEONOSIS



**T**HE RED, OUTER RIM PLANET of Geonosis is ringed by asteroids which were created by the decimation of a local moonlet by a two-kilometer wide comet. The planet surface is scarred from falling meteors and episodic radiation storms, which have caused several mass extinctions. The semi-insectoid Geonosians—the planet's higher life-forms—were consequently driven underground, where they inhabit hives and manufacture battle droids. The planet's barren exterior is dominated by huge insectoids called merdeths, and various other animals, including savage massiffs.





## SECRET HANGAR

In his Delta-7 Jedi starfighter, Obi-Wan follows Jango and Boba Fett in their spaceship *Slave I* from Kamino to Geonosis. The bounty hunter descends toward small shutter doors located beside the docked Trade Federation core ships. Jango uses a clearance code signal to enter a hangar inside the underground droid-loading bays. These small hangars dot the perimeter of the droid loading fields, and are equipped with Geonosian fighters ready to make lightning strikes against the occasional marauding merdeth or any other uninvited visitors. The Geonosians are particularly vigilant when clients are taking receipt of their droid units.

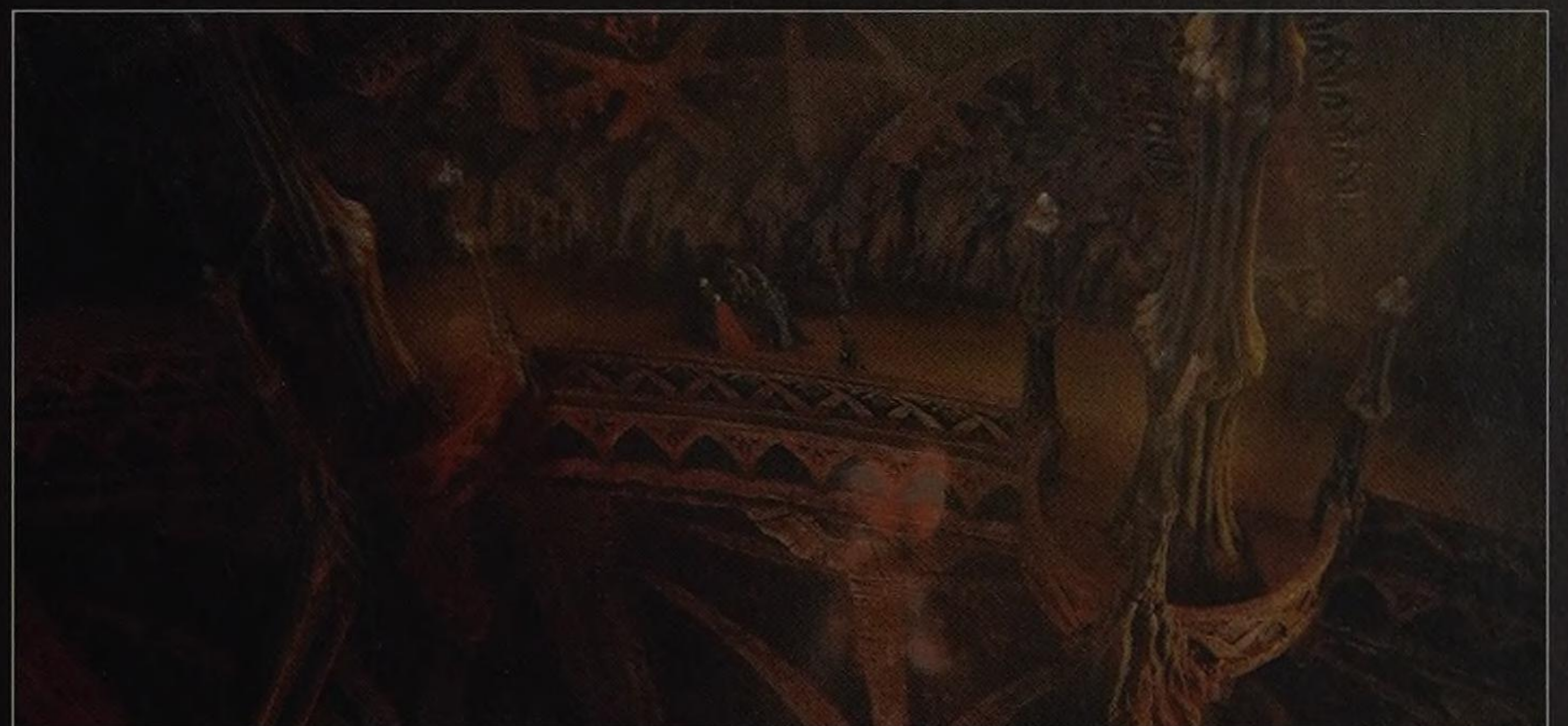


## CORE SHIPS

The Geonosians have begun to fulfill their battle droid order for the Trade Federation, and the first fleet of battleships have arrived to take delivery of the units. Core ships detach from the orbiting Trade Federation battleships and land in docking bays that connect to the droid factory loading hangars wherever fissures in the ground make excavation possible. The ships lower in stages into the docking bays to facilitate transferral of the droids into storage holds on various levels. The core ships also undergo maintenance and are upgraded with hardware for the semi-autonomous droids.

## HIVE GALLERIES

The Archduke of the ruling Stalgasin hive colony, Poggle the Lesser, takes his business clients, the Neimoidians, around one of the galleries inside the hive entrance tower, toward the suite of meeting rooms provided for esteemed guests. Geonosian hives are connected to each other by kilometers of populated tunnels that extend underneath much of the planet; each hive guards its own tunnels with vigilance. Periodically, great wars are fought for control of the major hives, with battles taking place throughout the tunnel networks. At these times, sabotage is common, with sonic mines laid in rivals' tunnels.



## ENTRANCE TOWER

The factory entrance tower that Obi-Wan encounters after he lands on Geonosis is an impressive piece of Geonosian hive architecture. Every major factory has a grand entrance like this, through which Geonosians receive visiting clients. Meeting rooms and board rooms are located along nearby corridors, which means that customers are afforded only the briefest of glimpses into the turmoil of the factory before signing the all-important contract. The Geonosis landscape is dotted with similar rock towers, constructed from solidified rock paste strengthened with a laminasteel framework. Most towers act as cooling chimneys for the heavily populated hives below, letting out hot air through side vents. The factories typically lie just beneath the surface, with living areas for the drones alongside; beneath this are the more opulent nests and public spaces occupied by the ruling caste. Deeper still are enormous caverns fed by underground streams in which an edible fungus is cultivated to feed the general population. The queens' quarters are located at the deepest level, where eggs are laid and hatched.



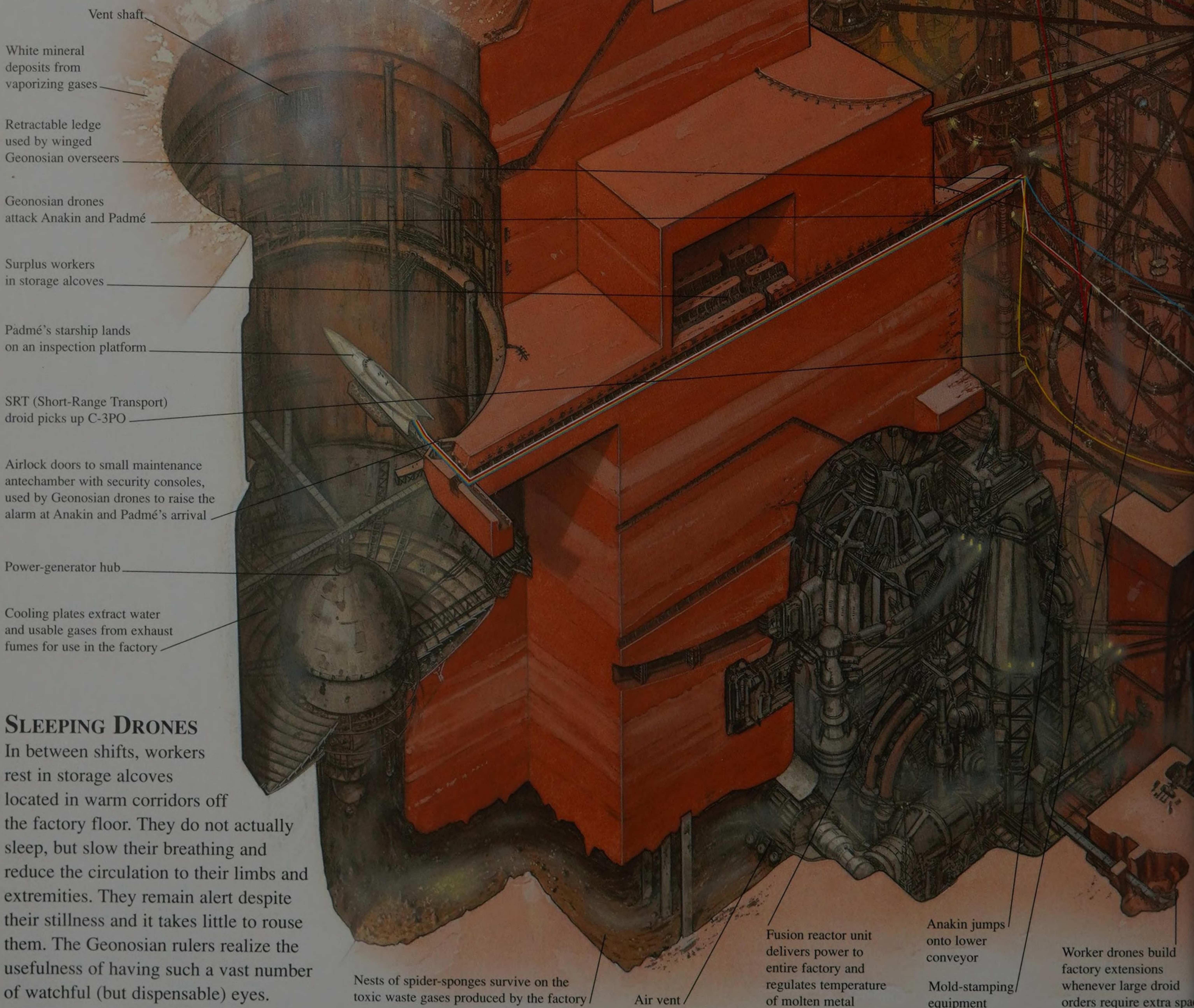


# DROID FACTORY

**G**EONOSIS' GIGANTIC FACTORIES mass-produce droids, vehicles, weapons, and military parts for a select range of shadowy clients. The underground factories are grimy, noisy, foul-smelling places cut from the rock of the planet and maintained by a slavish workforce of flightless Geonosian drones. Although the machinery is antiquated and slow by galactic standards, the Trade Federation chooses to place droid orders at the factories because galactic industrial officials no longer inspect them. Safety regulations at the factories are minimal and drone workers are often crushed or maimed by its exposed machinery. It is in this inhospitable environment that Anakin and Padmé find themselves battling for their lives against the machines' inhuman might.



*Droid manufacturing is virtually automated, utilizing a network of conveyor belts to turn molten metal into an army of fighting machines.*



Vent shaft

White mineral deposits from vaporizing gases

Retractable ledge used by winged Geonosian overseers

Geonosian drones attack Anakin and Padmé

Surplus workers in storage alcoves

Padmé's starship lands on an inspection platform

SRT (Short-Range Transport) droid picks up C-3PO

Airlock doors to small maintenance antechamber with security consoles, used by Geonosian drones to raise the alarm at Anakin and Padmé's arrival

Power-generator hub

Cooling plates extract water and usable gases from exhaust fumes for use in the factory

## SLEEPING DRONES

In between shifts, workers rest in storage alcoves located in warm corridors off the factory floor. They do not actually sleep, but slow their breathing and reduce the circulation to their limbs and extremities. They remain alert despite their stillness and it takes little to rouse them. The Geonosian rulers realize the usefulness of having such a vast number of watchful (but dispensable) eyes.

Nests of spider-sponges survive on the toxic waste gases produced by the factory

Air vent

Fusion reactor unit delivers power to entire factory and regulates temperature of molten metal

Anakin jumps onto lower conveyor

Mold-stamping equipment

Worker drones build factory extensions whenever large droid orders require extra space

Droideka manufacturing zone

Anakin's hand is trapped inside section of super battle droid shoulder

Central hub delivers molten metal to the stamps for each part being built



## MANUFACTURING PROCESS

The Geonosian factories were excavated by huge teams of Geonosian worker drones and are more than a kilometer deep. To supply the vast amounts of metal ore required, the Geonosians mine iron-rich rock from the asteroid ring surrounding their planet. The rock is then crushed, melted by super lasers, and distributed around the factory to be poured into molds to form droid parts.

Anakin captured by Jango Fett and surrounded by droidekas

Droid carrier transports finished troops to warehouses

Loading platforms for finished droid units

Conveyor for special processes and finishes

Factory bosses' floor off-limits to workers

Floodlights

Entrance tower acts as vent shaft for factory

Tower arches constructed in typical Geonosian manner

Burrow holes inhabited by factory overseers

Secure chamber, where Kenobi is questioned by Count Dooku

## SECRET REOPENING

The Geonosian factories were established many centuries ago. In the early days of the expansion of the Republic, the Core Worlds encouraged the growth of local industry to promote galactic cohesion and to ensure that technology reached the furthest corners of the galaxy. With the eventual erosion of such idealism, many Geonosian factories were abandoned, but have recently been reopened to supply droids to the Trade Federation.

### ROUTE KEY

Anakin  
Padmé  
C-3PO  
R2-D2  
Obi-Wan

Obi-Wan enters factory via entrance tower

Kenobi observes Separatist meeting from maintenance corridor in ceiling

Factory boardroom, where Separatists conspire secretly

Droids receive additional power wiring

C-3PO's body with droid head is transported to droid assembly area

Signal tower alerts drones to the start and end of shifts

C-3PO loses head and stumbles onto droid-welding conveyor

Pumping station cools the superheated metal so it can be poured into vats

Molten metal pouring arm

R2-D2 connects to a computer terminal to override the factory program

C-3PO dropped onto conveyor of droideka thorax shells

Conveyor belt of welding machines

Empty vats emerge from heating chamber and are transported back to main conveyor, giving them time to cool

Ore crusher

Superlaser liquifies metal ore

Padmé finally surrounded by Geonosian guards

Factory defense tanks

Maintenance and recharge area for SRT droids

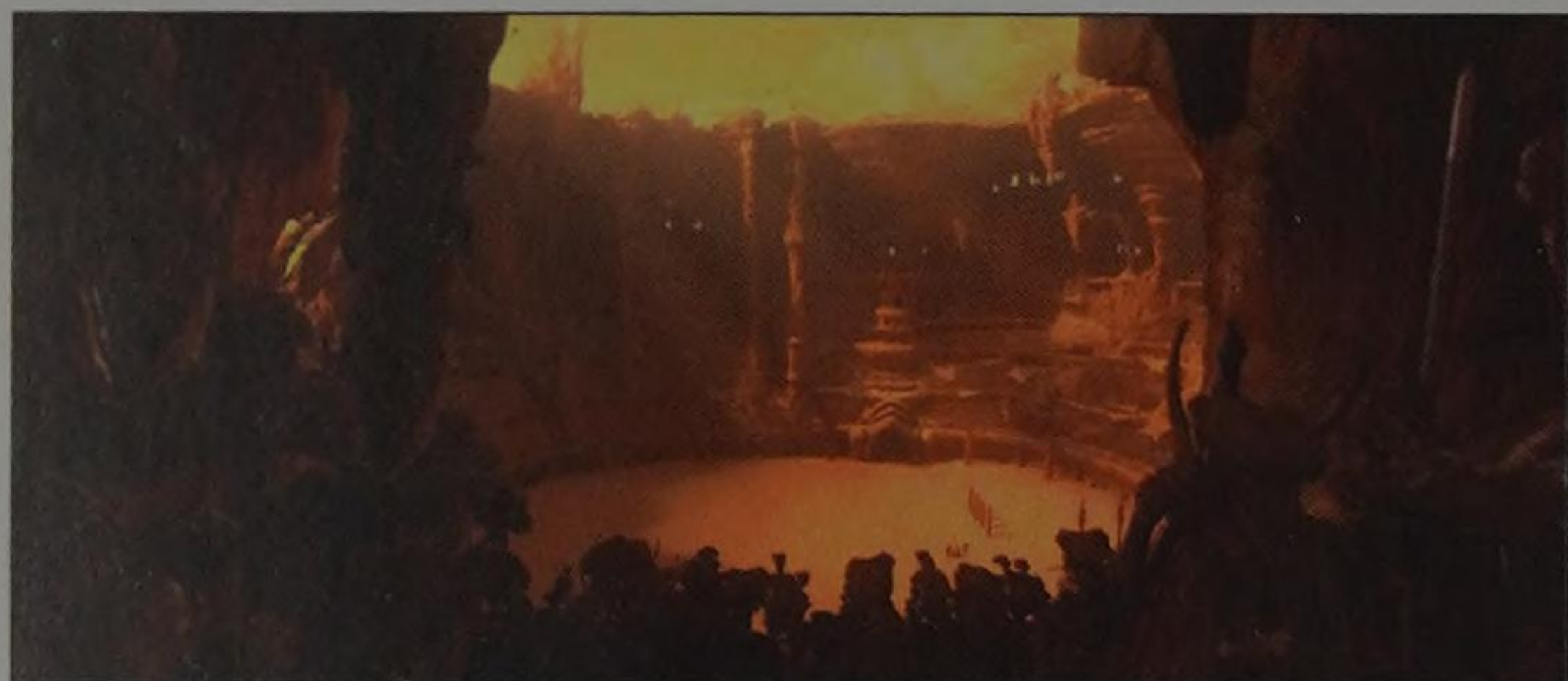
Padmé wrestles with Geonosian factory worker and falls into empty vat

Molten metal is poured from vats into a secondary heating chamber, where impurities are burned off in order to strengthen and upgrade the metal



# EXECUTION ARENA

FOR THE GEONOSIAN MASSES, who live most of their lives underground, a visit to the execution arena is a dramatic and festive occasion. As the surface of the planet is dominated by fierce predatory insects, the risk of the arena being attacked is an added thrill. As the ruling archduke watches imperiously, drones and aristocrats crack their forelimbs together in appreciation of staged events: public executions, unarmed prisoner combat, and choreographed battles that demonstrate the military skills of new droid prototypes or Geonosian soldier hatchlings.



*The Geonosian crowds at the execution arena are at a fever pitch of excitement in anticipation of ferocious action in the ring and fear of attack by predators. Not surprisingly, they scatter en masse at the unexpected arrival of 200 lightsaber-wielding Jedi at the coliseum.*

High-ranking officials sit under membrane awnings, mainly to draw attention to their exalted position

Vertical windows in towers also serve as entrances for upper-caste, winged Geonosians

The richer Geonosian classes occupy the better-kept, lowest seats

Anakin, Padmé, and Obi-Wan on reek, surrounded by droidekas

Arena base has ancient low-relief carvings depicting famous battles and events

Soldier drones bringing out sonic cannon

Weequay Jedi Sora Bulq and apprentice Galdos Stouff defeat a dozen encircling guards

Columns of smoke given off by arch grubs being lightly grilled

Arena floor made of layers of dried silt and sand

Reek pen, with food stores to the side

Flightless Geonosians attempting to flee

## BLOODY ORIGINS

The arena is a natural geological formation that has been adapted by the Geonosians with the addition of towers and excavated tunnels inside and beneath. Its blood-drenched history goes back to the first overlords of Geonosis. These legendary giants were expected to prove their fitness to rule by battling their rivals in brutal death matches for the benefit of the public.

Geonosian fighter hangars

Secure holding pen for tiny, mutant mongworsts

Acklay pen, with acklay's mate still housed inside

Growth pit for speciality fungus that interacts with chemicals in Geonosian stomachs to give off a body smell which produces euphoria

Pit of carnivorous worms being starved for future spectacle



SAVAGE OFFERINGS

Visiting clients often bring wild animals as gifts for the Geonosians. Guards and picadors fear the arrival of non-native creatures, as their diet, moods, and strengths can be unpredictable. It is often impossible to contain the most aggressive beasts.



Upper ledges with bird's-eye view generally taken only by latecomers

Upper seats reserved for labor caste drones

Guard post

Klatooinian Master Sta-Den Eekin's power to cloud the minds of vast crowds does not affect battle droids' programming

Dead nexu

Construction of rock paste (a mixture of stone powders and excretions from domesticated parasites)

Soldier droids in sentry houses watch out for surface predators

Towers provide ambient light for internal chambers below and act as chimneys, aiding air circulation

Execution pillars

Nute Gunray, Poggle the Lesser, Count Dooku, Jango Fett, Lott Dodd, and Boba Fett in archducal box

Female Jedi Khaat Qiyn uses Form V lightsaber combat to vanquish many opponents

Private hangar for visiting hive rulers

Techno Union shuttle for visiting delegates

Display chamber where Geonosian aristocracy preen before the arena event

Platforms where winged Geonosians can have private conferences

Drainage basin

Battle droids emerge to attack Jedi

Podium for Geonosian archduke elevates above arena floor to allow ritual adulation

Battle droid regiments in assembly area

Droid carriers transporting troops to arena from factory warehouse

Galleried entrance chamber for use by Geonosian aristocracy

Excavated sump holes hold water when flooding the arena

Mace Windu

Acklay



# REPUBLIC ARMY

FACING THE OMINOUS REALITY of a Separatist war machine poised for an all-out attack on the great Galactic Republic, the Senate has no choice but to respond quickly and decisively. The risks are great: The Republic must deploy an army it has neither amassed nor trained, and whose battle effectiveness is as yet unproven. The Jedi Council's skillful command, however, ensures that the Republic's bold, preemptive strike on the Separatist forces is effective by utilizing a full compliment of battle vehicles to achieve air and ground supremacy against formidable odds in the unfamiliar landscape of Geonosis.



*With high-ranking Jedi acting as de facto generals, more than 80 regiments of clone troopers are deployed on Geonosis. The clones use imaging systems in their helmet visors to see through dense smoke on the battlefield, allowing an unbroken advance on the Trade Federation battle droids.*



## REPUBLIC TROOPERS

On Geonosis, the Republic deploys two full battle armies, with Yoda and Mace Windu commanding one each and other veteran Jedi Knights in charge of eight corps of 36,864 troops each. All other divisions are led by specially trained clones: Commanders head regiments of 2,304 men; clone captains lead companies of 144 men; lieutenants head platoons of 36 men, and sergeants command squads, each made up of nine clone troopers. Separate ranks of specialized clones operate gunships, drop ships, AT-TEs, and SPHA-Ts. (All figures shown below are supplied by HoloNet News Sources.)

### LAAT/c

LAAT/c (Low-Altitude Assault Transport/carrier) are used to airlift military hardware right into the thick of battle, such as AT-TEs, portable power generators and shield projectors, observation posts, field medical centers, supplies, and fixed artillery. They also ensure the heavy-strike SPHA-Ts are well defended by AT-TEs and infantry on foot to a distance of several kilometers. Magnetic clamps hold payloads in place and can be disengaged instantly, allowing payloads to be dropped speedily. A wide wingspan allows maximum distribution of repulsorlift vanes when carrying heavy weights.



TROOPER SERGEANT LIEUTENANT CAPTAIN COMMANDER  
192,000 DEPLOYED IN BATTLE



LAAT/i GUNSHIP  
1600 DEPLOYED

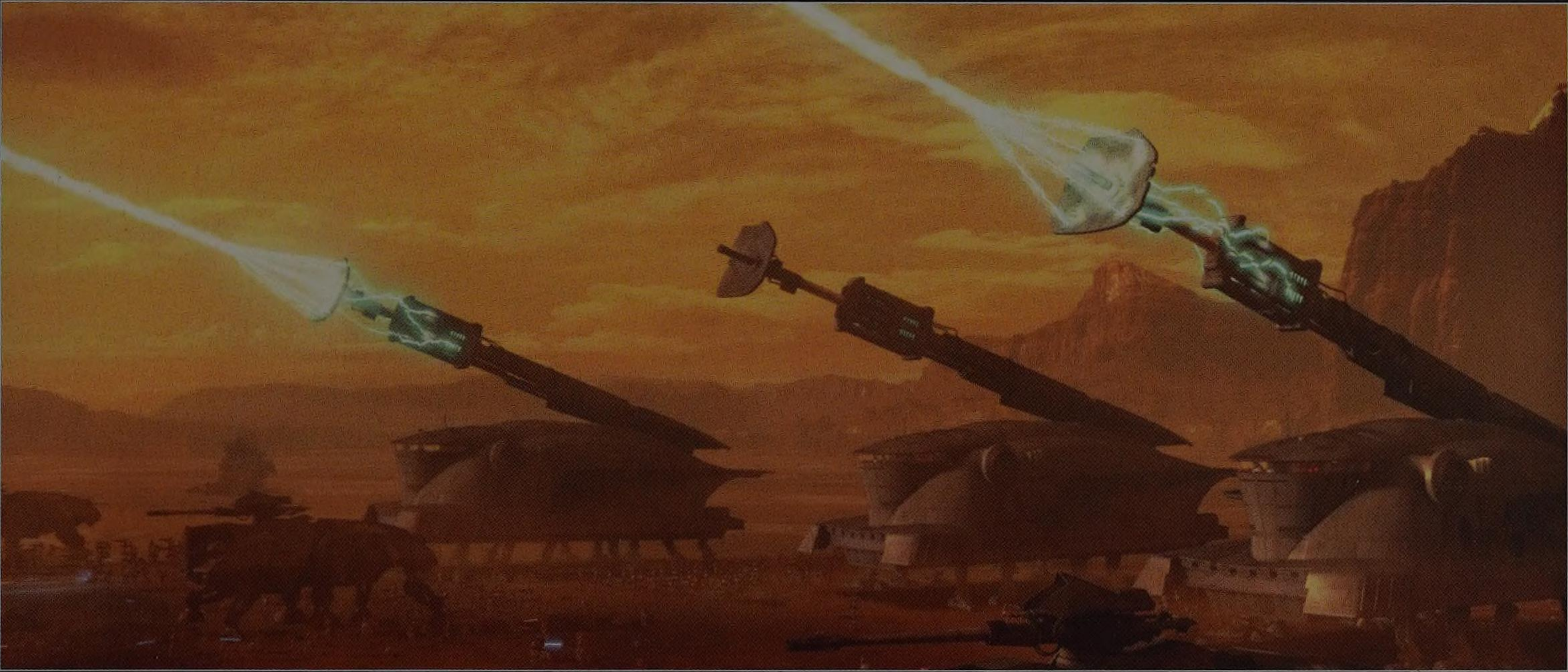
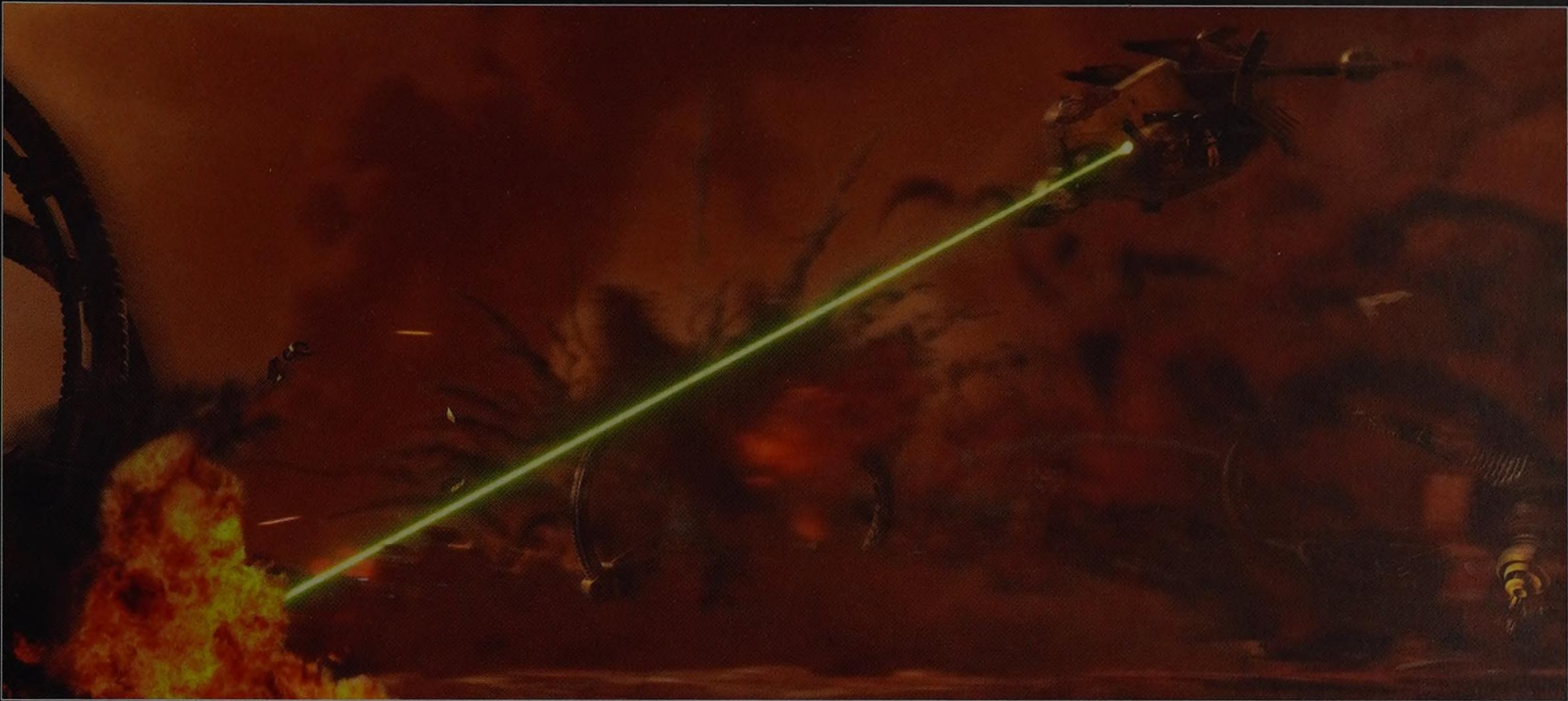


LAAT/c (AT-TE CARRIER)  
400 DEPLOYED



**GUNSHIPS**

Fast and maneuverable LAAT/i gunships make repeated passes over the entire battlefield, responding to situations and opportunities wherever needed. They rain fire on enemy vehicles, clearing a path for the advancing clone infantry, and drop squads of clone trooper commandos at the battle front. Commandos are specially trained for high-risk covert work and wear a higher grade armor with additional weapons capacity. Despite their strengths, gunships prove vulnerable to Separatist antiair batteries positioned in rough terrain below.



**DEADLY JUGGERNAUT**

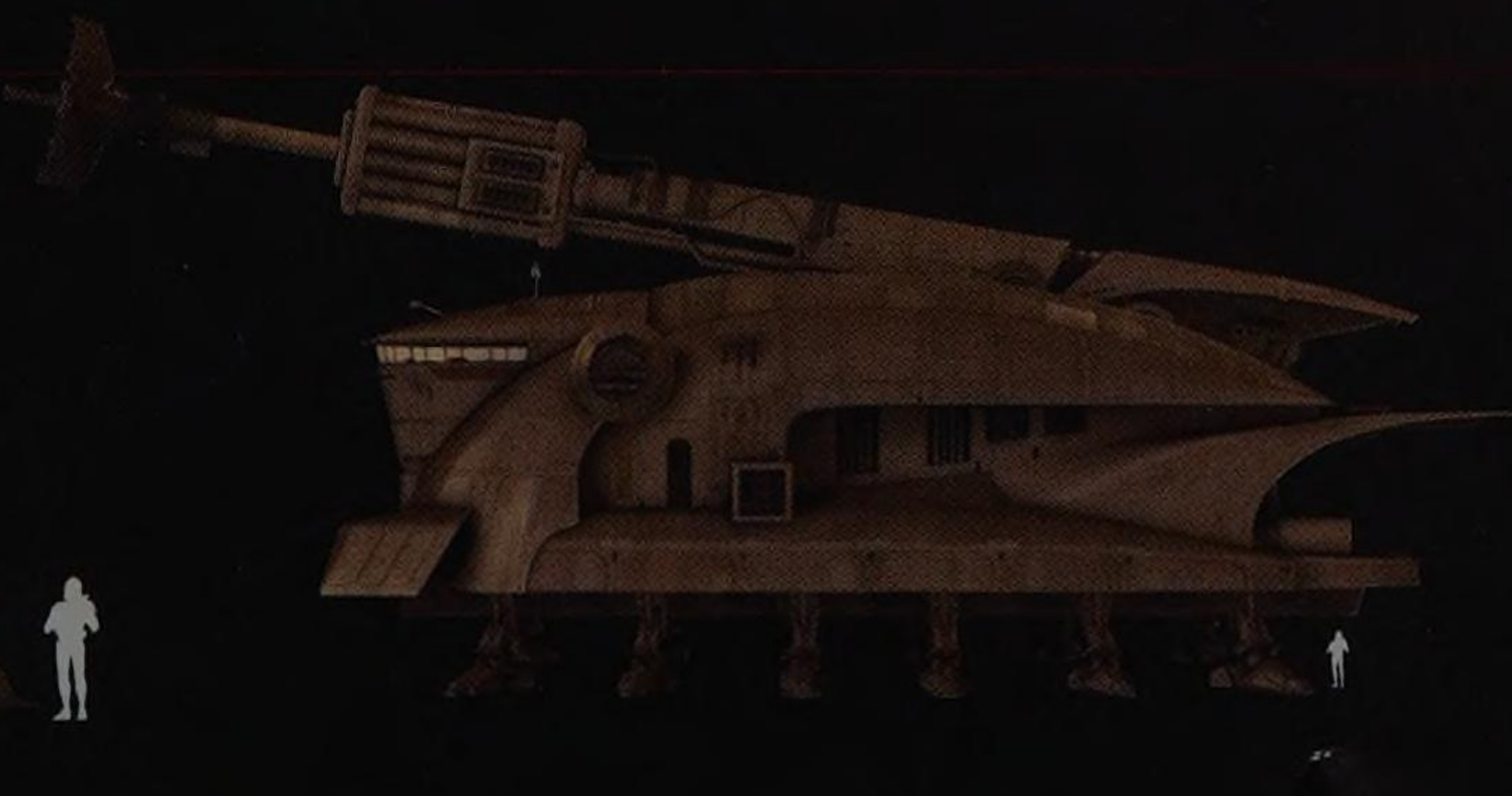
Deployed in squads of four at the rear of advancing AT-TEs, SPHA-Ts combine the devastating firepower of a permanent laser-cannon emplacement with the ability to literally walk into battle on powerful articulated legs. SPHA-Ts are deployed in key positions on several battlefronts, proving particularly effective on the battlefield commanded by Yoda. They also provide an impregnable line of defence for the fleet of assault ships that land immediately outside the arena.

**ASSAULT SHIPS**

*Acclamator*-class assault ships land outside the smoking arena, unloading military vehicles and troops, and providing an assembly point for SPHA-Ts. Disembarked troops initially prevail on the flat ground of the canyon floor, where their beam weapons are most effective, while Separatist artillery persists in the rougher lands. Earlier, assault ships made preemptive strikes against Geonosian beak-wing facilities, leaving the fighters that remained unable to make headway against the Republic's orbital blockade.



**AT-TE**  
2160 DEPLOYED



**SPHA-T**  
100 DEPLOYED



**ASSAULT SHIP**  
12 DEPLOYED



# SEPARATIST FORCES

ALTHOUGH THE REPUBLIC FORBIDS the existence of mass armies, many private interests maintain small armies in local territories. The most powerful armies are those owned by the wealthy commerce organizations, who use a number of attack droids for purposes of debt collection and revenue enforcement. However, these trade bodies have now illegally pooled their armies to create a single, truly sinister force that threatens the hegemony of the Republic. Geonosis' barren rock landscapes are backdrop to its clone army's first encounter with the combined ranks of the commerce organizations' droid armies.



*In the Command Room behind Separatist lines, Geonosian rulers observe and direct the battle on a live-feed holomap provided by at-site camdroids. The Separatists are able to reassign battle objectives and targets to their droid forces via radio signals to their processors. In the past, the Geonosians staged large-scale training and exhibition battles from the Command Room.*







## SEPARATIST HARDWARE

Surprised by the Republic's assault, the Separatists mobilize all forces not already loaded onto their starships, supplementing droid contingents with battle droids direct from the factories. They have no airborne vehicles, although spider droids and hailfire droids carry ground-to-air weapons, which prove effective against Republic gunships. Techno Union starships and Trade Federation core ships carry no weapons, and rely on the defence of the droids. Droidekas were preferentially loaded into the escaping starships, and are mostly absent from the battle. (All figures shown below are supplied by HoloNet News sources).

### DWARF SPIDER DROIDS

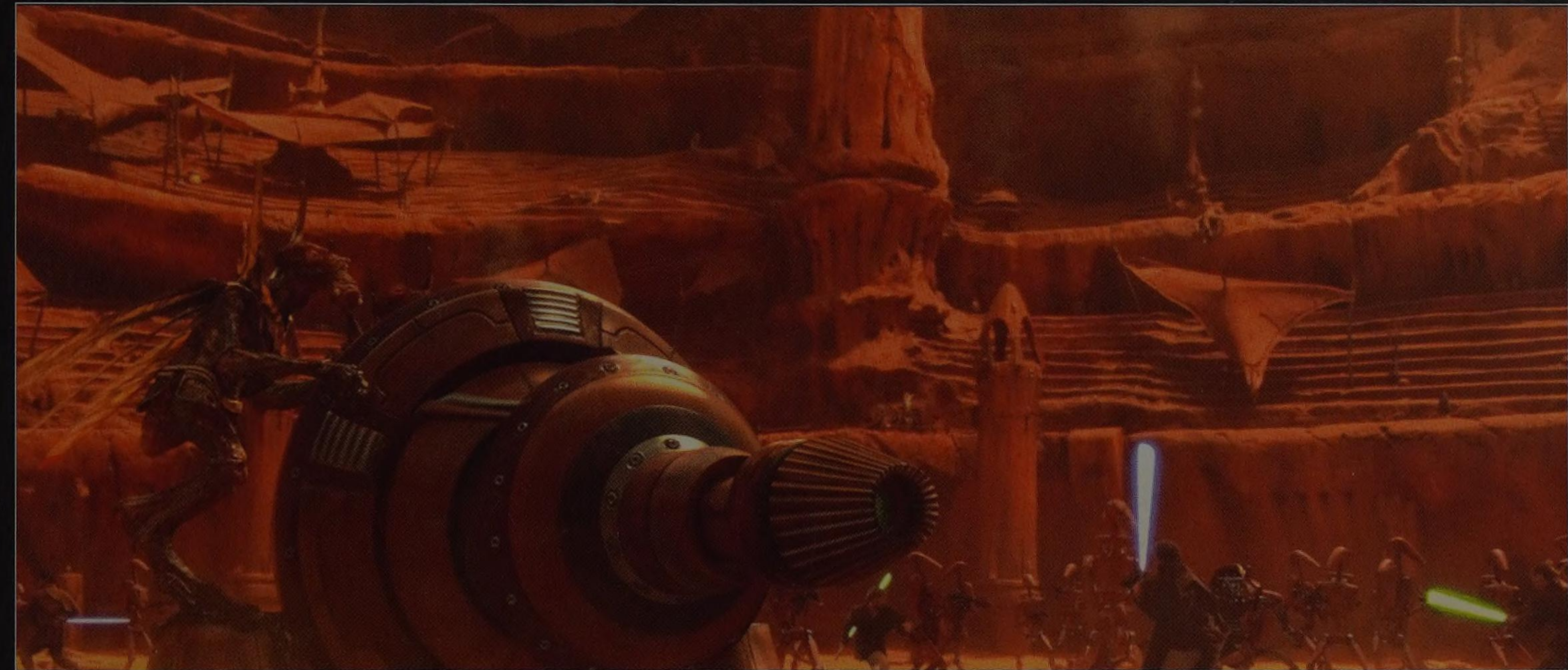
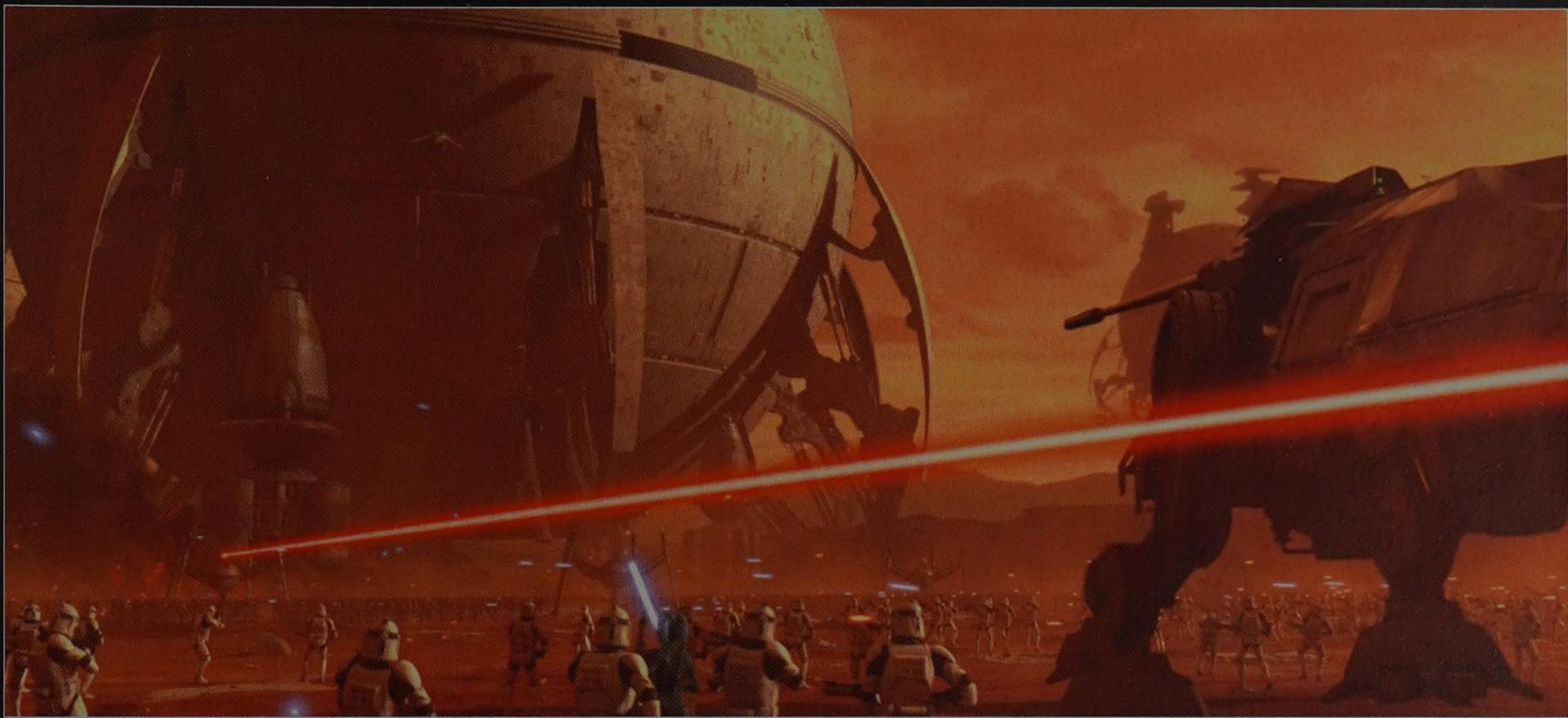
Dwarf spider droids advance in front of a platoon of battle droids, closely followed by spider droids, and after that another infantry formation. Their low height allows larger spider droids to fire over them, providing a formidable advance attack. Much of the dwarf spider droid's head space is devoted to power cells for two blasters, one mounted on the head and one underneath. Designed for use in narrow mine shafts, these droids are slow to react to fast-moving targets above or to the side because they cannot swivel their blasters independently of their heads.

					
BATTLE DROID	SUPER BATTLE DROID	DROIDEKA	DWARF SPIDER DROID	SONIC CANNON	HAILFIRE DROID
1,000,000 DEPLOYED	100,000 DEPLOYED	3,000 DEPLOYED	15,000 DEPLOYED	4 DEPLOYED (IN ARENA)	4,100 DEPLOYED



**HOMING SPIDER DROIDS**

Commerce Guild homing spider droids are effective against ground-based and airborne targets, covering wide expanses of battlefield at great speed on their all-terrain legs. Sensor equipment locks onto and keeps track of enemy targets, while their dish-shaped laser cannons supply sustained fire. Providing effective ground cover for the Trade Federation core ships, as well as their own smaller spaceships, spider droids manage to decimate whole contingents of Republic AT-TEs although they are eventually subdued by daring gunship assaults.

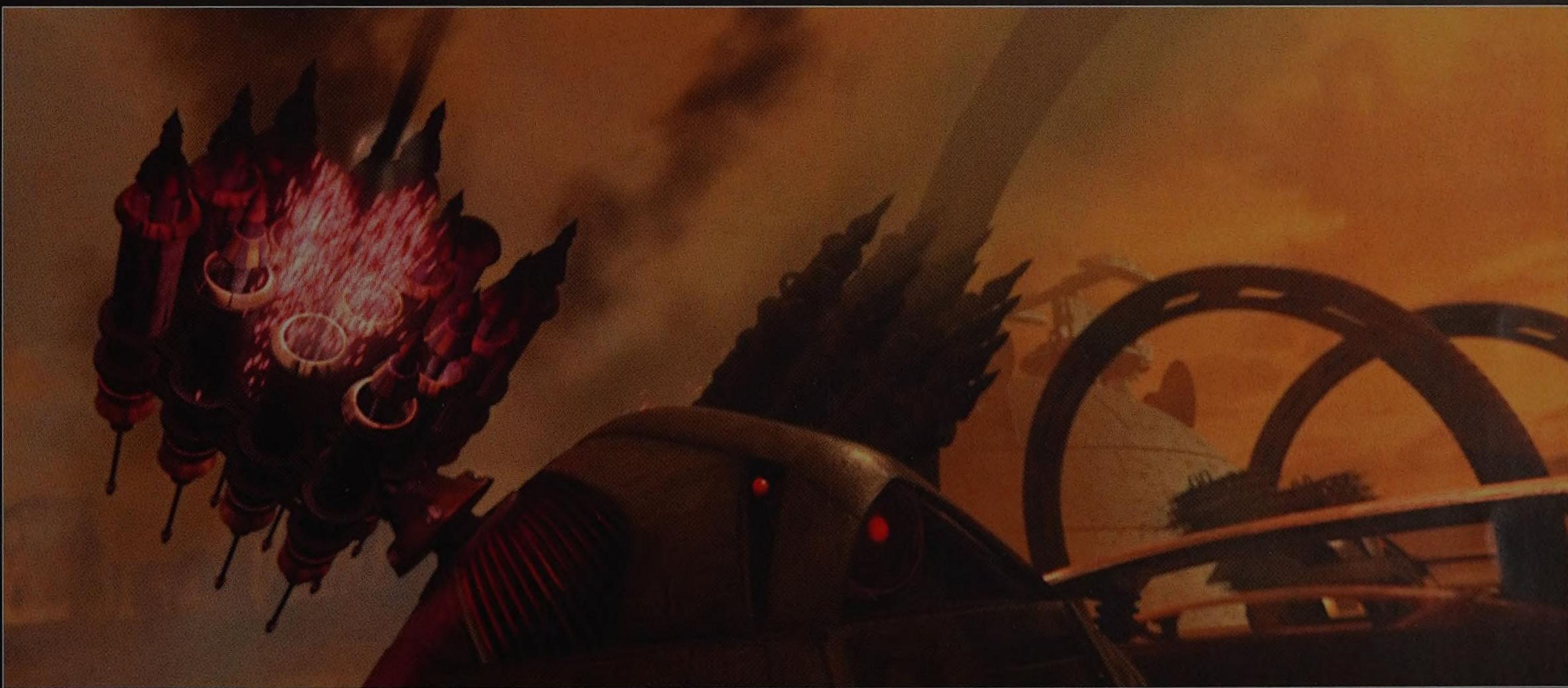


**SONIC CANNON**

A Geonosian soldier drone operates a sonic cannon, which fires balls of high-impact concussion energy. The Geonosians house an arsenal of these weapons at the execution arena for use in the event of outbreaks by particularly violent creatures or disturbances in the audience. Geonosians also use sonic weapons in inter-hive conflicts. Sonic cannons and blasters have the advantage in that they can be set to varying degrees of force so they smash bones but leave rock tunnels unharmed.

**HAILFIRE DROIDS**

The InterGalactic Banking Clan's hailfire droids are a powerful presence on the battlefield, although their use is short-lived because they carry a limited number of missiles. They make fast, concerted charges on Republic AT-TEs, using twin chin-mounted blasters once their missiles are depleted. Missiles are effective against stationary or slow-moving targets on terrain where blaster weapons are inoperable due to a lack of clear lines of sight.



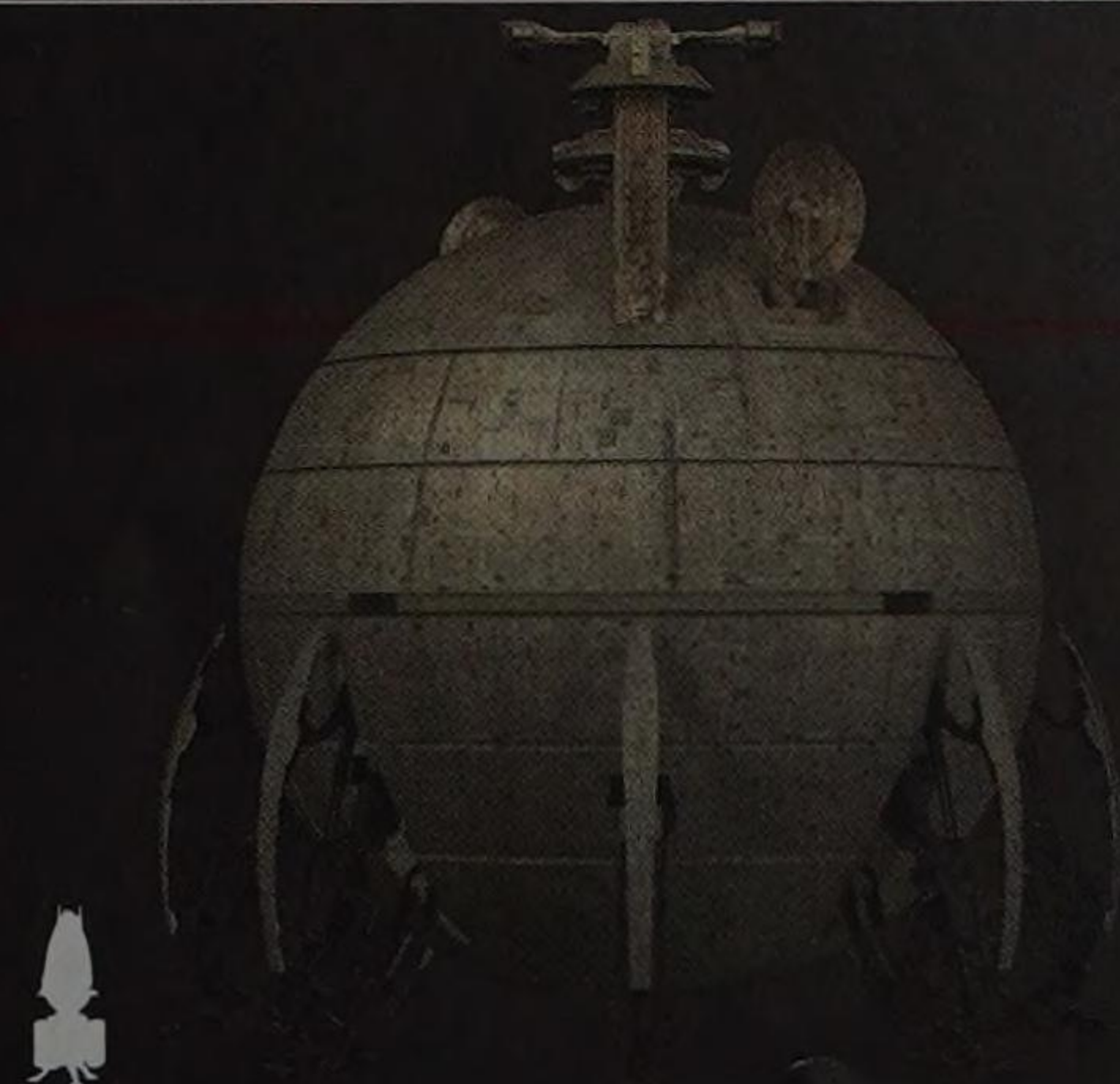
**HOMING SPIDER DROID**  
7,500 DEPLOYED



**TECHNO UNION STARSHIP**  
286 ON BATTLEFIELD (169 ESCAPE)



**COMMERCE GUILD STARSHIP**  
41 IN BATTLE (36 ESCAPE)



**TRADE FEDERATION CORE SHIP**  
60 ON BATTLEFIELD (46 ESCAPE)





**6** On the battlefield that Mace Windu commands, the Separatists deploy a large number of spider droids and dwarf spider droids, followed by battle droid infantry formations. With clear lines of sight across the flat canyon floor, these large droids are able to make terrifyingly effective use of their blaster weapons.



**7** Jedi Master Kit Fisto leads a charge of clone troopers, using his Force senses to deflect blaster bolts and protect his men. The Republic army in this part of the battle heads off an attempt by the droid forces to break through a canyon and into the clone ranks.



**8** SPHA-T guns—the Republic's heaviest artillery. Airlifted in by LAAT/c, the mobile Command Center is a fully equipped tactical communications station, receiving signal feeds from clone commanders across the battlefield.



**5** Mace and Yoda's gunship lands in a large assembly area protected from rear attack by hills behind. While clone commanders oversee the unloading of clone troops and AT-TEs from assault ships, Windu takes control of clone commando units and Yoda departs for the forward command post.



**4** Mace, Yoda, Ki-Adi-Mundi, and Kit Fisto witness a direct hit on one of the six gunships used to evacuate Jedi from the arena; fatalities include Jedi Sora Bulq and Tarados Gon, as well as High Council member Eeth Koth. Evacuation gunships carried few clone troopers in order to allow room for Jedi passengers.



**3** Separatist leaders travel by underground route from the arena to the Command Center. Already unsettled by the sudden appearance of a Republic army, they are now experiencing jammed communication signals and are unable to send in their entire droid armies, many of which are already loaded onto ships.



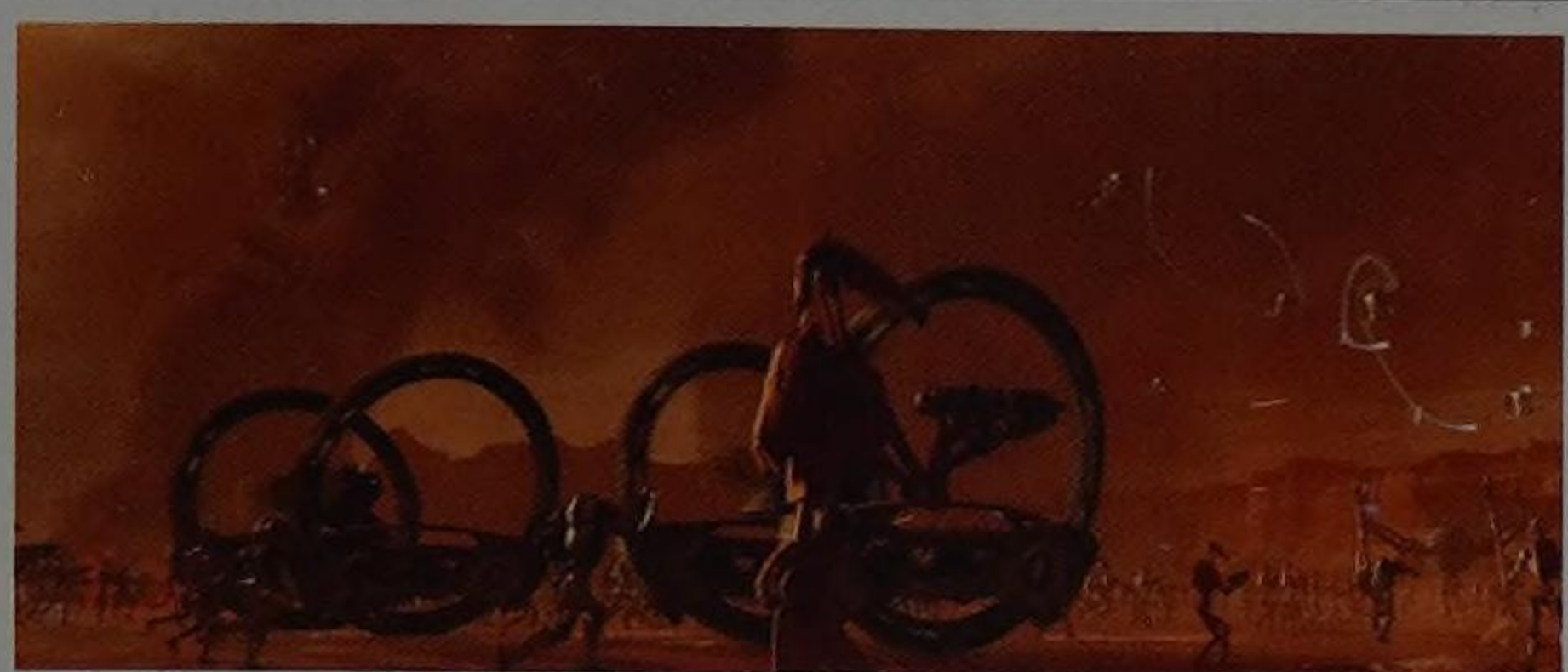
**2** Well-armored and self-shielded Trade Federation Core Ships attempt to finish loading their huge cargoes rather than launching half-empty at the first sight of danger. Smaller, more vulnerable Techno Union ships attempt to escape with their payloads of droid artillery, but gunship fire prevents many from doing so.



**1** Republic gunships make the first assault on Techno Union starships docked outside the arena. The Geonosians build their docking facilities and warehouses primarily in the valleys of their planet, where permanent habitation is undesirable; Geonosian cities are situated mostly on cliff faces and highlands.



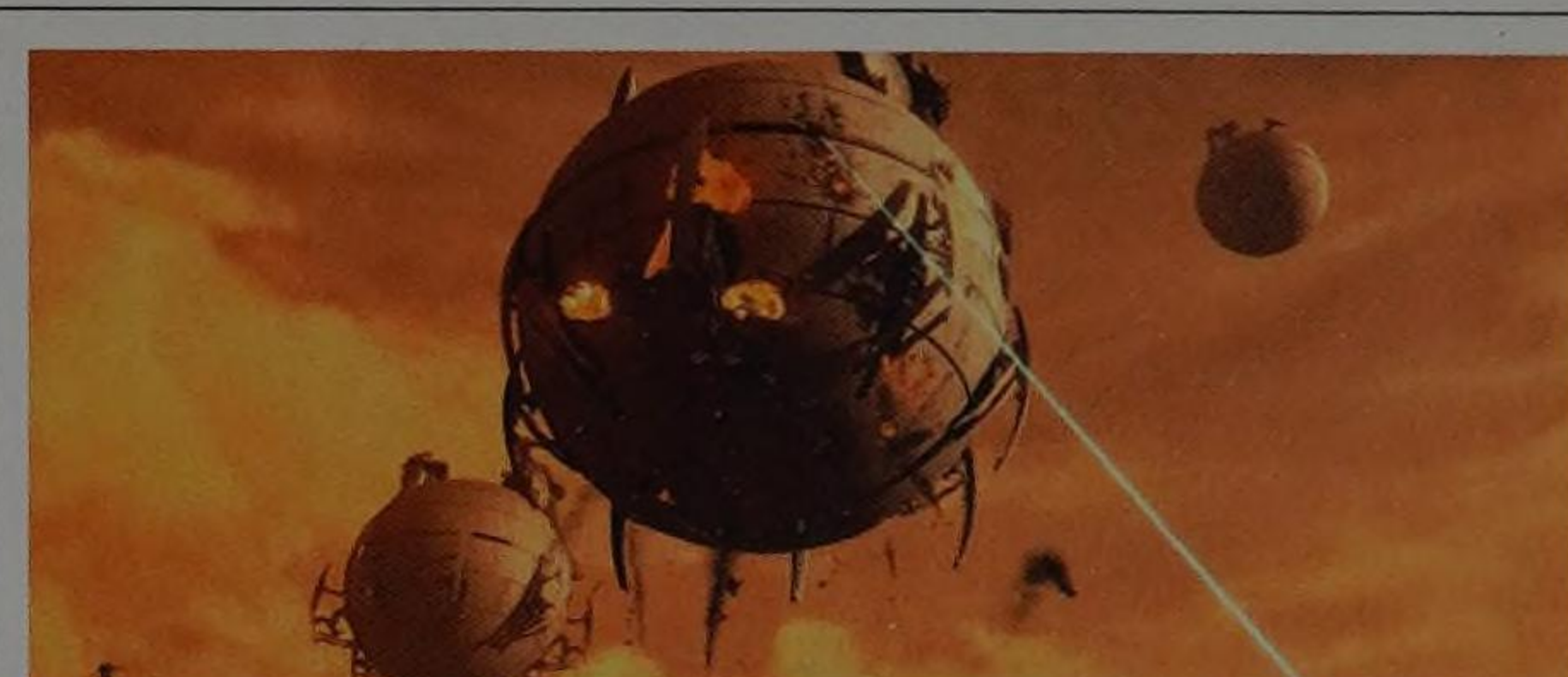




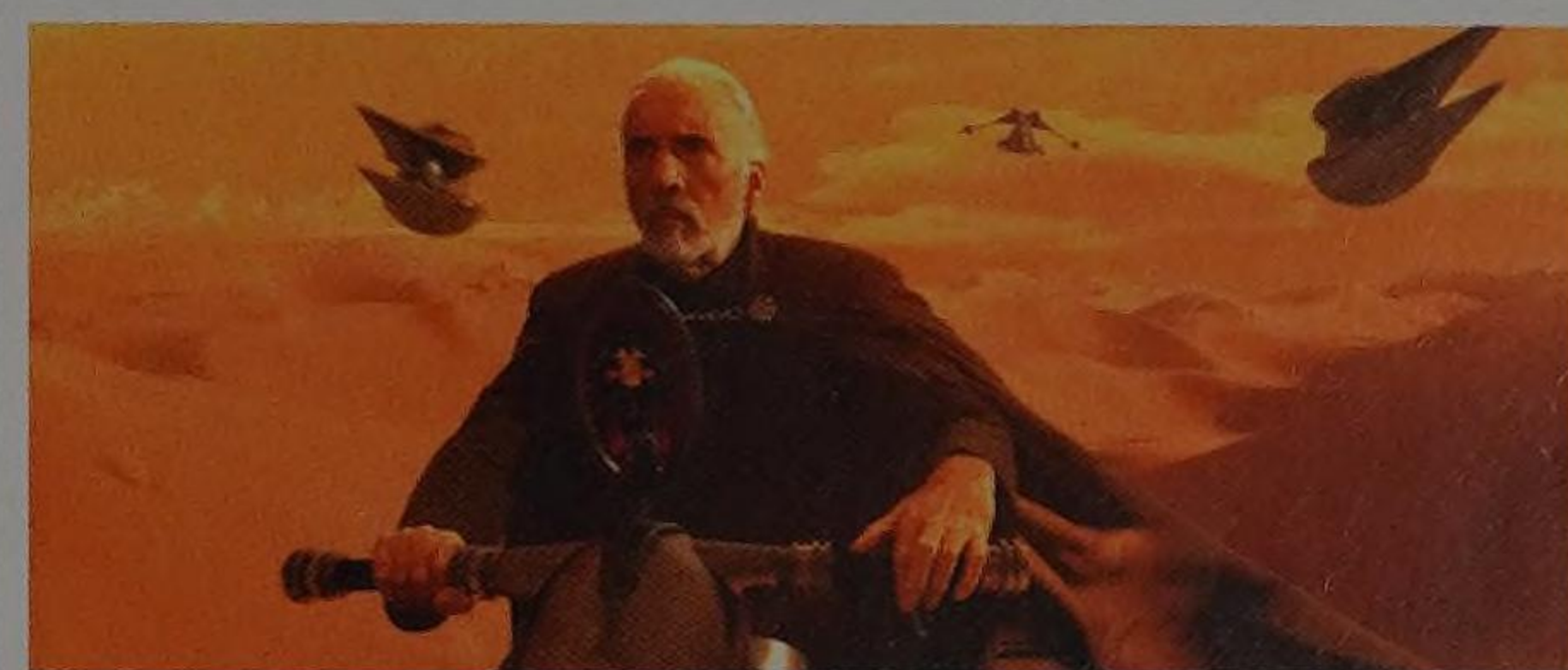
**9** In the battle outside the execution arena, hailfire droids roll through the ranks of spider droids, battle droids, and super battle droids toward enemy clone troopers and AT-TEs. Their missiles are most effective at ranges of less than a kilometer, and follow deliberately swerving, evasive trajectories.



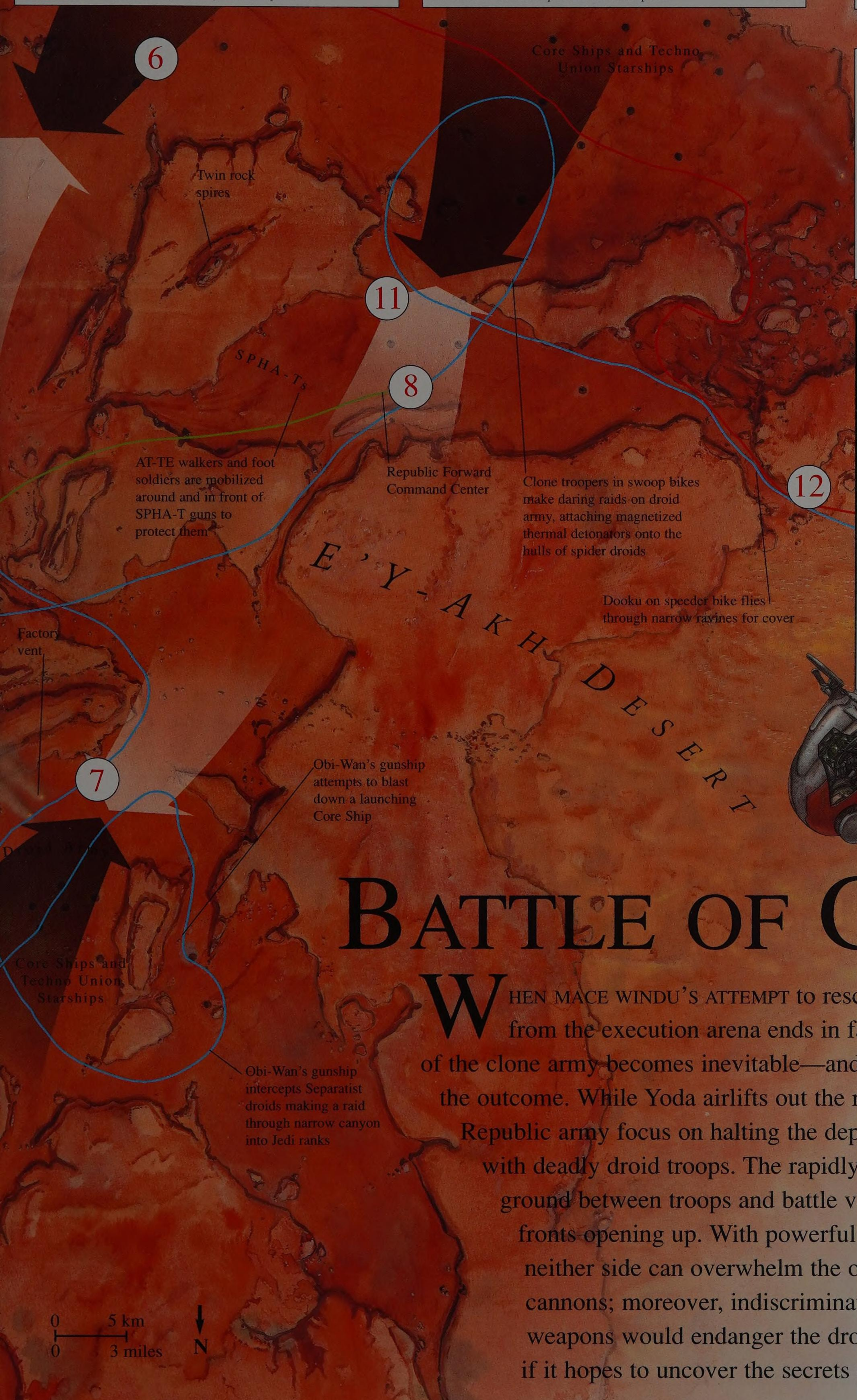
**10** Fearing that the battle is turning against them, Trade Federation leaders send final orders for their Core Ships to take off immediately. They leave the war room for a nearby hangar, beating a hasty retreat in their landing ship toward their command ship in orbit around the planet.



**11** SPHA-T guns bring down a Core Ship with focused fire, causing antigrav repulsorlift malfunctions that produce a tractor-beam effect and greatly accelerates its fall. The SPHA-Ts can only be charged up to a certain level; after these shots, they must be replaced with charged guns from the rear lines.



**12** Kenobi sees Dooku and his escort of beak-wings. The Geonosians are unable to deploy more of these fighters due to an aerial bombardment of launch hives by assault ships commanded by Yoda that took place simultaneously with the arena rescue; still others were neutralized by clone-commando raids.



## DOOKU'S SPEEDER BIKE

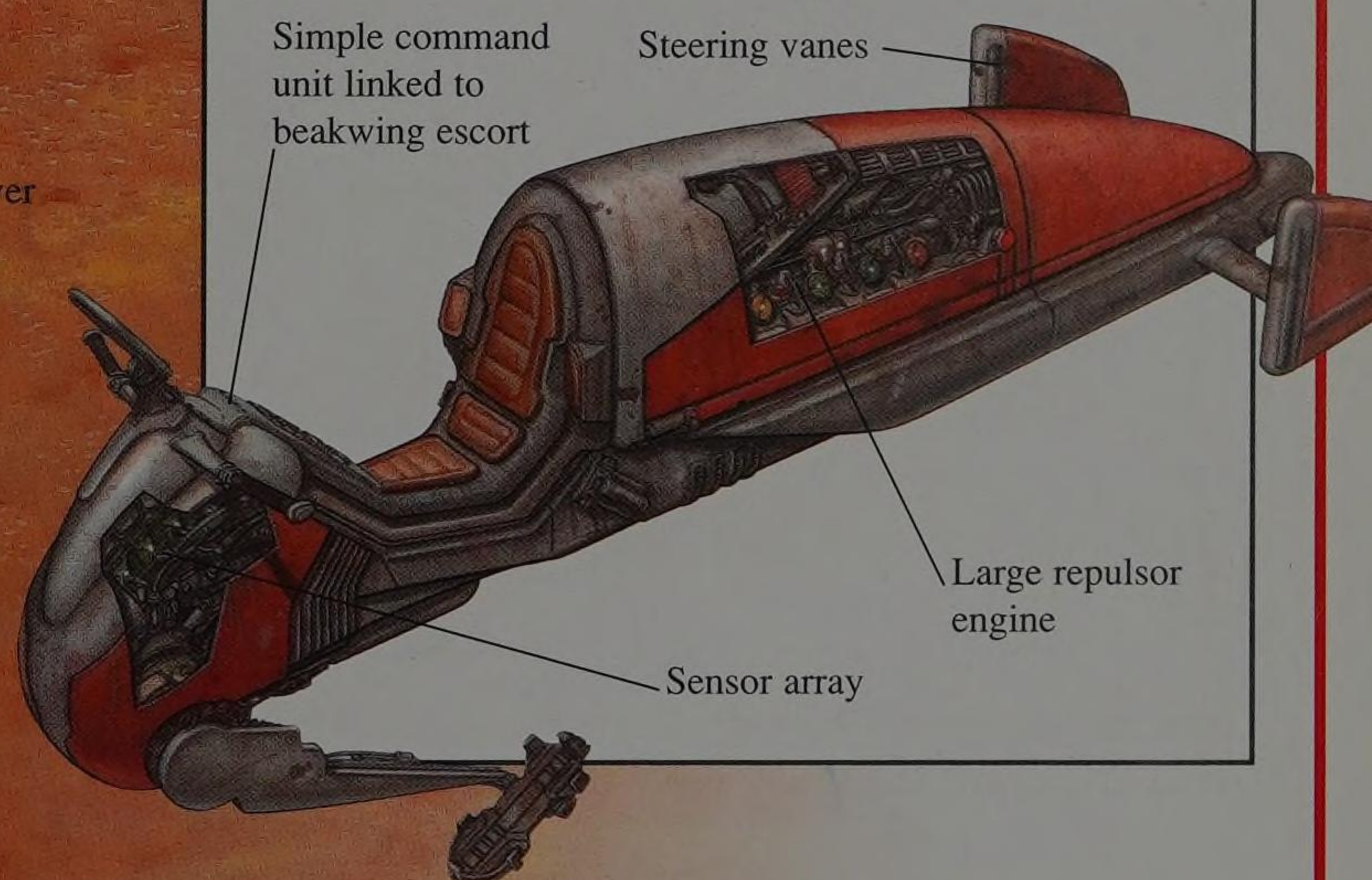
Dooku's open-cockpit repulsorlift speeder bike is highly maneuverable over a variety of terrain to a top speed of 634 kph (393 mph). Manufactured in Geonosis factories, this model is commonly used by soldier drones on patrol missions around the hive-cities.

Simple command unit linked to beakwing escort

Steering vanes

Large repulsor engine

Sensor array



# BATTLE OF GEONOSIS

**W**HEN MACE WINDU'S ATTEMPT to rescue Obi-Wan, Anakin, and Padmé from the execution arena ends in failure, Master Yoda's deployment of the clone army becomes inevitable—and the launching of the Clone War is the outcome. While Yoda airlifts out the remaining Jedi, other sections of the Republic army focus on halting the departure of the Separatist craft filled with deadly droid troops. The rapidly escalating battle is fought on the ground between troops and battle vehicles, with a number of different fronts opening up. With powerful energy shields on their starships, neither side can overwhelm the other using their ship-mounted cannons; moreover, indiscriminate fire by Republic anti-starship weapons would endanger the droid facilities that it must capture if it hopes to uncover the secrets of the Separatist conspiracy.

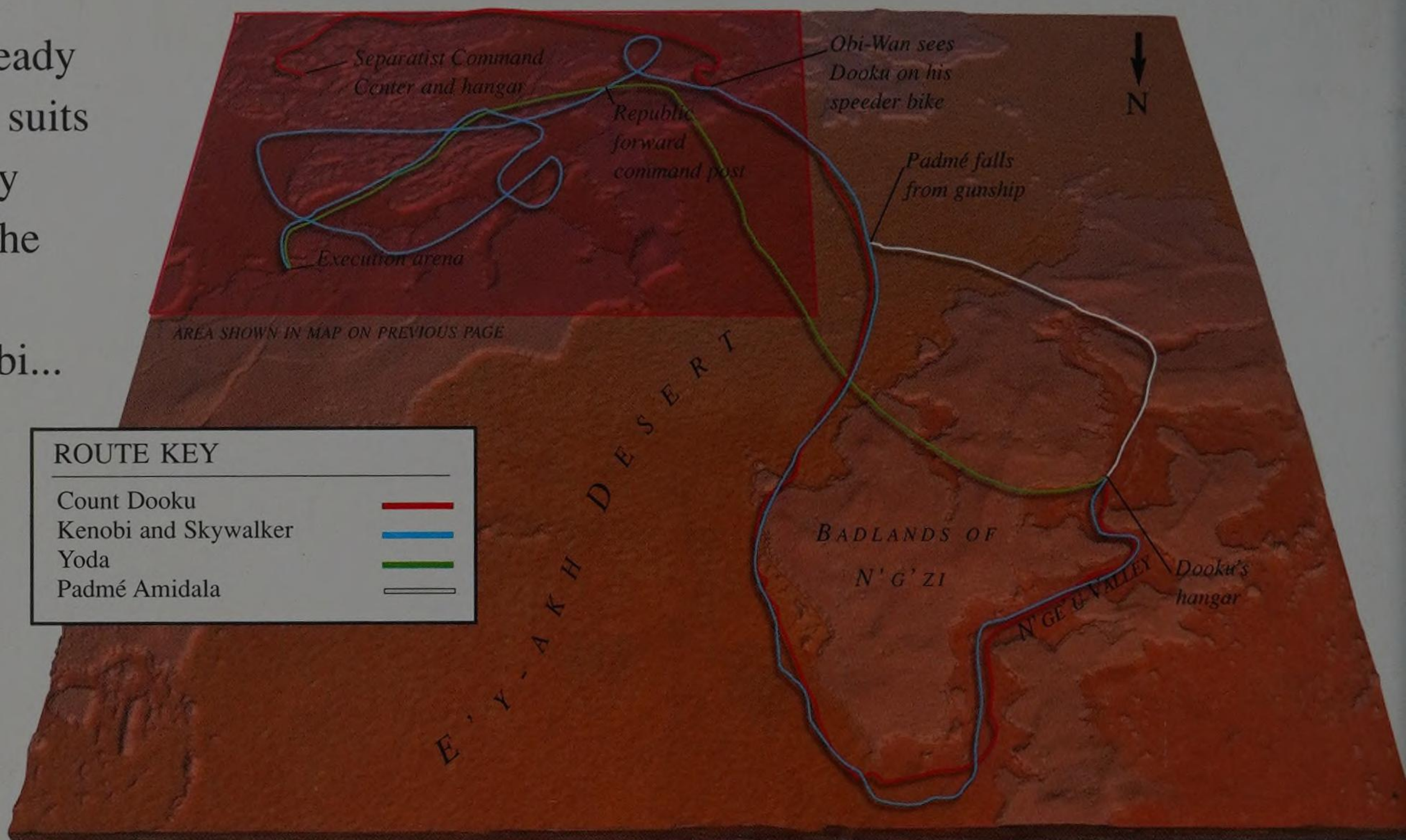


# HANGAR DUELS

**I**N HIS DEALINGS WITH THE GEONOSIANS, Count Dooku lavails himself of a dedicated hangar removed from the war room and those hangars used by financial and industrial cartel officials. Dooku's hangar lies northward of the main battlefield, in an abandoned factory outpost, where his getaway vessel is manned by an FA-4 pilot droid and stands ready for take-off. The remoteness of the building suits Dooku's hidden agenda, but the long journey to his ship is almost his undoing: Carrying the Geonosians' secret plans for their ultimate weapon, he is soon sighted by Master Kenobi...



ROUTE KEY	
Count Dooku	<span style="color: red;">—</span>
Kenobi and Skywalker	<span style="color: blue;">—</span>
Yoda	<span style="color: green;">—</span>
Padmé Amidala	<span style="color: white;">—</span>

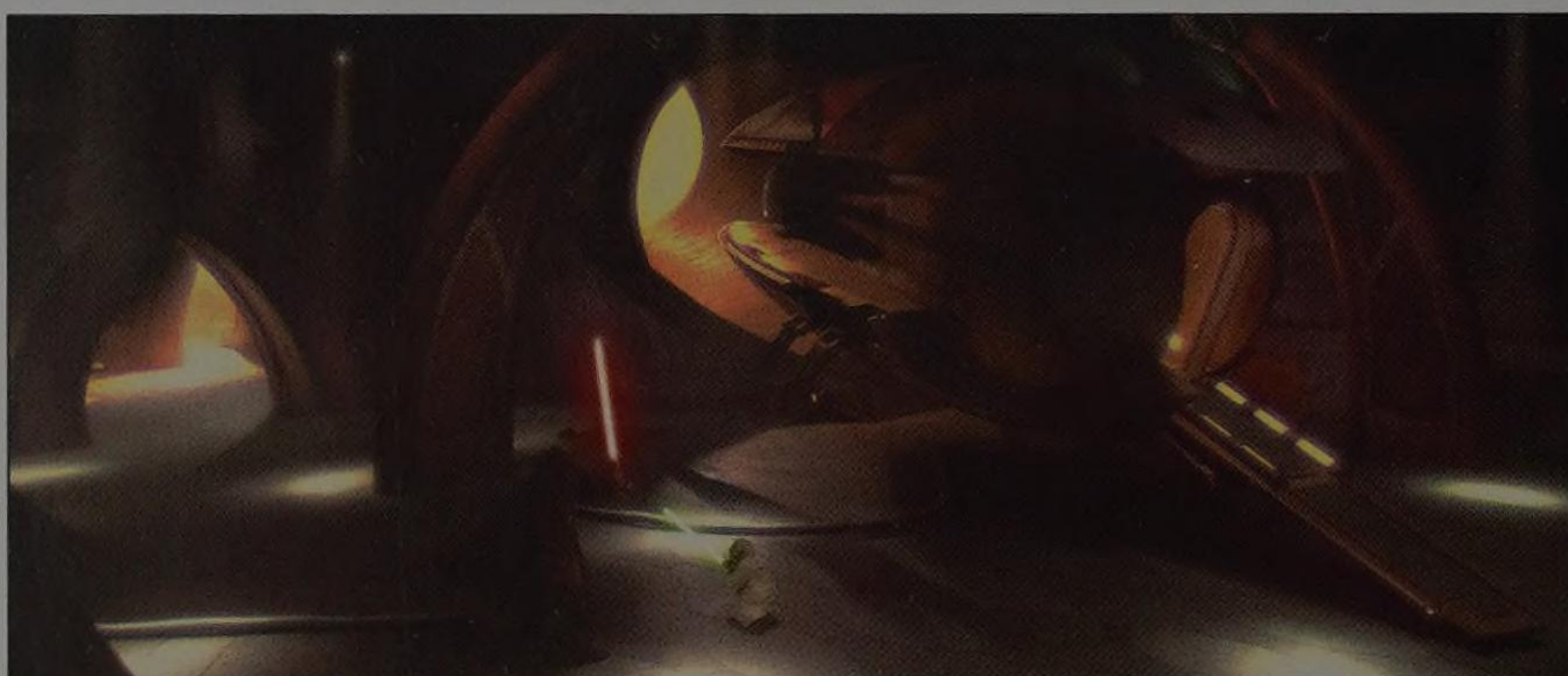


## DOOKU'S FLIGHT

Leaving the Separatist Command Center, Dooku flies to his hangar by speeder bike, located 40 kilometers (25 miles) away across the E'Y-Akh Desert. He skirts around the edge of the battlefield behind Separatist lines, passing close by the gunship in which Obi-Wan travels with Anakin and Padmé.

## BATTLE OF WILLS

Alerted by his Force sensitivity, Yoda comes to the aid of Kenobi and Skywalker. Dooku projects ceiling chunks toward Yoda, which risks bringing the entire structure down on both of them. Yoda intercepts and redirects each piece with ease.



## LIGHTSABER COMBAT

Yoda knows only too well that if Count Dooku is not stopped from leaving Geonosis, he will rally more planets to his cause. In the half-light of the renegade leader's secret hangar, Yoda wields the lightsaber he so reluctantly uses in combat, attempting to block Dooku's path to his ship.





## SEALING THE HANGAR

On Padmé's arrival, contingents of clone troopers seal all the entrances from potential intervention by Separatist troops. Once the battle is over, Republic technicians and intelligence analysts will inspect the building for clues to Dooku's whereabouts.

Vent

Flight entrance

Docking clamp for beak-wing fighters

Geonosian wall construction absorbs shocks from docking spaceships

Yoda uses the Force to prevent gas-release trunking from crushing Obi-Wan and Anakin

Maintenance floor used by Dooku's Geonosian fighter escort

Obi-Wan and Anakin, lying wounded

Inspection walkway

Power feeds and systems diagnostics

Yoda

## ABANDONED FACTORY

Dooku's hangar is situated in the pinnacle of a tower above an abandoned factory that once supplied highly specialized, aquatic sonic weapons to both sides during a short-lived civil war on the swamp planet of Derenzil. The risk of the project made a security hangar for Geonosian fighters necessary. The Geonosians build or expand their factories when they receive big orders; afterward, once the project is completed, they relocate the surplus workers or consign them to dormancy.

Dooku escapes into his spaceship

Launch chute designed for Geonosian fighter-class ships

Southwest entrance

Padmé's gunship

Stylized floor mosaic recalls Geonosian egg-nest pattern

Dooku's speeder bike

Fuel stores

Walkway to north entrance (where Kenobi and Skywalker arrive)

Reactor powers hangar machinery

## GEONOSIAN CANYON

Padmé fires at Dooku's Solar Sailer in a forlorn attempt to stop the dastardly ex-Jedi from leaving the planet. Nevertheless, his ship shoots safely across the wide canyon expanse outside the hangar. This canyon is a former industrial region now totally uninhabited by Geonosians. Like many of the planet's valleys, the flat plain is occasionally flooded by sudden storms or vast groundwater eruptions.





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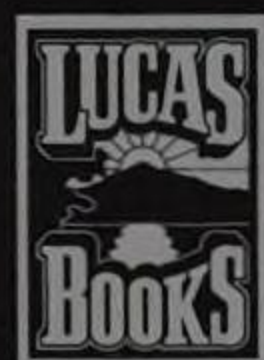
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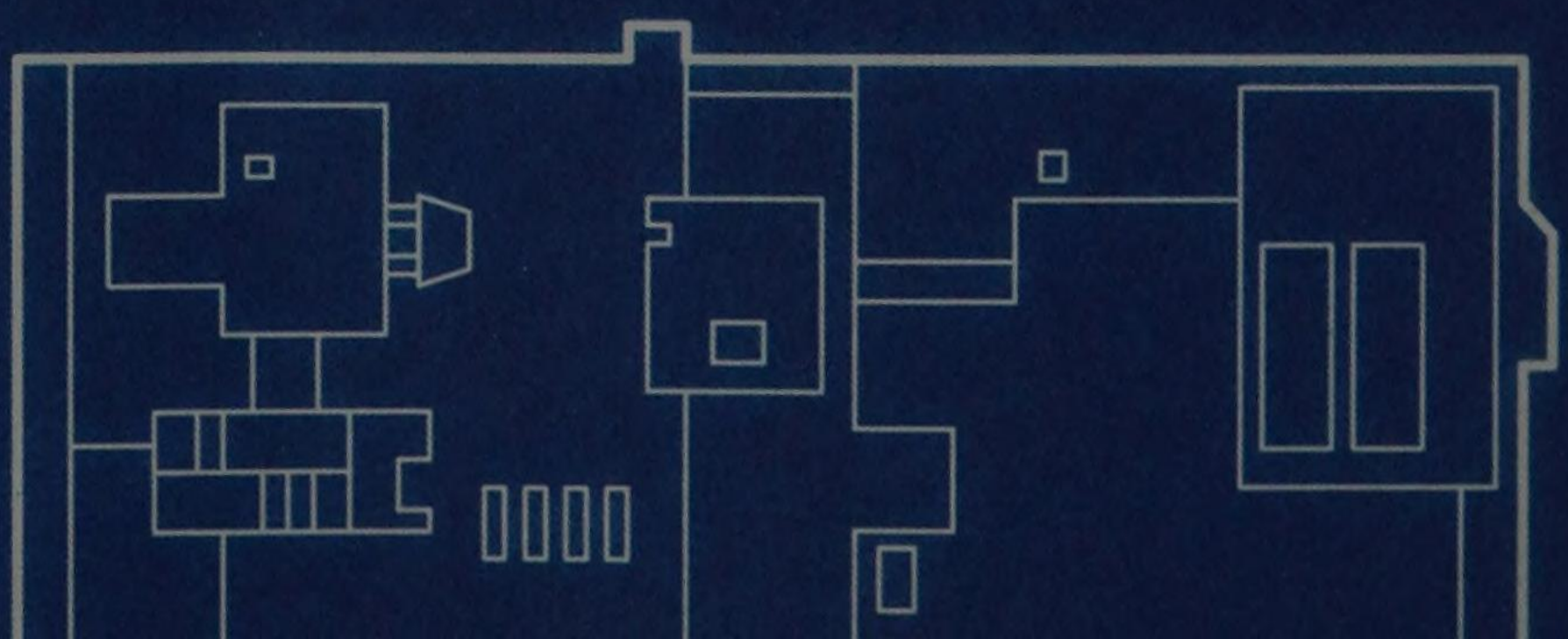
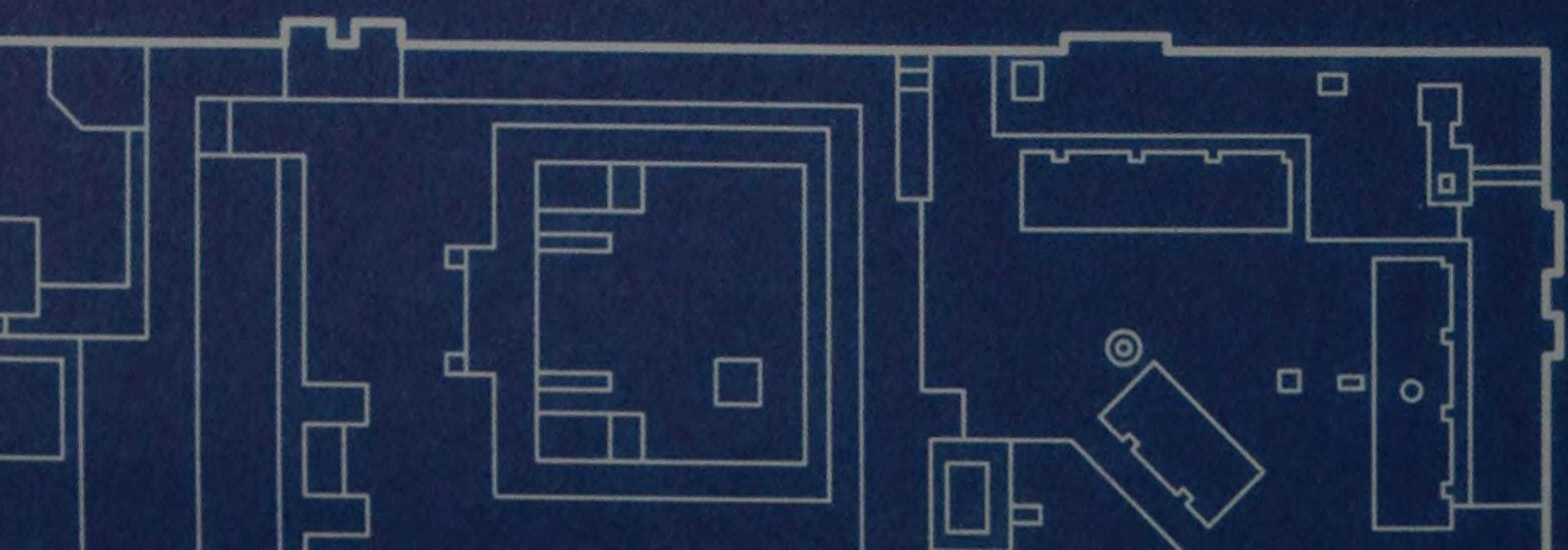
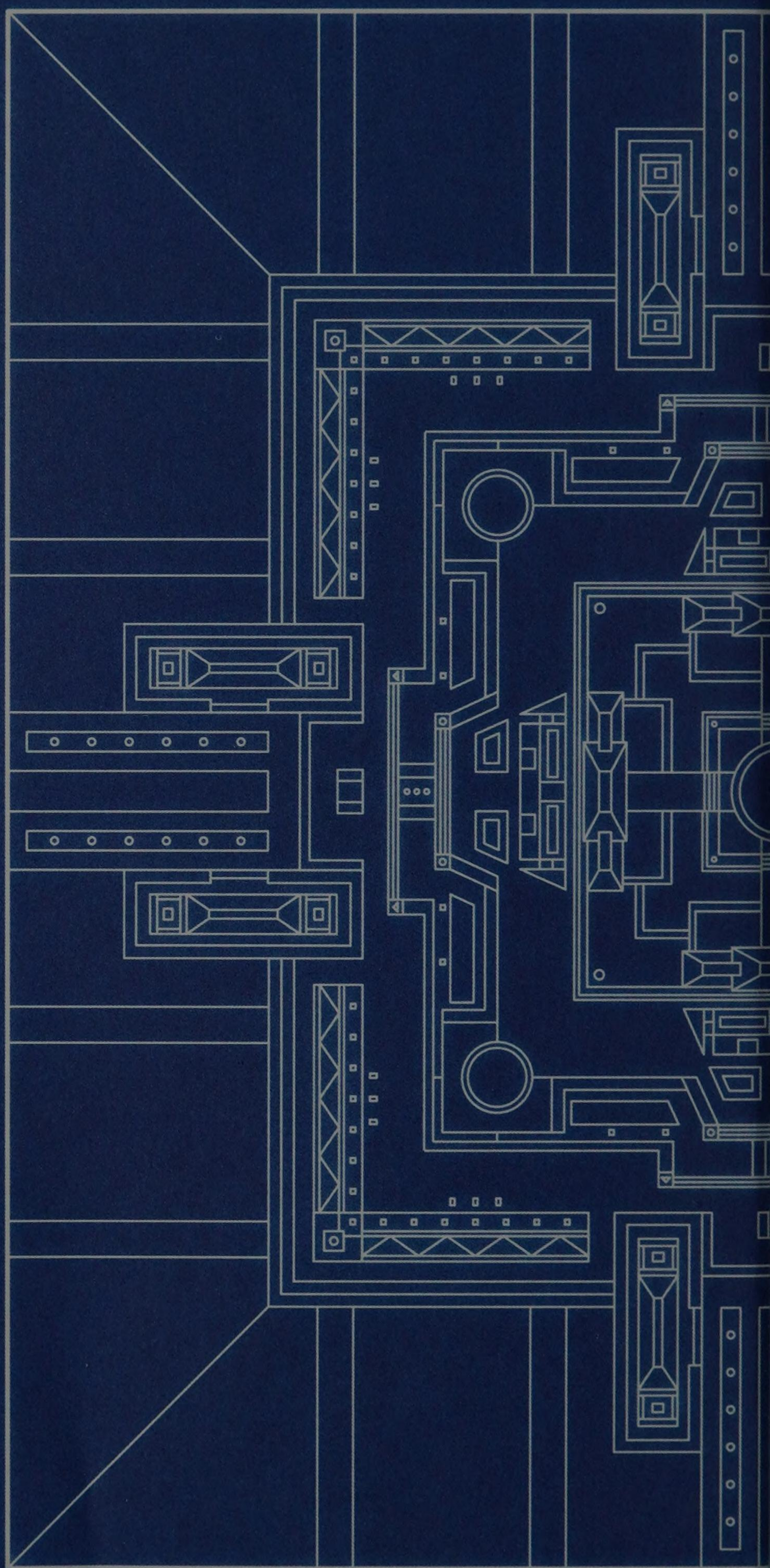
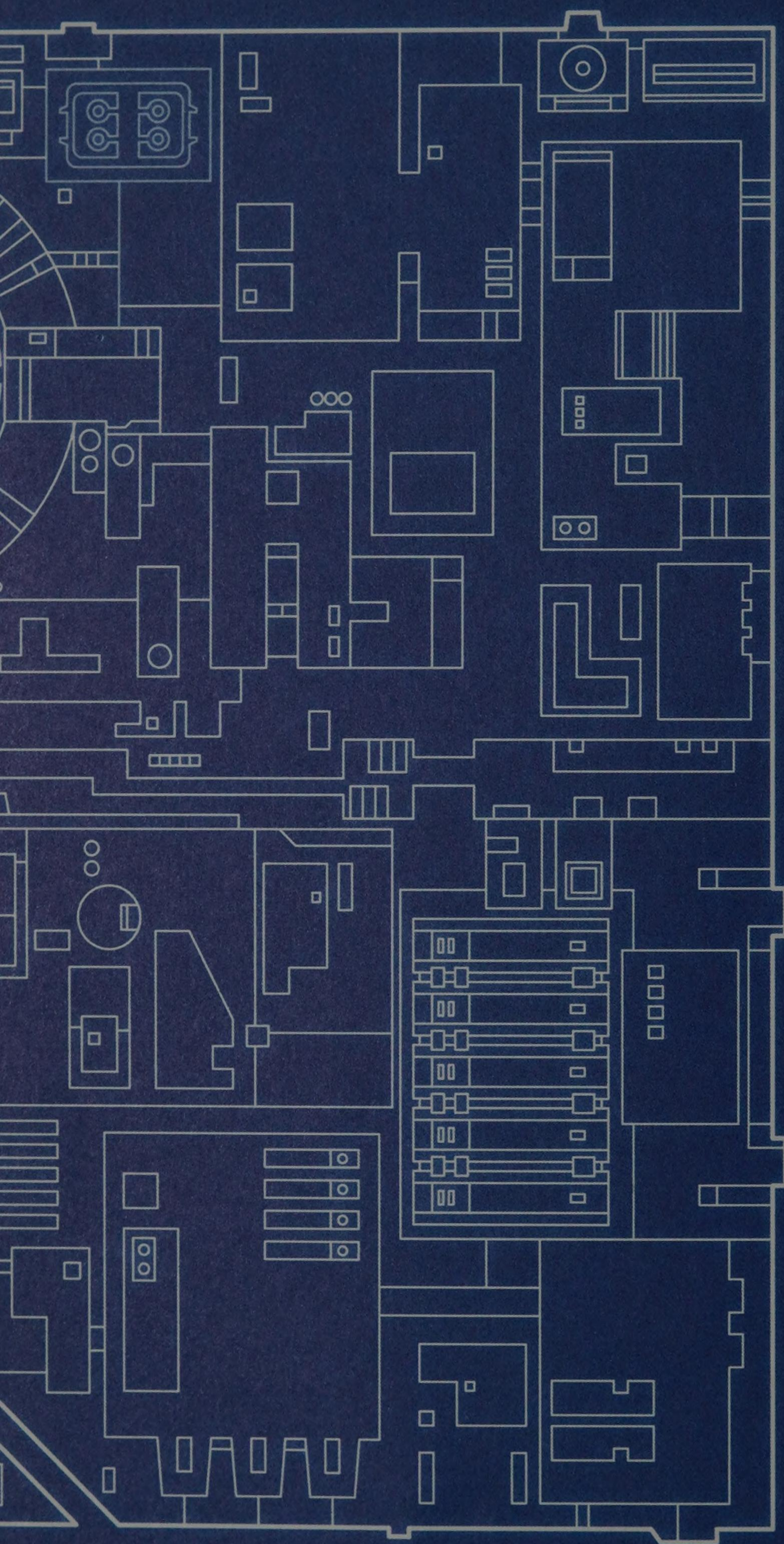
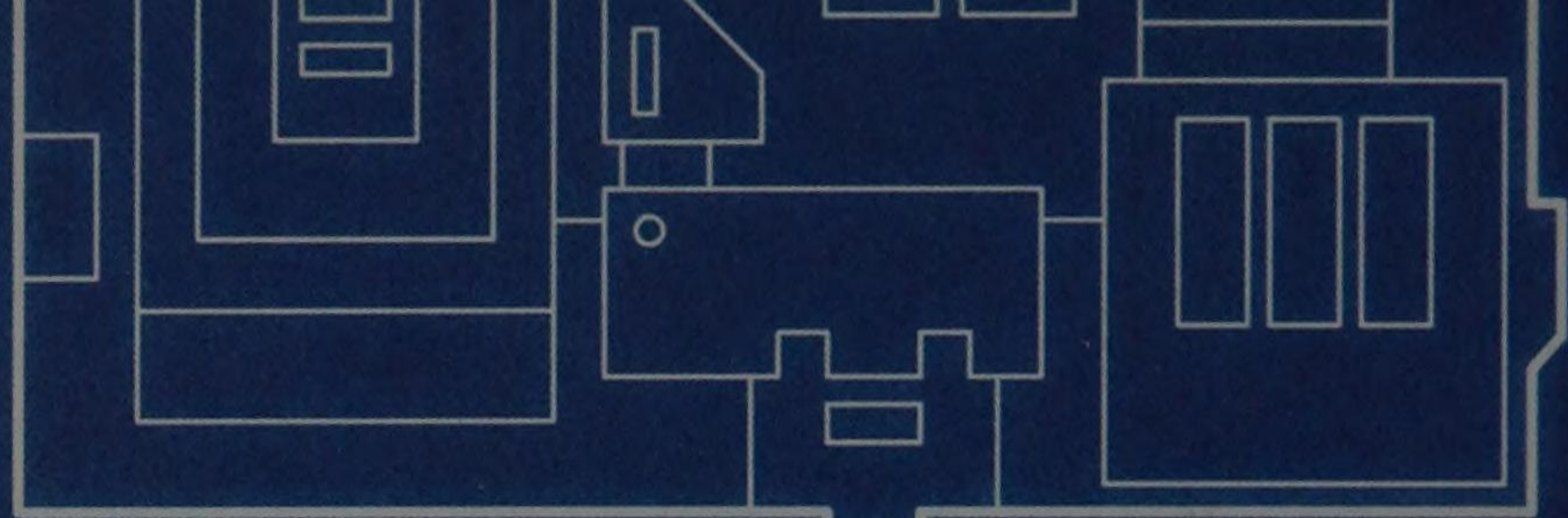
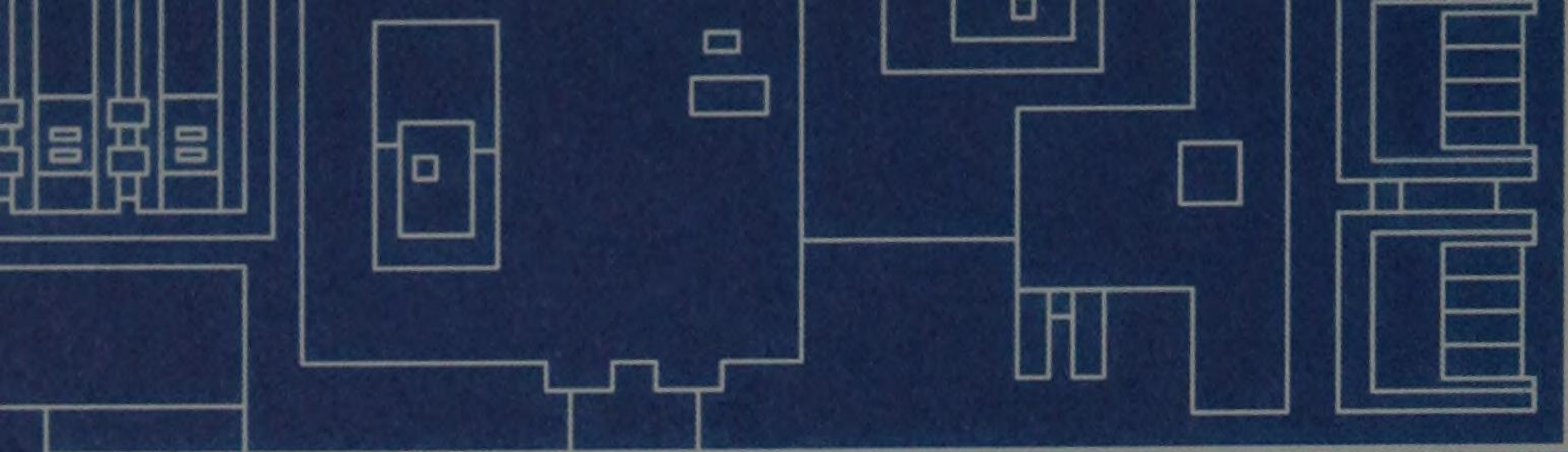
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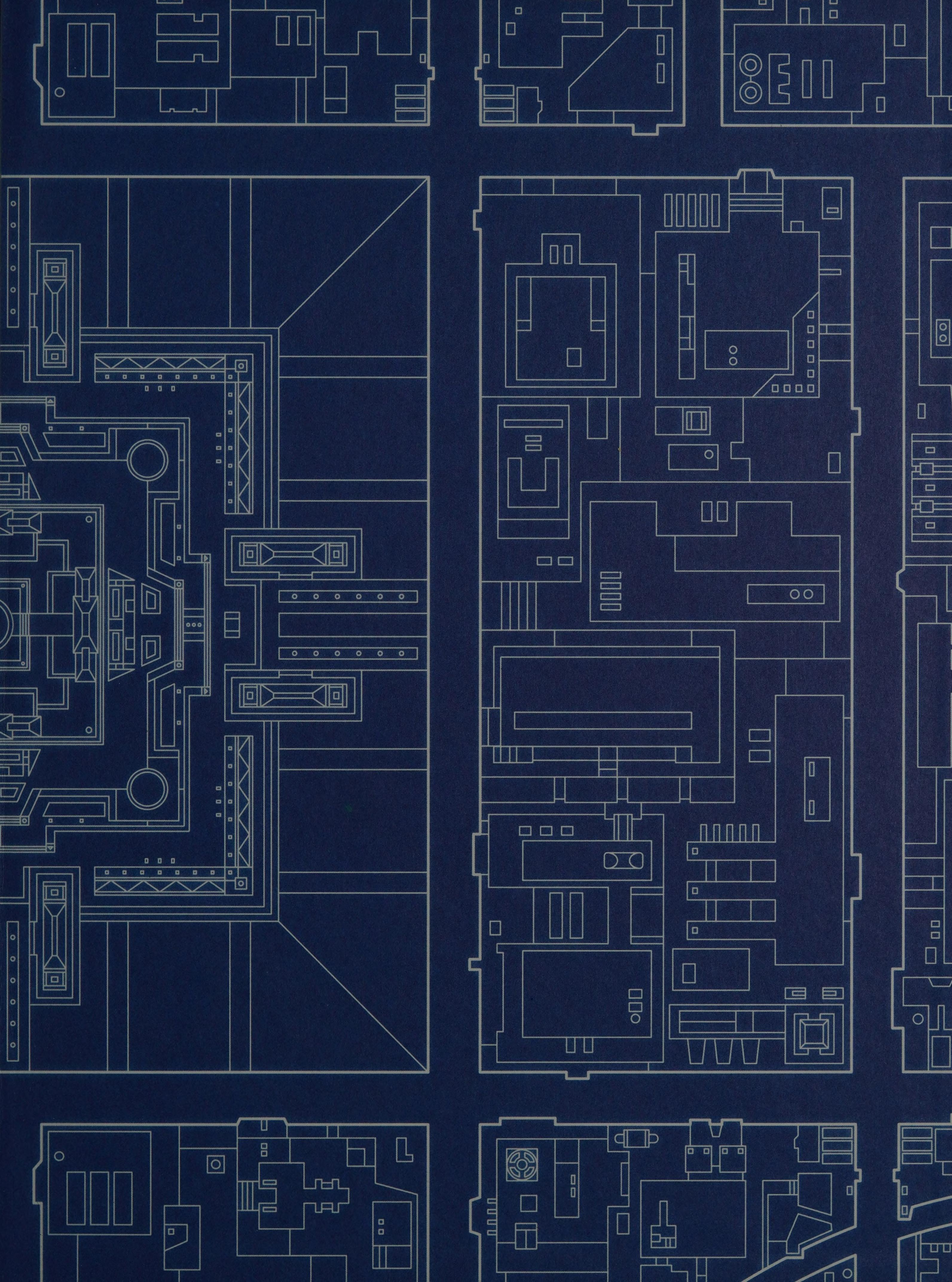
















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