

Star Wars Miniatures Errata and FAQ

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Errata

This section contains rules corrections and official errata for the **Star Wars Miniatures Game** Starter Sets, the *AT-AT Imperial Walker*, and the *Clone Strike, Revenge of the Sith*, and *Universe* Booster Packs. These corrections will be incorporated into future editions of the game rules.

Ally/Allied

The definition of an allied character should specify that it is another character in your or a teammate's squad. This solves difficulties with several special abilities and Force powers, such as Impulsive Shot.

Bodyguard

A special ability whose name includes Bodyguard (such as Emperor's Bodyguard) is treated as the Bodyguard ability for all purposes except as noted on the stat card.

Damage Reduction

When this character would take damage, reduce the damage dealt by the listed amount. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.

Dark Armor

When this character would take damage, it makes a save of 11. If the save is successful, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability.

Disintegration

Against Huge or larger targets, the attacker gets +40 Damage instead of defeating the target. (Add the bonus damage after multiplying.)

Living Characters

A living character does not have the Mounted Weapon ability and is either a non-Droid or a Cyborg. Certain special abilities in previously published sets affect only living characters: Dominate, Emergency Life Support, Force Heal, Heal, Homicidal Surgery, Kouhun Infestation, Paralysis, Pheromones, and Poison.

Melee Reach 2

A character with Melee Attack and Melee Reach 2 can attack enemies within 2 squares as though they were adjacent, although those enemies are not adjacent when determining other effects (such as Force Lightning). Such attacks still count as melee attacks for purposes of effects such as Lightsaber Block. The attacking character must still follow the normal rules for choosing legal targets. (Thus, an adjacent enemy prevents this character from attacking an enemy who is 2 squares away.) It can make attacks of opportunity only against enemies who move out of adjacent squares.

Mobile Attack

This character can move both before and after attacking (or

using an ability that replaces attacks). Its total movement cannot be more than the usual distance the character could normally move when attacking (or using an ability that replaces attacks). This total movement can be increased by commander effects, Force powers, and so on.

Molecular Shielding

When hit by an attack from a nonadjacent enemy, the attacker makes a save of 11. If the save fails, this character takes no damage and the attacker takes damage equal to the prevented damage.

Recon

Replace the words "allied character" with "character in the same squad." The intent of this ability is to allow an initiative reroll if any character in your squad has Recon.

Replaces Turn

Some Force powers or special abilities have "replaces turn" as a special cost. When using such an ability, the character gives up its normal turn. End-of-turn effects are resolved normally after using the ability that replaces the character's turn. A character cannot use a special ability or Force power that replaces attacks in the same turn that it uses a special ability or Force power that replaces its turn.

Speed X

During its turn, this character can move X squares and attack (or use an ability that replaces attacks) or move 2X squares without attacking.

Tow Cable

Tow Cable can be used to move only Medium or smaller characters.

Wookiee

A Wookiee is any character with the word "Wookiee" in its name. Chewbacca and Tarfful also count as Wookiees.

Ysalamiri

Characters within 6 squares cannot spend Force points. Characters within 6 squares gain **Force Immunity**.

AT-AT Imperial Walker

AT-AT Imperial Walker (Imperial, 1/1)

Heavy Laser Cannon (1 activation: Make 2 attacks, Attack +6. On a hit, 60 damage to target; each character adjacent to that target takes 20 damage, save 11. On a miss, 20 damage to the target, save 11; each character adjacent to that target takes 20 damage, save 11.)

Clone Strike Booster Pack

ARC Trooper (Republic, 4/60)

Add the following:
Order 66

Darth Sidious (Separatist, 36/60)

Add the following after **Unique**:
(Counts as Emperor Palpatine)

General Kenobi (Republic, 12/60)

Add the following after **Unique:**
(Counts as Obi-Wan Kenobi)

Revenge of the Sith Booster Pack

Yoda, Jedi Master (Republic, 24/60)

Add the following to **Force Valor**, immediately following Force 2:
replaces attacks

Dark Side Adept (Imperial, 57/60)

Add the following:
Force Powers
Force 2

Darth Tyrannus (Separatist, 29/60)

Add the following after **Unique:**
(Counts as Count Dooku)

Universe Booster Pack

ASP-7 (Fringe, 14/60)

Add the following:
Droid (Immune to critical hits; not subject to commander effects)

Grand Admiral Thrawn (Imperial, 38/60)

The two allies that can be switched with his commander ability must have the same base size; for example, two Huge characters can switch position, but not one Large and one Huge character.

Frequently Asked Questions

The rest of this article contains answers to the most important questions players might ask about rules in the **Star Wars Miniatures Game** Starter Sets, the *Attack on Endor* Scenario Pack, and the *Rebel Storm*, *Clone Strike*, and *Revenge of the Sith* Booster Packs. (Many of these questions were originally answered in Jedi Counseling 76 and earlier.)

AT-AT Imperial Walker

We had so many questions about this one character that we decided to collect them all in a single section.

Q: How do I determine the arcs of fire for turrets and towers on the AT-AT battle map? The diagrams in the rules booklet suggest that the arcs depend on the slight angles of the images on the map, which are troublesome to define. Wouldn't it be better if the arcs followed the grid lines or grid intersections exactly?

A: A tower can shoot anything within a 90-degree arc, whose direction depends on the tower's facing. Extend lines along the

gridlines from the tower's edges. All the towers can attack the center of the map.

Turrets have 180-degree fields of fire. Extend a line along the gridline bordering the turret's rear face.

Q: If I target an AT-AT with Grenades or Missiles, do all adjacent characters really take damage too? There could be a lot of adjacent characters, or two adjacent characters that are very far away from each other.

A: Yes. Even in this situation, all adjacent characters are still affected.

Q: Can turrets and towers make saves against Grenades, Missiles, Heavy Laser Cannon, and so on? The rulebook isn't clear on this matter.

A: Turrets can make saves, but towers never do.

Q: Do turrets and towers count as characters for any purpose? Do they count as allies or enemies (particularly the nearest enemy)? The AT-AT rulebook suggests that turrets probably count as characters ("Treat a turret as a character with the Mounted Weapon special ability"), but it's unclear whether towers do. Turrets activate, which also suggests they count as characters. This comes up in the context of Grenades, Missiles, and Heavy Laser Cannon; those abilities can damage "characters" adjacent to the target, so if turrets and towers don't count as characters, they can't take splash damage.

A: Turrets count as characters for all purposes. Towers count as characters only for the purpose of combined fire. Turrets take splash damage, towers do not.

Q: When characters enter the Hoth base on the AT-AT map, do their commander effects and special abilities continue to function? Ditto for characters who have boarded the AT-AT.

A: No, and no.

Q: Do characters aboard the AT-AT or inside the Hoth base activate? If so, can they perform any meaningful actions? (Even if they can't perform any meaningful actions, I might still want to activate them as part of an activation control strategy.)

A: No, and no.

Q: What happens when the AT-AT is affected by Shockwave? Does it lose one of its activations?

A: It loses one of its activations for the turn, getting five activations instead of six.

Q: How do I resolve effects that grant an immediate turn to the AT-AT? Unlike normal characters who take turns when they activate, the AT-AT rules don't use the word "turn" to describe any of the actions an AT-AT can take. Can an effect that grants an immediate turn allow an AT-AT to move more than four times in a round, or use its Heavy Laser Cannon more than once per round?

A: The AT-AT would get to use one of its unused activation markers. Such an effect still does not allow the AT-AT to fire a weapon system more than once or move more than four times in a turn.

Q: When resolving the AT-AT's stomp, if a character succeeds on its save but there isn't enough room to place it adjacent to the AT-AT, where do I place the character?

A: Place the character as close as possible to the AT-AT.

Q: When the AT-AT is transporting characters, the rules allow it to open its hatch instead of one of its activations during the round. However, disembarking characters are placed on the battle grid before my first activation of the round. The implication is that in order

for characters to disembark, the AT-AT must be kneeling with an open hatch at the end of a round. Is this correct?

A: Characters can disembark only if the AT-AT is kneeling with an open hatch at the beginning of a round.

Q: The third paragraph of the AT-AT Scenarios section of the rulebook says the AT-AT player sets up his forces first. However, the Defend the Generator scenario description says the AT-AT sets up last. Ditto for the Assault on the Generator scenario. Which one is right?

A: When the AT-AT is advancing on a fixed position such as the Shield Generator or the entrenched Rebel position, the Rebels set up first. If the scenario does not make use of the Shield Generator, Towers, or Turrets, the AT-AT side sets up first.

Attack on Endor

Q: Are the rules in the Special Rules section considered official rules for use in sanctioned play?

A: No. They are for use in the included scenarios and homemade scenarios you might invent on your own.

Q: Can the characters included in the set be used in sanctioned play?

A: Yes, the characters meet all the requirements for use in sanctioned play.

Q: Concealment refers to the "green-tinted" area on the Endor map. There's no noticeably green tint anywhere on the map. Was this intended to refer to areas within the greenish-brown lines that are on the map, but not explained?

A: The tint is somewhat difficult to see among all the green. It covers all the difficult terrain within the treeline (the greenish-brown line), not all squares within the treeline.

Q: Under Power Unit, one of the items says the character gains +5 damage. Is this correct?

A: The item should read +10 Damage.

General Questions

Q: How is the *Star Wars* Miniatures Game different from the *Star Wars* Roleplaying Game?

A: In general, it is a streamlined version of the *Star Wars Roleplaying Game* combat rules, simplified so that it's easier to run several different characters at once and play through a battle quickly. Here are some specific features.

Initiative: Each round, you roll initiative for your whole squad. You don't roll for each individual character. Each round, players take turns activating 2 characters at a time until all the players have activated all their characters.

Movement: During its turn, a character can move up to 6 squares and attack, attack and then move up to 6 squares, or move up to 12 squares (but not attack).

Damage: All damage and hit points are measured in multiples of 10. A Stormtrooper, for example, has 10 Hit Points and deals 10 points of damage with its blaster rifle.

Force Powers: Some characters have a Force rating, which is the number of points they can spend to use Force powers, reroll bad rolls, or move faster.

Q: Sometimes a card's rules text isn't quite the same as the description in the glossary or a rules insert. Which takes precedence?

A: In general, a glossary entry expands upon the rather terse language printed on the stat card. It does not supersede the card's text. Card text always trumps glossary text unless the glossary specifically mentions overriding card text, or published errata or an FAQ confirms that the glossary is correct. When there is no hint text for an ability that normally has it (as is the case on simple abilities such as Double Attack on crowded stat cards), the glossary definition or the most recent errata is the final authority.

Etiquette

Q: Is it legal to keep my characters' stats secret during play? The rules say that you "reveal your squad" just before placing terrain. Is it good enough to just tell my opponent the names of my characters, so I can save some of their abilities as a surprise later?

A: No. Your stat cards must be made available to other players on request.

Maps

Q: There are some red wall lines in the Airlock starting area on the *Revenge of the Sith* starter map that block line of sight, but there isn't very much artwork that supports this. Do they really count as walls?

A: Unfortunately, there is some artwork missing from the map edges. The lines are still correct and they still count as walls.

Q: On the *Revenge of the Sith* starter map, one square of the chasm in the Power Regulation Chamber is marked as low objects. (The artwork in that square shows a droid working on one of the columns.) Can a character with Flight end its move in that square?

A: Yes. That square is not part of the pit because the orange line that delineates the pit does not include it. Thus, a Medium or smaller character with Flight can end its move in that square. A Large or larger character cannot end its move in that square, since some of its base would end up in a pit square.

Q: Certain wall lines on some maps go slightly beyond a corner into another square. How do these affect line of sight, and how do they affect characters trying to pass through the door (for example, a Rigid Huge character)?

A: These have no effect. Terrain lines are considered to end at the appropriate corner if they are slightly too long or short.

Building a Squad

Q: When building a squad, is it legal to mix characters from different sets? For example, can you add Fringe characters from the *Rebel Storm* set to a Separatist squad? Can you make an Imperial squad that contains characters from *Rebel Storm* and *Revenge of the Sith*?

A: Yes, mixing sets is legal so long as you follow the normal squad-building rules. When building a squad, you start by choosing a faction. Characters of any set from that faction and from the Fringe faction are legal in your squad.

Q: When building a squad, can you mix in characters from factions other than Fringe? Can you put Imperial characters in a Separatist squad or put Republic characters in a Rebel squad?

A: No. According to the rules, you build a squad by picking a faction and then choosing characters from that faction as well as from the Fringe faction. Rebel, Republic, Separatist, and Imperial are all different factions, so you cannot put Imperial characters in a Separatist squad or Republic characters in a Rebel squad (or vice versa).

Setup

Q: What do I do if my squad contains too many characters or characters who are too big to all fit in the designated starting areas?

A: Place as many characters as you can in the starting area, then any remaining characters in adjacent squares as close as possible to that area. Set up Huge characters first, then Large, then Medium and Small characters.

Q: If I start the battle with a character next to a door, is the door open?

A: Yes. Doors adjacent to characters after setup are open prior to the first activation.

Characters

Activating Characters

Q: Can a character choose to do nothing when it activates?

A: Yes, a character can stand still without making any attacks or using any special abilities.

Facing

Q: Does it matter which way my miniatures face on the battle grid? Can enemy characters sneak up "behind" my characters to gain a bonus on attack rolls or damage?

A: No. There is no facing in the *Star Wars Miniatures Game*. All characters can see, react, and fight equally well in all directions, so it doesn't matter which direction your miniatures face.

Initiative Check

Q: After rolling initiative in a multiplayer skirmish (three or more players), how do you determine which player goes first, second, third, and so on?

A: The player with the highest initiative check result chooses who goes first in the round. Play goes clockwise around the table from the first player.

Q: What happens when there's a tie between nonwinning rolls in a multiplayer game? Do those players need to reroll, and if so, can a reroll beat the original winner?

A: Reroll all ties. Yes, you can beat the original winner, and the winner can be forced to reroll if a later roll ties the original winner's roll. Basically, keep rerolling until every player has a different result. Once that happens, then determine if any initiative-based abilities (such as Reserves) are triggered.

Rounds, Phases, and Turns

Q: The glossary definitions of Pawn of the Dark Side and Dominate say that the immediate turn does "not count as an activation for the chosen character." What exactly does this mean?

A: A character can take the immediate turn granted by Pawn of the Dark Side and Dominate even if it has already activated earlier in the round. In addition, if the chosen character has not yet activated in the round, the immediate turn does not prevent it from activating normally later in the round. The immediate turn does not count against the normal limit of 2 activations per phase. Also, because this does not count as an activation, the chosen character does not benefit from any special abilities or Force powers (such as Force Renewal) that trigger on

activation. Similarly, taking the immediate turn does not protect the chosen character from abilities such as Cunning Attack and Advantageous Attack, which work against characters who have not yet activated in the round. However, the immediate turn is still a turn, and the character can take advantage of things that happen at the end of its turn (such as Door Gimmick and certain commander effects) or abilities that apply on its turn (such as Regeneration).

Movement

Squeezing

Q: What exactly can a character squeeze past? In other words, what counts as an "obstacle" for purposes of the squeezing rule? Can a character squeeze to move through an area even if it does not need to?

A: A character can squeeze only between magenta lines and/or orange lines (walls and pits). It cannot squeeze between low objects, characters, and so on.

Attacks

Q: How do you tell the difference between ranged and melee attacks? Han Solo and Padmé Amidala have blasters, so does that mean they are making ranged attacks even against adjacent enemies, or are they considered to be making melee attacks in these situations? What about Aurra Sing, who has a blaster and a lightsaber? Is she considered to be making melee attacks when she uses her Lightsaber Sweep ability?

A: There is no such thing as a "ranged attack" in the skirmish game. (Neither the rulebook nor any of the stat cards ever refer to "ranged attacks.") The rules do make a differentiation between "melee attacks" and "nonmelee attacks." Melee attacks are attacks made by characters with the Melee Attack special ability. Nonmelee attacks are attacks made by characters without the Melee Attack special ability. It doesn't matter whether the character is adjacent to the target. If it doesn't have Melee Attack, the attack is a nonmelee attack. Specifically, since Han Solo and Padmé Amidala don't have the Melee Attack special ability, they make nonmelee attacks even when they attack adjacent enemies. Likewise, since Aurra Sing doesn't have the Melee Attack ability, all of her attacks (including her Lightsaber Sweep attacks) are considered to be nonmelee attacks.

Q: Various characters (including Mon Mothma and Captain Antilles) have commander effects that increase the damage dealt by their followers in certain situations. Would this allow a character who normally deals 0 damage to make attacks under the right circumstances? For example, if Captain Antilles is within 6 squares of an allied Polis Massa Medic, can that Medic attack Fringe enemies for 10 damage? Similarly, if Mon Mothma is within 6 squares of a Zabrak Fringer when it is defeated, can the Fringer make an immediate attack that deals 10 damage?

A: Yes.

Q: What exactly counts as an attack? Many defensive abilities say they work against "attacks." Does this mean they work against every sort of offensive ability?

A: An attack is rolling a d20, adding the character's Attack number (including modifiers), comparing to the target's Defense, and dealing damage equal to the attacker's Damage number (including modifiers). If an offensive ability isn't resolved that way, it doesn't count as an attack. Thus, many defensive abilities cannot protect against abilities such as Missiles, Grenades, Force Lightning, and so on because they're not attacks.

A character can attack an enemy as part of its turn or as an attack of opportunity. Some Force powers, special abilities, and commander effects also allow a character to make an attack or attacks, as noted in its description.

Range

Q: Is there a range limit to attacks? This isn't discussed in the rules.

A: There is no range limit for attacks. The only requirement is that you have line of sight to a legal target. However, some special abilities do have range limits. For example, Grenades has a range of 6 squares, and a character with Melee Attack can attack only adjacent opponents.

Q: Why isn't there a range limit or range modifier? Wouldn't that be more realistic than assuming that a blaster pistol and a blaster rifle have the same range?

A: Range limits and range modifiers were intentionally left out of the miniatures game to keep it quick to play and easy to learn. Having to count squares on every single attack slows things down quite a bit! If you want that level of detail (and more), the **Star Wars Roleplaying Game** has what you need. If you wish, you can adapt the range rules in the roleplaying game to the miniatures game as a house rule.

Extra Attacks

Q: Must a character with Double or Triple Attack make all its attacks against the same enemy? This would mean a character who destroys an enemy with its first attack effectively loses its successive attacks.

A: No, a character can make its attacks against different enemies if you wish. Choose the target of each attack right before the attack is made.

Q: Double Attack allows a character to make an extra attack if it does not move on its turn. Could Obi-Wan Kenobi spend 1 Force point to use Lightsaber Sweep, then not move and therefore make an extra attack with his Double Attack ability? Could Darth Vader, Sith Lord do a similar thing with his Triple Attack ability?

A: No. Double Attack and Triple Attack can be used only if the character attacks normally on its turn. It can't use these special abilities on a turn when it uses some other ability that replaces attacks.

Attacks of Opportunity

Q: When a character provokes an attack of opportunity for leaving a square adjacent to an enemy, must it decide on the destination square before the attack of opportunity is resolved, or can it wait until afterward to choose the destination square?

A: The destination square has to be chosen before resolving the attack of opportunity.

Q: When your character leaves a square adjacent to an enemy, it provokes an attack of opportunity. Does this attack of opportunity occur even if your character remains adjacent to the enemy? For example, Darth Vader moves and becomes adjacent to a Rebel Trooper. If he continues moving but remains adjacent to the Rebel Trooper, does the Trooper still make an attack of opportunity?

A: Yes. A character makes an attack of opportunity if an enemy leaves an adjacent square, even if the enemy is moving into another adjacent square.

Q: In the above example, if Darth Vader were to keep moving through squares adjacent to the Rebel Trooper, would the Trooper be able to make more attacks of opportunity?

A: No. A character makes only one attack of opportunity during a given character's turn. So even if your character moves all the way around an enemy to the other side (moving out of 4 adjacent squares), the enemy gets only a single attack of opportunity against it. (If this movement provokes attacks of opportunity from different characters, of course, they each get to attack once.)

Q: A player told me that a character can make only one attack of opportunity per round. Thus, you could sacrifice an inexpensive character to "use up" an enemy's attack of opportunity, allowing the next character to move by freely. But the attack of opportunity rules say a character can make one attack of opportunity per turn, not per round. The other player says that turns and rounds are the same thing. Who is right?

A: You are correct. Turns and rounds are different. (See the Skirmish Basics section of the rulebook.) A character can make only one attack of opportunity per turn, but it can make any number of attacks of opportunity in a round. In other words, during any character's turn (while it is activated), each enemy could potentially make one attack of opportunity against it. So the "sacrifice" tactic doesn't work -- the first character provokes attacks of opportunity, the next one provokes more, and so on.

Q: What Force powers and special abilities can a character use or take advantage of when making an attack of opportunity? Does a character with Bounty Hunter get a +4 bonus on attacks of opportunity against Unique enemies? Does a character with Double Attack get 2 attacks of opportunity? Can a character use Lightsaber Sweep to attack multiple enemies on an attack of opportunity?

A: A character can use any Force power or special ability on an attack of opportunity, except those that replace attacks and those that can be used only on a character's own turn.

For example, the following are some of the Force powers and special abilities that *cannot* be used on an attack of opportunity because they replace attacks or because they apply only on a character's own turn: Careful Shot, Double Attack, Force Grip, Grenades, Mighty Swing, and Lightsaber Sweep.

In contrast, the following are some of the Force powers and special abilities that *can* be used on an attack of opportunity: Bounty Hunter, Ion Gun, Jedi Hunter, Lightsaber Precision, Rolling Cleave, and Swarm.

When in doubt, look at the description of the Force power or special ability on the card and in the glossary of the rulebook; if it says "replaces attacks," "replaces turn," or something like "on its turn this character does so-and-so," then it cannot be used on an attack of opportunity.

Q: Can a character who deals 0 Damage (such as Emperor Palpatine or Darth Sidious) make an attack of opportunity?

A: Technically, yes, but since such an attack deals no damage, it would have no effect unless another condition increases the damage dealt.

Q: When a character is trying to move and provokes an attack of opportunity, is it considered activated even if it hasn't performed any action or movement before then? The rulebook says that the attack occurs before the move happens, so would it be possible for Han Solo to add Cunning Attack bonuses to his attacks of opportunity?

A: Remember, a character is activated before taking any actions. When the player selects which character to activate during a phase,

that character is considered to be activated immediately. (This applies even if that character takes no actions at all during its turn.) So, the answer is no; Han Solo would never get to add Cunning Attack to his attacks of opportunity. The bonus applies only against a target who has not yet activated that round.

Critical Hits

Q: Can a special ability or Force power such as Evade, Lightsaber Block, Lightsaber Deflect, or Lightsaber Reflect allow a character to avoid a critical hit?

A: Yes. Such abilities allow a character to avoid the damage from hits, including critical hits.

Combined Fire

Q: Do activations of characters who combine fire count against the limit of 2 activations per phase? The rulebook doesn't say that Combined Fire activations are "free," but it's implied in the rulebook diagram.

A: An unlimited number of allied characters may activate immediately to combine fire, giving the attacker a +4 bonus to Attack for each character activated in this fashion. The attacker's turn does count as one of the 2 activations allowed in a phase. The combining characters do not count against that limit, but they do count as having activated that round.

Q: Can a character with Double Attack, such as a Mon Calamari Mercenary, receive a combined fire bonus from an ally or allies on the first attack, and then take another combined fire bonus from a different ally or allies on the second attack?

A: Yes. Each combined fire bonus applies to a single attack, and you can have different characters combine to provide a bonus on different attacks.

Q: If a character has Double Attack, can it combine fire twice with another character?

A: No. Double Attack (and similar multiple-attack abilities) can be used only on the attacking character's turn. Combined fire is a special action that a character takes instead of taking its own turn. So a given character can combine fire to help another character only once during the entire round. (A character with multiple attacks can potentially benefit from combined fire more than once on its turn, but different characters would have to combine on each attack.)

Q: A character can combine fire if it has line of sight to the target and has not already activated in the round. The rulebook does not say whether the character has to combine fire against a legal target. So what happens in the following scenarios?

Scenario #1: Luke Skywalker, Rebel is shooting at an Imperial Officer who has cover but is the nearest enemy to Luke. The Rebel player wants to use a Rebel Trooper (who has not activated yet this round and has line of sight to the Imperial Officer) to give a combined fire bonus to Luke's shot. However, there is a Stormtrooper nearer to the Rebel Trooper than the Imperial Officer. Can the Rebel Trooper give a combined fire bonus to Luke? What if the Rebel Trooper were adjacent to the Stormtrooper? Could he still give a combined fire bonus to Luke?

A: Yes, in both cases.

Scenario #2: Han Solo is using Accurate Shot to snipe at Darth Vader, Sith Lord (who has cover behind several Stormtroopers). Han needs help to hit Vader's monstrous cover-assisted Defense. Can some Rebel Troopers combine fire with Han's shot even though they do not have the Accurate Shot special ability?

A: Yes. In all cases, the only requirement is that the character who is combining fire (that is, providing the bonus to the attacking character) has line of sight and has not activated yet in the round. The target need not be a legal target for the combining character -- obviously, however, it must be a legal target for the attacking character.

"Replaces Attacks"

Q: Let's say Mara Jade is in the same squad as Emperor Palpatine. If Mara uses Blaster Barrage (which would cost 1 of her Force Points), can she use Hand of the Emperor to use Blaster Barrage again in the same turn?

A: No. Blaster Barrage replaces attacks -- Mara Jade doesn't have another attack to "give up" to let her use it again. Hand of the Emperor would allow her to use another Force point to do something else during that turn, such as rerolling an attack during the Blaster Barrage.

Q: Okay, how about this: Can Darth Vader, Dark Jedi use Double Attack to use Lightsaber Sweep twice in one turn?

A: Again, no, for the same reason. Think about it this way: The miniatures rules are a simplified version of the *Star Wars Roleplaying Game* combat rules -- a character can choose *attack actions* (such as a single attack or using some Force skills), *move actions* (most often, moving some number of squares), or *full-round actions* (such as making multiple attacks). Each round, a character can choose one attack action and one move action, two move actions, or one full-round action. A character in the roleplaying game can never get two attack actions, so it would be impossible to use the Illusion Force skill, for example, twice in the same round. There is a specific full-round action, full attack, that allows multiple attacks, but it doesn't allow multiple attack actions.

The miniatures rules are much the same. A character can attack and move (up to 6 squares), move and attack, move only (up to 12 squares), or in the case of characters with Double Attack or Triple Attack, make extra attacks without moving. This is meant to work just like a full attack in the roleplaying game -- it allows extra attacks, but it can't be used for "replaces attacks" abilities. A character can use a "replaces attacks" ability only once during its turn.

In addition, a character can't use Force points more than once in a given turn. Lightsaber Sweep is a Force power, so even if it didn't replace attacks, Vader couldn't use it twice on his turn.

Q: When exactly can I use abilities that replace attacks? Can I use one on an attack of opportunity? Can I use one to replace an immediate attack granted by a commander effect? Can I use one to replace one or both attacks of a Double Attack? Can I replace the attack granted by a special ability such as Charging Assault or Wheeled? For example, can Darth Maul on Speeder use Lightsaber Assault at the end of a Charging Assault to get two attacks? Can the Hailfire Droid use Missiles after using its Wheeled ability?

A: Abilities that replace attacks replace all of a character's normal attack actions for that character's turn. They cannot replace attacks of opportunity or immediate attacks granted by a commander effect. A character cannot replace any attacks on a turn when it uses Double Attack, Triple Attack, Quadruple Attack, or Extra Attack, and it cannot use those abilities on any turn when it uses an ability that replaces an attack. Abilities that replace attacks cannot replace an attack granted by other abilities that replace turns or replace attacks. Thus, Darth Maul on Speeder cannot use Lightsaber Assault at the end of a Charging Assault, and the Hailfire Droid cannot use Missiles after using its Wheeled ability. However, Mobile Attack does not replace an

attack or turn, but simply allows a character to attack at any point during its move, so that character can replace the attack action.

Q: Other than during attacks of opportunity or when making multiple attacks, is there any other time a character can't use an ability that replaces attacks?

A: Yes. A character also cannot use an ability that replaces attacks in the same turn that it uses an ability that replaces its turn. (See the "replaces turn" definition in the errata.)

Q: Do special abilities that apply to "attacks" or when "attacking" also apply when using an ability that replaces attacks?

A: No. Any ability that specifically applies to attacks affects only actual attacks, not abilities that replace attacks.

Followers and Commanders

Q: Can characters with commander effects benefit from commander effects themselves?

A: Yes. Commander effects that affect "allies" work on other characters in your or a teammate's squad, even if they have commander effects of their own. Commander effects that are restricted to followers, though, do not. For example, Darth Vader, Dark Jedi's commander effect works on an Imperial Officer, who does not have a Force rating: "Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get +2 Attack. (These bonuses stack.)"

Q: Can a character with a commander effect use it on itself?

A: In most cases, no, because most commander effects apply only to followers (in other words, characters without commander effects). A commander effect that works on characters other than followers could be used by the commander on itself as long as the character is otherwise eligible. For example, Bail Organa's commander effect applies to Alderaan Troopers, and since Bail Organa counts as an Alderaan Trooper (thanks to his Alderaan Senator ability), he can benefit from his own commander effect – he gets the bonus to Damage when other Alderaan Troopers combine fire with him.

Q: The Droid glossary definition states: "A Droid character . . . is not subject to commander effects." Does this mean IG-88 and 4-LOM would not get the +2 bonus to Attack from Jabba the Hutt's commander effect if they were in his squad, even though they are Bounty Hunters as well as Droids?

A: Correct. They don't get the bonus.

Q: Does this mean C-3PO and R2-D2 would not be able to move 2 extra squares if they end their turn within 6 squares of Princess Leia, Senator and were in her squad?

A: Correct. They don't get the extra movement.

Q: If any of the Droids mentioned above were being shot at by a Stormtrooper:

who had not moved on his turn and was within 6 squares of a Stormtrooper Officer, would that Stormtrooper receive the +3 Attack bonus against the Droids?

within 6 squares of General Veers, would that Stormtrooper gain the benefit of Accurate Shot against the Droids?

within 6 squares of an Imperial Officer, could that Stormtrooper make an immediate attack against the Droids?

A: Yes. In all of these cases, the Stormtrooper -- not the Droids -- is the subject of the commander effect. Therefore, the Stormtrooper gains the benefit.

Q: If a Heavy Stormtrooper is within 6 squares of a Stormtrooper Officer, he gets a +3 bonus to Attack on his shot against a legal target. After taking that shot, the Imperial player uses his second activation to move an Imperial Officer within 6 squares and uses its commander effect to give the Heavy Stormtrooper an immediate attack. Does this immediate attack also benefit from the +3 bonus granted by the Stormtrooper Officer since it is still within 6 squares and the Heavy Stormtrooper hasn't moved?

A: Yes. Commander effects stack as long as they aren't giving a bonus to the same roll or statistic. In this case, one commander effect is giving a bonus to Attack, while the other isn't providing a "bonus" at all -- it grants an immediate attack outside the normal turn sequence.

Q: If I have 2 Stormtrooper Officers within 6 squares of a Stormtrooper who has not moved, would their commander effects stack and give the Stormtrooper a +6 bonus to Attack?

A: No. Commander effects do not stack if they provide a bonus to the same roll or statistic, and duplicate commander effects never stack. In this case, the Stormtrooper gets only a +3 bonus.

Q: The glossary definition of commander effects states that a character can't benefit from several commander effects that increase the same roll or statistic. In other words, a character can't benefit from the +10 Damage granted by Mon Mothma's commander effect and the +10 Damage granted by Captain Antilles' commander effect at the same time. However, can you use the bonus to Attack granted by one commander effect in conjunction with the bonus to Damage granted by another commander effect? Specifically, can a character use the +4 Attack granted by Captain Antilles with the +20 Damage granted by Chagrian Mercenary Commander (assuming the character scores a critical hit)?

A: Yes. A character can enjoy a variety of different bonuses from a variety of different commander effects all at the same time, so long as they apply no more than one bonus to any given statistic. In the example you describe, a character who attacks a Fringe enemy can add +4 Attack from Captain Antilles, and if it scores a critical hit, it can add +20 Damage from the Chagrian Mercenary Commander. However, it cannot also add +10 Damage from Captain Antilles, because it is already using a bonus to Damage from a commander effect.

Q: The commander effect rules state that two bonuses from commander effects can't apply to the same roll or statistic. However, some commander effects don't grant bonuses directly; they grant named special abilities. Examples include Durge (grants Momentum), Warmaster Tsavong Lah (grants Momentum), New Republic Commander (grants Careful Shot), Super Battle Droid Commander (grants Careful Shot), and Han Solo, Rebel Hero (grants Advantageous Attack). Can a character stack a bonus from these commander effect-derived abilities with a bonus to the same stat from some other commander effect?

A: Yes. When a commander effect grants a special ability, the ability is treated as though it were printed on the card. Bonuses conferred by that ability do not stack with any other instances of the same ability, but they would stack with any bonuses to the same statistic granted by other commander effects.

Q: Are commander effects optional?

A: Commander effects that simply provide a bonus (for example, +2 Attack) are not optional. They automatically take effect whenever you qualify. Commander effects that provide an ability of some sort are automatically available, but a character isn't forced to use them. For example, if a commander effect grants nearby followers Double Attack, they're not required to use it; it's just there if they need it. The same would apply to Princess Leia, Senator's commander effect; followers don't have to take the extra movement if they qualify, but they're allowed to do so.

Aerial Clone Trooper Captain and Imperial Officer

Q: Can the Aerial Clone Trooper Captain's or the Imperial Officer's commander effect be used on a follower who has already activated?

A: Yes. The commander effect grants an immediate attack for the designated follower. This attack is outside the normal activation for that character, so it can act normally before or after the immediate attack.

Q: What do the Aerial Clone Trooper Captain's and the Imperial Officer's commander effect allow? Do they give the follower an extra activation? Can the follower use Force powers or abilities that replace attacks (such as Lightsaber Sweep or Grenades)?

A: The designated follower gets a single attack only; it does not get an extra activation. The follower cannot use Force powers or abilities that replace attacks.

Q: If you use the Aerial Clone Trooper Captain's or the Imperial Officer's commander effect on a follower who has not yet activated this round, does the follower still get to take its normal turn?

A: Yes. The designated follower does not count as having been activated by this ability, so if it hasn't activated yet in the round, it can still activate later.

Q: Can an Imperial Officer's commander effect grant an immediate attack to a Heavy Stormtrooper if the Heavy Stormtrooper has moved that round? The glossary definition of Heavy Weapon says you can't move and attack in the same turn, so I don't see how this could happen.

A: Yes, the Heavy Stormtrooper can gain an immediate attack from the Imperial Officer. Heavy Weapon doesn't allow you to attack and move in the same turn, but during the Heavy Stormtrooper's turn, he is only moving. Then, at the end of the Imperial Officer's turn, the Heavy Stormtrooper gains an extra attack. Thus, the Heavy Stormtrooper is not moving and attacking in the same turn.

Remember that a "turn" is the period during which a particular character is activated, and only a single character has a turn at any given time. Don't confuse it with a "round," the period starting when both players roll initiative, continuing until all characters on both sides have been activated, and ending just before the next time they roll initiative. See the Skirmish Basics section of the rulebook for more about the differences between rounds, phases, and turns/activations.

Q: When an Aerial Clone Trooper Captain or an Imperial Officer uses his commander effect, can the follower who gains the immediate attack use the combined fire rules if an ally has line of sight to the target? In other words, can this attack get a bonus from combined fire?

A: No, you cannot combine fire on this attack (or on an attack of opportunity, for that matter). The Combined Fire section of the rulebook states: "When a character makes an attack *on its own turn* . . ." Thus, combined fire won't work with the immediate attack granted by the commander effect, with attacks of opportunity, or with any other attack that occurs outside of the attacking character's turn. Think of such an attack as a spontaneous opening that doesn't give the character enough time to coordinate with allies in laying down fire.

Q: If an Aerial Clone Trooper Captain or Imperial Officer activates to provide a combined fire bonus to some other character's attack, can it use its commander effect just afterwards to grant an immediate attack to a follower?

A: No. A character who activates to provide a combined fire bonus to an ally's attack cannot do *anything* else on its turn. This means commander effects that take place at the end of the commander's turn simply cannot be used if the commander activates only to provide a combined fire bonus.

Q: If a squad has multiple Imperial Officers or Aerial Clone Trooper Captains, can their commander effects be used more than once on the same follower? Or is this not allowed because commander effects don't stack with themselves?

I ask because, if this is true, I can make a rather powerful 100-point squad with four Imperial Officers, two Heavy Stormtroopers, a Stormtrooper Officer, and one Stormtrooper. If they don't move, the Heavy Stormtroopers could attack six times (+9 attack, 30 damage), plus four attacks from the Imperial Officers (+5 attack, 10 damage), plus two attacks from the Stormtrooper Officer (+8 attack, 10 damage), plus one attack from the Stormtrooper (+7 attack, 10 damage). This seems like a devastating combination.

A: The stacking rules don't apply here because there isn't an actual bonus involved -- different Imperial Officers and Aerial Clone Trooper Captains can use their commander effects on the same follower. Thus, the example you describe is accurate: You could indeed get all those attacks as listed if none of the Stormtroopers move. However, this particular squad is quite vulnerable since your opponent will try to defeat the Heavy Stormtroopers as quickly as possible.

Baron Fel

Q: Baron Fel's commander effect grants +6 for combined fire instead of the usual +4. How does this work with the stacking rules? Does this increased combined fire bonus stack with a bonus to Attack from some other commander effect?

A: Yes. An attacker can add the increased combined fire bonus granted by Baron Fel's commander effect with a bonus to Attack from some other commander effect. In fact, the wording of Baron Fel's commander effect allows it to avoid the stacking limitations entirely. Baron Fel's commander effect doesn't grant a bonus to Attack; it changes how another bonus works.

Chagrian Mercenary Commander

Q: I'm not sure how to read the Chagrian Mercenary's commander effect. Does it apply for any follower? If I put him in a squad with Mace Windu or Darth Maul, those characters could deal immense damage with easier rolls for criticals (especially when Maul uses Sith Rage). Was this intended?

A: Yes, this is intentional. When a commander effect applies only to "ordinary" followers, it's qualified in some way. For example, some commander effects might benefit only non-Unique followers, while others might affect only followers without a Force rating. Some

commander effects are relevant even when using very powerful characters.

Q: The Chagrian Mercenary Commander's commander effect grants +20 Damage on a critical hit. Is this bonus damage added before or after doubling?

A: Bonus damage is always added after doubling. See the glossary definition of critical hit in the rulebook for more details.

Q: If a character gets a critical hit against a Droid enemy, can he add the +20 Damage from the Chagrian Mercenary Commander's commander effect? It seems that the bonus wouldn't apply because Droids are immune to critical hits.

A: Although Droids are immune to critical hits, this means only that they take the base damage instead of double damage (before applying modifiers). The attack is still considered to be a critical hit, and therefore it gets the bonus damage from the commander effect.

Darth Vader, Dark Jedi

Q: Does the commander effect for Darth Vader, Dark Jedi last after Vader is defeated?

A: No. A commander effect ends immediately when the character with that effect is defeated.

Q: Some commander effects require the other characters to be within 6 squares of the character with the effect. Darth Vader, Dark Jedi's commander effect doesn't say that. Does that mean the effect has unlimited range?

A: Yes. Vader's commander effect applies to all allied characters without Force ratings, regardless of range.

Q: Darth Vader, Dark Jedi's commander effect says, "these bonuses stack." Does this mean Vader's commander effect stacks with itself, or does it stack with other commander effects that provide bonuses to Attack?

A: Both. Darth Vader, Dark Jedi's commander effect stacks with itself and it also stacks with other commander effects that grant bonuses to Attack. For example, if three Stormtroopers have each rolled a natural 1 during the skirmish, all other allies without a Force rating get +6 Attack from Darth Vader's commander effect. If one of this squad's characters also qualified for a Stormtrooper Officer's commander effect (+3 Attack when standing still), the character would have a total of +9 from both commander effects.

Q: If Darth Vader, Dark Jedi is in a scenario that has a rule for gaining reinforcements, will the fresh reinforcements have the same bonus from his commander effect as the original members of his squad? For example, if one character rolls a natural 1 and the rest of the squad gets a +2 bonus to Attack, would new reinforcements in the next round get the same +2, or would they start at their original Attack ratings?

A: The same bonus applies to all allied characters, including reinforcements. (No one wants to keep track of different bonuses from the same commander effect, anyway.)

Durge

Q: How long does Durge's commander effect last?

A: Momentum gained from Durge lasts only until the end of the turn in which the character moved. Of course, it could end its move within 6 squares of Durge on its subsequent turns, and gain Momentum again during those turns.

Q: Durge has Double Attack and Regeneration 10, which says, "If this character doesn't move on his turn, remove 10 damage from him at the end of that turn." Will Durge regenerate 10 points of damage if he uses his move action to take his second attack? He hasn't moved, but he has spent his move action.

A: Remember, there are no "move actions" like in the *Star Wars Roleplaying Game*. In the *Star Wars Miniatures Game*, a character either moves or doesn't, and "move" is meant literally. Since Durge isn't moving, he gets the benefit of Regeneration on turns in which he uses Double Attack.

Emperor Palpatine

Q: Some abilities apply only against characters with a Force rating. Examples include Lightsaber Resistance, Jedi Hunter, Dark Inspiration, and so on. Emperor Palpatine's commander effect allows another character in his squad to spend Emperor Palpatine's Force points. Does this mean a character in Emperor Palpatine's squad is considered to have a Force rating even if its stat card doesn't list Force points?

A: No. Although Emperor Palpatine's commander effect allows characters in his squad to spend his Force points, it doesn't grant those characters a Force rating. Lightsaber Resistance, Jedi Hunter, Dark Inspiration, and similar abilities don't apply against a character simply by virtue of its being in Emperor Palpatine's squad.

General Veers

Q: General Veers' commander effect grants Accurate Shot. Does this apply only to followers with Melee Attack?

A: Technically, it applies to all non-Unique followers. However, it doesn't help characters with Melee Attack, since they can attack only adjacent characters (who never benefit from cover).

Grand Admiral Thrawn

Q: Grand Admiral Thrawn's commander effect allows you to switch the positions of two allies. Does this movement provoke attacks of opportunity?

A: No. The commander effect doesn't use the words "move" or "movement," so it is not movement. Thus, switching allies' positions does not provoke attacks of opportunity.

Grand Moff Tarkin

Q: Grand Moff Tarkin's commander effect reads: "If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 characters in that phase. (This can include Droid and Savage characters.)" Does this completely override the normal rule of 2 activations? That is, can you activate a single character during a phase, or even none?

A: Grand Moff Tarkin allows you to activate one, two, or three characters per phase instead of the normal two characters per phase.

Q: Does Grand Moff Tarkin need to have line of sight to the allies he is activating?

A: No. Tarkin isn't activating the characters, you (the player) are. Tarkin only needs line of sight to an enemy at the start of any given phase.

Q: Can Grand Moff Tarkin use this ability more than once per round?

A: Yes, it applies at the beginning of every one of your phases.

Lando Calrissian, Hero of Tanaab

Q: Lando Calrissian, Hero of Tanaab has a commander effect that grants Mobile Attack to non-Unique followers within 6 squares. When exactly must a follower be within 6 squares of Lando in order to use Mobile Attack? Must the follower start its turn within 6 squares? Must it begin and end its movement within 6 squares?

A: In order to benefit from Lando's Mobile Attack commander effect, the follower must be within 6 squares at the time it wants to perform the part of Mobile Attack that isn't already allowed by the normal rules. The normal rules already allow a character to move and attack, so follower must be within 6 squares at the time it wants to move again after attacking. The follower does not necessarily need to begin its turn within 6 squares of Lando, nor does it need to end its final movement within 6 squares of Lando.

Nute Gunray

Q: Nute Gunray's commander effect grants Speed 4 to allies. Jabba the Hutt normally has Speed 2. If Jabba is in Nute's squad, can Jabba move at Speed 4?

A: No. If Jabba the Hutt is in Nute Gunray's squad, Jabba still only moves at Speed 2. If a character has multiple Speed abilities, it must abide by the most restrictive one.

Princess Leia, Rebel Hero

Q: Can a Dominated character, or a character that used Careful Shot, move 2 squares after defeating an enemy when within 6 squares of Princess Leia, Rebel Hero?

A: No. Such characters cannot move on turns those abilities are in effect.

Princess Leia, Senator

Q: Princess Leia, Senator's commander effect reads: "Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn." How does this work with doors?

A: The controlling player chooses in which order to resolve end-of-turn effects. So a follower could end its move 2 squares from a door, then move 2 extra squares and open the door. Or the player could choose to resolve door effects first, then move the follower 2 squares to be adjacent to the door. In that case, the door does not open until the end of the turn of the next character to act. A player could also end a follower's move adjacent to the door, then resolve door effects (opening the door), and then move the follower 2 squares through the open door. The door would stay open until the end of the next character's turn, at which point it would close if no character is adjacent.

Q: Princess Leia, Senator and a follower are on opposite sides of a door. The follower ends its move adjacent to the door. In that position, the distance between the follower and Leia is 23 squares, because you can't count range through walls and closed doors. If the door were open, however, the distance between Leia and the follower would be only 4 squares. Can the follower trigger door effects (opening the door) and then move 2 more squares from Leia's commander effect?

A: No. In order to qualify for Leia's commander effect, the follower must be within 6 squares of Leia when it ends its move, and its move ends before its turn ends, and therefore its move ends before the door can open. You have to count the distance between the follower and Leia before the door opens, and you

have to count around walls and closed doors. (See the glossary definition of range in the rulebook for more details on how to count distances.) At the time the follower's move ends, the distance between them is more than 6 squares, and is therefore too great for the follower to qualify for Leia's commander effect.

Q: In order to benefit from Princess Leia, Senator's commander effect, a follower must "end its move" within 6 squares of Leia. If a follower doesn't actually move during the normal part of its turn, can it still benefit from Leia's commander effect and move 2 extra squares? For example, can a follower who is already within 6 squares of Leia stand still, make an attack against an enemy, and then move 2 squares using Leia's commander effect? The Savage glossary definition makes it sound like moving 0 squares counts as moving: ". . . it can move 0 squares and thus 'end its move' next to that enemy."

A: A follower must move at least 1 square before the end of its turn to benefit from Princess Leia, Senator's commander effect. The Savage glossary definition is misleading and should not be interpreted as allowing moves of 0 to count toward Leia's commander effect. We'll clean that entry up in future products.

Q: Can a follower use the extra movement granted by Princess Leia's commander effect in the middle of its turn? For example, can the follower move 8 squares and then attack?

A: No. Princess Leia, Senator's commander effect is an end-of-turn effect, so it applies only when the follower's turn ends. The follower could attack and then move 6 squares, ending within 6 squares of Leia, then move 2 more squares, or it could move 6 squares, make an attack (ending its turn within 6 squares of Leia), then move 2 more squares.

Stormtrooper Commander

Q: The bonus granted by the Stormtrooper Commander's commander effect lasts until the end of the Stormtrooper Commander's next turn (or until the Stormtrooper Commander is defeated). How does this interact with combined fire? If the Stormtrooper Commander activates to provide a combined fire bonus to an ally's attack, can I choose a new follower to receive the commander effect bonus?

A: Activating a character to provide a combined fire bonus does not grant that character a turn, so it cannot perform actions or make choices that require the end of its turn. This means you cannot choose a new follower to receive the bonus when you activate the Stormtrooper Commander to provide a combined fire bonus. It also means that the follower who had previously been granted the bonus still has the bonus.

Stormtrooper Officer

Q: The Stormtrooper Officer's commander effect says it affects "trooper followers." Does this include Elite Stormtroopers, Snowtroopers, Scout Troopers, and Heavy Stormtroopers as well as normal Stormtrooper grunts?

A: It means *anyone* with "trooper" in the name, so long as that character is a follower. Thus, it would include Heavy Stormtroopers, Scout Troopers, and so on, plus any future miniatures that have "trooper" in their name.

Q: Would a Stormtrooper Officer's commander effect apply during an attack of opportunity?

A: Yes, the Stormtrooper Officer's commander effect does apply when trooper followers within 6 squares make attacks of opportunity.

Q: Also, would this bonus apply regardless of whether the trooper moved on its own turn, since it is a new turn in which the attack is

happening? Or does its movement earlier in the round make a difference?

A: Because the follower didn't move on the Stormtrooper Officer's turn, it does indeed get the benefit of the commander effect during attacks of opportunity, even if the follower moved on its own turn.

Warmaster Tsavong Lah

Q: Warmaster Tsavong Lah's commander effect applies to "allied Yuuzhan Vong." Does this mean it applies to all allies in the Yuuzhan Vong faction, or just those with "Yuuzhan Vong" in their name?

A: It applies to all allies of the Yuuzhan Vong faction.

Cover and Distance

Cover

Q: Does the target of an attack get a cumulative +4 bonus to Defense for each terrain feature or character who provides cover?

A: No. Cover grants a flat +4 bonus to Defense regardless of the number of terrain features or characters granting cover to the target.

Q: Does a Large character gain cover if any part of it is in (or behind) a square containing low objects, or does the whole body have to be in (or behind) low objects?

A: If any part of the Large character is in or behind a square containing low objects, it gains the benefit of cover.

Determining Distance

Q: Do you count low objects or pits when determining the distance to another character or to a given space?

A: You count low objects and pits only if the distance has to do with movement. However, when determining the nearest enemy for an attack, or whether a character is within 6 squares of a commander, you do not count terrain.

Q: Some abilities (such as Grenades) affect characters, or create effects, within a certain number of squares. How do you determine whether a character or square is within range? Do you count low objects or pits? Do you count distances around walls or through them?

A: Unless otherwise specified, you count the distance for an ability the same way you do when determining the nearest enemy: Take diagonals into account, but not low obstacles or pits. You count around the corners and ends of walls, but you can't count through them. For more information, see the glossary definition of range in the rulebook.

Line of Sight

Q: Do characters block line of sight?

A: No, characters do not block line of sight, although they do grant cover. Only walls or certain effects prevent line of sight. If terrain or an effect blocks or prevents line of sight, its description will say so explicitly.

Q: Can you clarify how line of sight and cover are determined?

A: There are subtle differences in how to determine line of sight and cover. Though they both require you to trace lines on the battle grid, you can (and often do) use a different line to

determine cover from the one you use to establish line of sight. Let's look first at how to determine line of sight and then cover:

Line of sight exists if the attacking player can trace a line from any part of the attacker's space to any part of the defender's space without crossing or touching a wall. This means that a traced line doesn't provide line of sight if it even nicks the corner or runs along the edge of a wall. (However, a wall square with a beveled corner allows line of sight to be drawn through that corner only.) Low objects and other characters do not block line of sight. You only need to be able to trace a single line from one character to another; if one traced line nicks the corner of a wall but other clear lines exist between the characters, there is line of sight. You can check as often as you need to. After a few skirmishes, it will become second nature and you won't need to try more than once or twice to handle most situations. To determine whether the defender has cover, the attacking player chooses a corner of any square in the attacking character's space. (For big attackers, you can even choose the corners of squares along the sides of or within the attacking character's space.) The attacking player can -- and often must -- choose a corner that can't be used to establish line of sight. Next, the attacking player attempts to trace unobstructed lines from that corner to *all parts* of the defending character's space. (For big defenders, this means all parts of all squares of the defender's space.) A line is unobstructed if it crosses neither walls nor squares containing low objects or characters. Unlike line of sight, just touching one of those things doesn't provide cover; the traced line must actually *cross* the square containing the character or terrain feature. (Exception: When determining cover, an attacker can ignore low objects in its own space and any adjacent squares.) If the attacking player can trace unobstructed lines to all parts of the defender's space, the defender does not have cover. However, if one or more of the traced lines is obstructed, the defender has cover (+4 bonus to Defense).

Q: A Wampa is a Large creature that takes up 4 squares. If it is adjacent to an enemy but 1 or more of its squares counts as having cover and is not adjacent to the enemy's square, does it get the bonus to Defense? The rules say that adjacent enemies never get cover, but not all its squares are adjacent to the attacker.

A: If an attacker is adjacent to a defender, the defender doesn't get cover -- even if some of the defender's space would count as having cover. So if the Wampa's "front" is in a square containing low objects while its "back" is not, it still doesn't get cover against an enemy adjacent to a "back" square. The rules are not explicit on this point and will be revised in future editions.

Saves

Q: Can a character voluntarily fail a save?

A: No. Although the text of some special abilities and Force powers uses the word "can," the affected character must save against that effect. This language will be revised in future products.

Stacking

Q: If I have a Battle Droid within 6 squares of General Grievous, Supreme Commander, and I have a Battle Droid Officer in the same squad, would the Battle Droid get +4 or +8 to attack? Should these bonuses stack?

A: The Battle Droid would get +8 to attack in addition to getting Double Attack from General Grievous, Supreme Commander. These bonuses do indeed stack. The bonus provided by General Grievous, Supreme Commander is from a commander effect, but Fire Control is not. (If both bonuses were from commander effects, they wouldn't stack; you'd just get the better of the two bonuses.)

Resolving Effects

Q: I'm a little confused about how to resolve multiple abilities that modify the effects of an attack or that govern what happens when a character takes damage. For example, if Draw Fire, Bodyguard, Shields, and Lightsaber Deflect could all potentially be used in reaction to the same attack, in what order do they resolve? If both Avoid Defeat and Self-Destruct apply when a character is defeated, which one happens first?

A: Here is the sequence of what happens during an attack, step by step. This order also applies to the use of other nonattack abilities, ignoring the parts that are specific to attacks.

Declare attack. If the attacker can choose from among several targets, declare which enemy to attack. Draw Fire comes into play on this step, effectively changing the target for the attack. (Draw Fire allows an attack to be diverted only if the attack follows the normal targeting rules. Thus, it can't divert the attacks of a Lightsaber Sweep or an attack of opportunity, because they don't use the targeting rules.)

Resolve "when this character is attacked" effects. For example, Sonic Attack takes effect as soon as the target is attacked, regardless of whether or not the attack hits, preventing the target from using Force powers (such as Lightsaber Deflect). If multiple effects are all triggered, use the simultaneous effects rule to determine the order in which they are resolved. (See Simultaneous Effects on page 23 of the **Star Wars Miniatures Game Advanced Rules**.)

Declare Combined Fire, Careful Shot, and other abilities that must be declared before making the attack roll.

Make the attack roll. You can spend Force points to reroll on this step, if necessary.

Determine the attack roll result. Some special effects trigger on the attack roll (such as Betrayal, Disintegration, and so on), while effects might stop the sequence entirely. However, if Disintegration is triggered, don't stop the sequence; it's resolved later. Effects that require a character to be hit do not take place yet.

Resolve "when this character is hit" effects. Some effects trigger (or can voluntarily be triggered) when the target is hit by an attack, such as Evade, Flurry, Lightsaber Block, Lightsaber Deflect, Lightsaber Reflect, and Lightsaber Riposte. (Force Points may be used to reroll saves on this step, if the character is still able to use Force Points during this turn.) If multiple effects trigger, use the simultaneous effects rule to determine the order in which they are resolved. If all effects of the attack end up being canceled here, stop now. (Effects such as Flurry and Lightsaber Riposte begin new attack sequences that interrupt this sequence; resolve the new attack completely, then continue where you left off with the original attack.)

Resolve "when this character takes damage" effects. Some effects/abilities trigger (or can be voluntarily triggered) when the target takes damage, such as Shields and Bodyguard. Perform this step only if damage will be applied, using the simultaneous effects rule as necessary. A special sequence must be followed if both Shields and Bodyguard apply (see their glossary definitions on page 37 and page 30, respectively, of the Advanced Rules).

Calculate and apply the total damage and/or resolve Disintegration, and determine if the character is defeated.

Resolve Avoid Defeat on this step. If Avoid Defeat prevents the character from being defeated, stop now.

Resolve any "when this character is defeated" effects, such as Impulsive Shot, Impulsive Sweep, Self-Destruct, Mon Mothma's commander effect, and so on. Use the simultaneous effects rule as usual. As in step 6, Impulsive Shot and Impulsive Sweep can

begin new attack sequences that interrupt this sequence; resolve the new attack completely, then continue where you left off with the original attack. (A character with Impulsive Shot or Impulsive Sweep does not get any immediate attacks from those abilities when he himself is defeated. Those abilities trigger only when other allies are defeated.)

Remove the defeated character from the battle grid.

Resolve Cleave and Rolling Cleave. (These come into play after all other "when this character is defeated" effects.)

Force Powers and Force Points

Q: Can you spend one character's Force points on another character? For example, can you spend 1 Force point from Obi-Wan Kenobi to allow Chewbacca to reroll an attack?

A: No. In general, you can spend a character's Force points only on that character. However, some characters' special abilities, Force powers, or commander effects (such as Emperor Palpatine's) might allow other characters to spend their Force points; in such cases, the card's rules text will state this specifically.

Q: Can you spend a character's Force points to make your opponent reroll a successful attack or save?

A: No.

Q: If a character has an ability that allows it to spend Force points more than once per turn, can it do so to move faster or reroll multiple times? For example, could Mara Jade spend 1 of her own Force points and 1 of Emperor Palpatine's Force points to move 4 extra squares on her turn?

A: Yes. If a character can spend Force points more than once per turn, it may spend those points on multiple instances of the same effect. A character could spend 2 Force points to move 4 extra squares on its turn, reroll 2 attack rolls, and so forth. However, some Force powers replace attacks and cannot be used more than once per turn, even if a character can spend Force points more than once per turn.

Q: Can you clarify the use of Force powers by Emperor Palpatine, Darth Vader, and others? Are the use of Force Lightning and Force Grip automatically successful, or do the normal rules for attack and defense values apply?

A: Unless the Force power says that you make an attack or that the target gets a save, the Force power (or other special ability) is automatically successful. Thus, both Force Lightning and Force Grip do not require an attack, and neither allows a save.

Q: Can I spend Force points for a power such as Use the Force or Sith Rage earlier in the turn before actually making an attack? The wording doesn't say I have to spend the Force point immediately prior to the attack the way that Lightsaber Precision does, and it could be important when dealing with abilities such as Ysalamiri.

A: You must spend the Force point immediately upon declaring an attack, an ability that replaces attacks, or movement. You cannot spend points early and have the power "stored" for later use.

Anticipation

Q: If Ki-Adi-Mundi spends 1 Force point to use Anticipation (allowing me to reroll initiative), can he spend Force points on his turn?

A: Yes. Spending the Force point on Anticipation occurs outside characters' turns, so when Ki-Adi-Mundi activates, he can spend 1 Force point again.

Blaster Barrage

Q: When Mara Jade uses her Blaster Barrage ability, what is considered a legal target? Do you determine legal targets before making any attacks, or before each individual attack? For example, if one enemy character provided cover to another enemy character, could Mara defeat the first one and then attack the second one?

A: You determine which targets are legal targets before making any attacks with Blaster Barrage. A legal target is determined according to the normal rules -- in other words, the attacker must have line of sight, if the target has cover it must be the nearest enemy, and if any enemies are adjacent they are the only legal targets. In your example, the second character could not be attacked. It has cover and it is not the nearest enemy (whoever is providing cover must be closer, obviously), so it wouldn't be a legal target.

To get the most out of Blaster Barrage, you have to be careful to move Mara Jade to a square where she has line of sight to a lot of enemies, she isn't adjacent to any enemies, and most of the enemies in line of sight do not have cover. Of course, she can still get several attacks if you position her adjacent to several enemies. She would get to attack each adjacent enemy once because each one would be a legal target.

Q: Do I have this right? When Mara Jade uses Blaster Barrage, if she chooses to attack an opponent with cover (and it's the nearest, or tied for the nearest) she can hit only that target (or those targets, if multiple characters have cover and are all the same distance away). Even if there are other targets without cover in range, the Blaster Barrage won't hit them if even one character with cover has been targeted.

A: No, that's not right. You must determine if each target would be a legal target before using the ability, and a target's having cover doesn't change the legality of other targets. Here are some examples to help illustrate this.

Imagine that Mara has line of sight to five enemies: The closest has cover, the next three don't, and the farthest has cover. She can attack the closest enemy with cover and the three enemies without cover, but not the farthest one with cover. (You can attack an enemy with cover only if it is also the closest enemy.)
Second scenario, again with five enemies: The two closest (4 squares away) both have cover, and the three farthest away don't. Mara can attack all five characters.

Third scenario, again with five enemies: The closest one doesn't have cover, but two of the others do. Mara can attack only the three enemies without cover.

Q: How does C-3P0's Draw Fire work when Mara Jade is using Blaster Barrage? For example, Mara Jade uses Blaster Barrage and has four legal targets (including C-3P0). Does Blaster Barrage "target"? If C-3P0 uses Draw Fire and Mara Jade fails the save, does he "retarget" all four of her shots to him, or does a roll apply to each other target he's trying to draw fire for? Does Mara try to hit C-3P0 for each Draw Fire success rolled, or does she get to make only one shot?

A: Mara Jade is considered to "target" each enemy when using this ability, so C-3P0's Draw Fire ability does work against it. Resolve each attack (including the Draw Fire attempt, if necessary) one at a time, and Mara Jade's player gets to decide what order to take the attacks in.

To use your example, let's say Mara Jade has four legal targets: Rebel Trooper, Rebel Commando, Rebel Pilot, and C-3P0. She decides to attack C-3P0 first, and he survives the hit (taking 10 of his 30 Hit Points). She then targets the Rebel Commando,

but C-3P0's Draw Fire is successful, so she attacks C-3P0 instead; again, he survives the hit. She then targets the Rebel Trooper and makes her save against Draw Fire, so she attacks and hits the Rebel Trooper, defeating him. Finally, she targets the Rebel Pilot but fails her save against Draw Fire; Mara Jade hits and defeats C-3P0 with this last attack.

Force Absorb and Force Defense

Q: Force Absorb and Force Defense can cancel Force powers used by other characters. Does spending a Force point to reroll or move faster count as using a Force power for this purpose? For example, if an enemy wants to spend a Force point to reroll an attack while within 6 squares of Yoda, can Yoda use Force Defense to prevent the reroll?

A: Yes. Rerolling and moving faster are Force powers that any character with a Force rating can use. They can be canceled by Force Absorb and Force Defense.

Q: If Qui-Gon Jinn is next to an enemy with Lightsaber Deflect or some other "make a save to avoid damage" effect that requires Force to activate, does Qui-Gon get to wait until he sees what the result of the save is before he uses his Force Absorb to cancel it? Or does he have to cancel immediately in response to its use?

A: A character must use Force Absorb immediately after the other power is declared, but before it is resolved. So, no, you wouldn't be able to wait to see if the other Force power successful before using Force Absorb. The same is true for Force Defense.

Q: If characters on opposing squads both had Force Absorb or Force Defense, could one character cancel an enemy's use of Force Absorb or Force Defense?

A: Yes, Force Absorb and Force Defense can be used to cancel other characters' use of Force Absorb or Force Defense, allowing the original Force power to function.

Q: Can a character with Force Absorb or Force Defense use that power to prevent a character from gaining a Force point with the Force Renewal power?

A: Yes.

Force Lightning

Q: Emperor Palpatine's Force Lightning power affects up to two characters adjacent to the target. How does this work?

A: The rules for Force Lightning in earlier versions of the game were unclear. In fact, Force Lightning *must* affect two adjacent characters, if they are present. Emperor Palpatine selects a target within 6 squares using the normal targeting rules (if the target has cover, it must be closest or tied for closest to Emperor Palpatine). Force Lightning also deals damage to two adjacent characters, friend or foe alike. If there are more than two adjacent characters, Emperor Palpatine's player chooses which are affected.

Force Lightning can target a character who does not have two or more adjacent characters. However, it must damage all adjacent characters that are present, up to the maximum of two.

Q: Let's say that Emperor Palpatine is adjacent to Luke Skywalker, and no other characters are adjacent to Luke. If the Emperor uses Force Lightning, would he take damage for being adjacent to the target?

A: Yes. The Emperor would indeed take damage from his own Force Lightning in this case. The only way he could avoid taking the damage is if there were at least two other characters adjacent to Luke.

Force Renewal

Q: When exactly does Emperor Palpatine add 1 Force point to his total with Force Renewal?

A: Force Renewal gives the character 1 Force point at the start of his turn.

Q: Does Force Renewal work if the character doesn't take any actions?

A: Yes. Force Renewal grants 1 Force Point as soon as the character is activated. It's irrelevant what actions the character does or does not take after that. Thus, you can activate the Emperor, gain 1 Force Point, and then end his turn without taking any actions at all, if you wish.

Q: Is there any limit to the number of Force Points a character with Force Renewal can accumulate?

A: No. A character may accumulate any number of Force Points unless the special ability granting them says otherwise.

Force Spirit

Q: Can Obi-Wan Kenobi's Force Spirit be canceled by Force Defense or Force Absorb?

A: Yes. If Obi-Wan is destroyed while near enough to an enemy with one of those Force powers, the enemy can cancel the Force Spirit and prevent Obi-Wan's ally from receiving 8 Force points. However, once an ally has received the benefit from Force Spirit, neither Force Defense nor Force Absorb can remove those Force points from the ally. As usual, Force Defense and Force Absorb can be used to cancel Force powers that the ally uses with the extra Force points.

Force Strike

Q: Can Plo Koon use Force Strike against *any* enemy Droid within 6 squares?

A: No. Unless a special ability or Force power's description says otherwise, you must always follow the normal rules for choosing a target. (See the Choosing Your Target section of the Attacks and Damage chapter of the rulebook for details.) Force Strike is no exception. If there is no legal target who is a Droid enemy or an enemy with the Mounted Weapon ability, Plo Koon should choose something else to do instead.

Force Valor

Q: The glossary definition of Force Valor says, "This is in addition to any existing commander effect." What does that mean? Does it mean the bonuses to Attack and Defense stack with bonuses to Attack and Defense from other commander effects?

A: That sentence doesn't have anything to do with stacking, so the normal commander effect stacking rules apply. That sentence means a character with Force Valor gains the new commander effect in addition to any other commander effect that the character already had. So when Yoda, Jedi Master uses Force Valor, he now has two commander effects: The one that was already printed in the Commander Effect section of his card, and the one provided by Force Valor.

Q: The card text for Yoda, Jedi Master's Force Valor says that it provides the commander effect to followers. The rulebook's definition of Force Valor says that it provides the commander effect to allies. Which one is right?

A: The additional restriction imposed by the stat card is correct. Force Valor affects only followers.

Heal 20 and Force Heal

Q: Can Obi-Wan Kenobi use his Heal 20 Force power to remove damage from himself?

A: Yes. Earlier glossary definitions for Heal 20 were misleading; a character with the Heal 20 Force power can also use it on himself. The latest version of the rulebook explains this correctly.

Q: Can you use the Heal ability to remove damage from a non-Droid character with the Mounted Weapon ability, or can only the Industrial Repair ability be used on a character with the Mounted Weapon ability?

A: Heal cannot be used on characters with Mounted Weapon, because it works only on Living characters. (See the definition of Living in the errata section of this document.) Industrial Repair can be used to remove damage from a non-Droid character with the Mounted Weapon ability.

Lightsaber Assault

Q: Some characters (such as Obi-Wan Kenobi, Jedi Master and Darth Maul on Speeder) have both Double Attack and Lightsaber Assault. I don't understand the point of having both of those abilities. If a character can make two attacks anyway, why spend a Force Point to do the same thing?

A: Lightsaber Assault allows a character to make two attacks even if it moves. Double Attack, on the other hand, requires the character to not move at all.

Q: Can a character use Lightsaber Assault in conjunction with Double Attack to get three attacks without moving?

A: No, because Lightsaber Assault replaces attacks. (See the Replaces Attacks section of this article for more details.)

Lightsaber Block, Lightsaber Deflect, and Lightsaber Reflect

Q: Can Lightsaber Block, Deflect, or Reflect be used against more than one attack in a turn, such as against an opponent using Double Attack or Triple Attack?

A: In most cases, no, because Lightsaber Block, Deflect, and Reflect all require Force points, and most characters can spend Force points only once per turn. (Each use of Lightsaber Block, Deflect, or Reflect applies against a single attack.) However, some characters can use Force Points more than once per turn, so it is possible to use these abilities against more than one attack. Yoda, for example, has Master of the Force 3, allowing him to spend Force points up to three times in a single turn. Thus, he could use Lightsaber Reflect against more than one attack in a single turn, assuming he had enough Force points available to do so.

Q: Lightsaber Deflect says it applies when the character is "hit by a nonmelee attack." Does that count for Force powers as well? For example, consider Count Dooku using his Sith Lightning against General Kenobi. In the movie, Obi-Wan blocks the attack with his lightsaber, but I'm not sure about the **Star Wars Miniatures Game** rule.

A: No, a "nonmelee attack" does not mean "anything other than a melee attack." A nonmelee attack is an attack made by someone who does not have the Melee Attack special ability. (See the Attacks section of the FAQ for more details.) So, Lightsaber Deflect does not work against Force powers.

Although in the movie, Obi-Wan blocks Dooku's lightning with his lightsaber, the **Star Wars Miniatures Game** isn't designed to capture all the capabilities of a character. For example, why would Mace Windu have Lightsaber Block but not Lightsaber Deflect when

we clearly see him deflecting Jango Fett's shots in the arena? The answer is that characters in the miniatures game are designed for an exciting and fast-paced game, not as exact reproductions.

Q: Can Lightsaber Block, Lightsaber Deflect, or Lightsaber Reflect be used to avoid damage from Missiles, Grenades, or other special abilities that don't require an attack roll?

A: No. Such effects can only be used to avoid the damage from attacks. Grenades, Missiles, and other abilities that don't require an attack roll aren't attacks, so their damage cannot be avoided in this way. See the Attacks section of this article for more details on what counts as an attack.

Q: Does a character with Lightsaber Reflect always have to reflect the nonmelee attack upon a successful save, or can he choose to simply deflect the attack and spend only 1 Force point as if he had Lightsaber Deflect?

A: No, Lightsaber Reflect can't be used as Lightsaber Deflect. You always spend 2 Force points to use it, and if you make your save, the original attacker has to make a save to avoid damage.

Lightsaber Precision

Q: Can I use Lightsaber Precision more than once to keep adding damage to a single attack? For example, could I have Anakin Skywalker use it on round 1, and then move (but not attack), and then on round 2, use it again and attack to deal 40 damage?

A: No, for two reasons. First, bonuses from the same source (in this case, Lightsaber Precision) don't stack. Second, the glossary description of Lightsaber Precision notes that it is used immediately before making the attack roll. In other words, it's not a stand-alone ability -- it can be used only in conjunction with an actual attack.

Lightsaber Riposte

Q: What happens if a character makes a melee attack against an enemy with Lightsaber Riposte, and deals enough damage to defeat it? Does the enemy still have a chance to use Lightsaber Riposte?

A: The ability's glossary description says "immediately after the attack hits," not "immediately after damage is applied," so the character with Lightsaber Riposte could indeed use it even if the damage would be enough to defeat it. (This could actually result in both characters being defeated.)

Q: Can a character with Lightsaber Riposte make an immediate attack against an enemy who hits it even if you ultimately decide to transfer the damage to an ally with Bodyguard?

A: Yes. When resolving a successful attack, the first thing you do is trigger any effects that occur when the target is hit by the attack. After that, you apply the damage. Lightsaber Riposte triggers when the character is hit by the attack, so you resolve that first, and then you resolve the damage, including transferring the damage to an ally with Bodyguard.

Lightsaber Sweep

Q: When using Lightsaber Sweep, does the character make a separate attack roll against each adjacent enemy, or does the character make just one attack roll that is compared to each adjacent enemy's Defense?

A: The character makes a separate attack roll against each adjacent enemy.

Master of the Force

Q: If Yoda can spend Force points up to three times in a single turn, can he reroll a failed attack or save up to three times in a row?

A: Yes, Yoda can reroll an attack or save three times in a row (assuming he has enough Force points remaining, of course).

Move Faster

Q: When exactly does a character spend Force points to move an extra 2 squares? The timing could be important if an enemy with Force Absorb or Force Defense wants to cancel this extra movement.

A: A character spends Force points to move faster immediately before the start of its movement. In other words, it doesn't move 6 squares and then spend a Force point to move 2 more; before moving, it spends a Force point to gain the ability to move 8 squares.

Q: Can General Grievous spend a Force point to move faster when using his Wheeled ability? Can Darth Maul on Speeder spend a Force point to move faster with his Charging Assault?

A: Yes. "Normal move" is defined as the initial movement generated by a character taking its turn, including movement created by abilities that replace the character's turn.

Pawn of the Dark Side

Q: When Darth Sidious uses his Pawn of the Dark Side ability, is the target entitled to a saving throw, or does it automatically take the 10 damage?

A: It's automatic, with no save allowed. (Unless a save is specified for a special ability or Force power, you should assume that the damage is automatic.) However, some other special ability (Shields, for example) may allow the target to avoid the damage.

Reroll

Q: If a character who can spend Force points rolls a 1 and would be subject to Darth Vader, Dark Jedi's commander effect or Emperor Palpatine, Sith Lord's Betrayal ability, can the character spend 1 Force point to reroll and avoid the effect if the reroll is not a 1?

A: Yes. When a character spends 1 Force point to reroll, the original roll is ignored for all purposes; only the result of the new roll is meaningful.

Shockwave

Q: Can Mace Windu, Jedi Master use Shockwave to affect characters on the other side of walls?

A: As always, you can count around walls (including closed doors) to see if the target is within 6 squares.

Sith Lightning

Q: I've noticed a discrepancy between Count Dooku's Sith Lightning on his stat card and in the *Clone Strike* glossary. What is the correct Force point cost?

A: The stat card is correct. Sith Lightning costs 2 Force points to use. *The Revenge of the Sith* rulebook lists the correct Force point cost.

Q: Can Sith Lightning be used against any enemy within 6 squares?

A: No. Unless a special ability or Force Power's description says otherwise, you must always follow the normal rules for choosing a target. (See the Choosing Your Target section of the Attacks and Damage chapter of the rulebook for details.) Sith Lightning is no exception.

Q: Can Sith Lightning be stopped by Lightsaber Block, Lightsaber Deflect, or Lightsaber Reflect?

A: No. Those abilities only allow a character to avoid the damage from actual attacks, not special abilities or Force powers. However, both Force Absorb and Force Defense can cancel Sith Lightning.

Sith Rage

Q: I've noticed a discrepancy between Darth Maul's Sith Rage on his stat card and in the *Clone Strike* glossary. What is the correct Force point cost?

A: The stat card is correct. Sith Rage costs 1 Force point to use. The *Revenge of the Sith* rulebook lists the correct Force point cost.

Surprise Move

Q: If Qui-Gon Jinn spends 1 Force point to move with Surprise Move immediately after the initiative check, can he spend Force points on his turn?

A: Yes. The immediate move occurs outside the character's normal activation, so when Qui-Gon's turn comes around, he can spend Force points again.

Q: Characters can make only one attack of opportunity per turn, and characters can spend Force points only once per turn, but Surprise Move doesn't happen during any character's turn. Is there a limit to the number of attacks of opportunity or expenditures of Force points that a character can make during a Surprise Move?

A: Yes. Treat a Surprise Move just like a normal turn for purposes of determining how many times a character can do something that is limited to once per turn. In this way, no character can make more than one attack of opportunity during Qui-Gon's Surprise Move, and no character can spend Force points more than once during Qui-Gon's Surprise Move. In fact, because Qui-Gon already spent Force points to perform the Surprise Move, he cannot spend Force points again (to perform a Lightsaber Block against an attack of opportunity, for example) during the Surprise Move.

Special Abilities

Q: When can a character use a special ability or Force power that replaces attacks (such as Force Lightning)?

A: A special ability or Force power that replaces attacks can be used only during a character's turn. A character cannot use a special ability that replaces attacks when it is granted an extra attack, such as when an enemy provokes an attack of opportunity.

Q: Some special abilities (such as Careful Shot, Deadeye, and Mighty Swing) grant bonuses on Attack and/or Damage when a character doesn't move any distance. Must the attacking player decide whether to use such an ability before the attack roll?

A: Yes, these abilities must be declared in advance. If the attacker uses one of these abilities, it cannot move later that turn.

Avoid Defeat

Q: Do multiple copies of Avoid Defeat stack? For example, if a character has three Medical Droids adjacent to it, does it get three separate attempts at Avoid Defeat?

A: No. A character cannot benefit from two copies of the same ability at the same time. A character that acquires multiple

copies of Avoid Defeat can use only one of them when he would be defeated.

Betrayal

Q: If a character changes sides due to Betrayal and is defeated, who gets the victory points (for sanctioned play or for purposes of a tie-breaker in casual play)?

A: The player whose squad defeated the character gets the victory points. For example, if you lose one of your characters to Betrayal and then defeat him, you get points for defeating that character, even though he started out on your side.

Bodyguard

Q: If a character uses the Bodyguard ability to protect a Droid hit by an enemy Jawa, who has a Damage rating of 10 and the Ion Gun ability (+20 Damage against Droid characters), does the Bodyguard character take 10 damage or 30 damage?

A: It takes 30 damage. Determine all damage based on the original target of the attack, then decide whether the Bodyguard character takes the resulting damage. Modifications to damage from critical hits, and abilities such as Cunning Attack, and the like, are all calculated based on the original target of the attack.

Q: Suppose Emperor Palpatine is adjacent to a Royal Guard, who in turn has a Twi'lek Bodyguard adjacent to him. If the Emperor takes damage that is transferred to the Royal Guard, can that damage then be transferred to the Twi'lek ("cascading" the damage from the Emperor "through" the Royal Guard to the Twi'lek)?

A: No. Damage transferred by Bodyguard must be from an "attack," not assigned by a special ability.

Q: If you have a Bodyguard character with 10 Hit Points adjacent to an ally who is hit by an attack that deals 30 points of damage, does the Bodyguard absorb only the first 10 points of damage, leaving 20 to be taken by the original target?

A: No. If a Bodyguard character absorbs damage from an attack, it takes all of the damage (protecting the original target completely), even if it has fewer Hit Points than the attack's damage.

Q: Can Aayla Secura use Bodyguard and then use Lightsaber Deflect to take no damage?

A: No. A character can use Lightsaber Deflect only if it is hit by an attack. The Bodyguard special ability states that "if an adjacent/allied character would take damage from an attack, a Bodyguard character can take the damage instead, even if it is not a legal target for the attacker." Though the Bodyguard character takes the damage, it isn't actually hit by the attack, so it can't use Lightsaber Deflect.

Q: Can Bodyguard be used to transfer the damage from Missiles, Grenades, Sith Grip, Force Burst, or other abilities that don't require an attack roll?

A: No. Bodyguard can only transfer damage from attacks. Offensive abilities that don't require attack rolls aren't attacks, so Bodyguard cannot transfer the damage from those abilities. See the Attacks section of this article for more details on what counts as an attack.

Careful Shot

Q: I played a game last night where Aurra Sing ended up in melee with General Kenobi. Can she claim the +4 for Careful Shot when she is technically "in melee," or does the rule assume shooting at close range?

A: In the game, there is no such thing as "in melee." There are only "melee attacks," and those are produced only by characters with the

Melee Attack special ability. (See the Attacks section of the FAQ for more details.) A character with Melee Attack can attack only an adjacent foe; however, the opposite is not true. A character without Melee Attack can attack an adjacent foe. Furthermore, a special ability that grants a bonus to Attack works against both adjacent and distant targets unless the special ability's rules specifically say otherwise. Therefore, Aurra Sing can indeed use Careful Shot against an adjacent target.

Charging Assault

Q: The ability says a character can move "up to" 12 squares, then make an attack at +20 Damage. Can Darth Maul on Speeder choose not to move at all and still get the bonus on his attack? The Savage glossary definition makes it sound like moving 0 squares counts as moving: ". . . it can move 0 squares and thus 'end its move' next to that enemy."

A: A character with Charging Assault must move at least 1 square before the end of its turn to benefit from the ability's bonuses. The Savage glossary definition is misleading and should not be interpreted as allowing moves of 0 to count toward Momentum. We'll clean that entry up in future products.

Cleave and Rolling Cleave

Q: When exactly does the Cleave or Rolling Cleave take place? For example, say Darth Maul has only 20 Hit Points left and moves adjacent to Padmé Amidala and Anakin Skywalker (who also has just 20 Hit Points left). Darth Maul attacks Anakin and hits. Darth Maul will do enough damage to defeat Anakin, allowing him to make a Rolling Cleave attack against Padmé Amidala. However, Anakin wants to use his Lightsaber Riposte ability to try and defeat Darth Maul before he has a chance to use Rolling Cleave. Which happens first, the attack from Rolling Cleave or Anakin's Lightsaber Riposte?

A: A character cannot perform a Cleave or Rolling Cleave until the initial attack that defeated the enemy has been completely resolved. In other words, you must first resolve all effects that are triggered when the enemy has been hit, damaged, and defeated. Lightsaber Riposte is triggered when a character is hit (which happens before the character takes damage), so Anakin gets a chance to use Lightsaber Riposte before Darth Maul can use Rolling Cleave. If Anakin defeats Darth Maul with the attack, Darth Maul cannot use Rolling Cleave at all.

Q: Say a character with Cleave or Rolling Cleave hits an enemy, but the damage is absorbed by some other enemy with the Bodyguard special ability. If the damage is enough to defeat the Bodyguard character, can the attacker still use Cleave or Rolling Cleave even though the Bodyguard character wasn't the actual target of the attack?

A: It depends. Cleave and Rolling Cleave work only if the defeated enemy is adjacent to the attacker. So long as this is true, if an enemy with Bodyguard is defeated when absorbing the damage to protect some other enemy, the attacker may take advantage of Cleave or Rolling Cleave.

Q: Suppose Darth Maul starts his turn adjacent to an enemy and defeats it with an attack, then uses Rolling Cleave to move 1 square and attack another enemy. Because he moved, is he now precluded from using his Triple Attack ability?

A: No. Darth Maul may continue a Triple Attack sequence that he had started before using Rolling Cleave. The special movement allowed by Rolling Cleave does not count as a move for purposes of Triple Attack. In the example, Darth Maul is still entitled to the last two attacks of his Triple Attack sequence.

Q: When Darth Maul performs a Rolling Cleave, are both parts mandatory? Can he choose to do the movement but not the attack, or the attack but not the movement?

A: Both parts are optional. Darth Maul may choose to do the movement, but not attack. Likewise, he may choose to make the attack, but not move.

Q: When Darth Maul performs a Rolling Cleave, can he move 1 square diagonally, or into low objects?

A: No. It costs 2 squares of movement to move diagonally or into low objects or difficult terrain, and Rolling Cleave grants only a single square of movement.

Crowd Fighting

Q: Does Shaak Ti's Crowd Fighting apply when she uses a Lightsaber Sweep? For example, if Shaak Ti were completely surrounded by eight Stormtroopers, would she get +16 to attack from Crowd Fighting each time she attacked a different Stormtrooper during her Lightsaber Sweep?

A: Calculate the bonus when you start each attack in the Lightsaber Sweep. In your example, the first attack will get +16, but if Shaak Ti defeats that opponent, the next attack will get only +14, and so on.

Q: Do Shaak Ti's own adjacent allies count toward the Crowd Fighting bonus? If there are three enemies and two allies adjacent to Shaak Ti, does she get a +8 bonus to Attack from Crowd Fighting?

A: Yes, Crowd Fighting grants a +2 bonus to Attack for every adjacent character, enemy and ally alike.

Dark Armor

Q: Can Darth Vader, Jedi Hunter spend a Force point to reroll the Dark Armor save if he is hit by an attack by an enemy with the Force Immunity power?

A: No. That would be spending a Force point to respond to the attack, and Force Immunity does not allow that. See the Force Immunity Q&As for more details.

Dominate

Q: Does a character with Dominate need to have line of sight to the target to use the ability?

A: Yes. The Dominate definition says it affects a "target non-Droid character," so that means it must follow the normal targeting rules. The only exception, specified at the end of the Dominate glossary entry, allows any ally in line of sight to be a legal target.

Q: If I try to Dominate an ally, is the ally required to roll the save, or can it choose to voluntarily fail the save?

A: The ally must roll the save. See the Saves section of this article for more details.

Q: If a character is successfully dominated, can it take a turn later in the round? Or does Dominate make you unable to activate that character again during the same round?

A: The immediate turn granted by Dominate does not count as an activation, so it has no effect on that character's normal turn that round. The target character may be activated normally before or after the immediate turn granted by Dominate.

Q: If a character with Force Renewal (such as Yoda) is successfully dominated, does he get a Force point in that immediate turn?

A: No. See the Rounds, Phases, and Turns section of this article for more details.

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Q: Can a character use special abilities or Force powers while under the influence of Dominate?

A: Yes. The only thing a Dominated character can't do is move. This includes using any special abilities or Force powers that provide movement.

Q: Does that mean I can't Dominate Darth Maul and then use his Rolling Cleave?

A: You could use Rolling Cleave, but you could only use it to get an attack, not to move 1 square. (The two components of Rolling Cleave are optional. See the Cleave and Rolling Cleave section of this article for more details.)

Q: Say I try to Dominate a character who has Force points. He fails his save, spends a Force point to reroll, and fails his second save. Can I use that character's Force points while he is dominated, or am I prevented from doing so because he already spent Force points this turn?

A: A dominated character can spend Force points while taking the immediate turn. Dominate grants a new turn to the affected character, so it can spend Force points normally on that turn.

Q: My opponent has Obi-Wan Kenobi, Jedi Master and Anakin Skywalker, Jedi Knight in his squad. Normally, Anakin has a +12 Attack, but thanks to Obi-Wan's commander effect, Anakin attacks at +16. If I Dominate Anakin and make him attack, does he attack at +12 or +16?

A: While a player controls a character via Dominate, the character is treated as part of that player's squad (and not part of his original squad). Therefore, the controlled character may benefit from his controller's commander effects, but not his original squad's commander effects. In the case you describe, Anakin attacks at +12 because he's not in the same squad as Obi-Wan Kenobi, Jedi Master, when he makes the attack.

Q: If I Dominate an opponent's Obi-Wan Kenobi, and he ends up being defeated as a result of his immediate attack (perhaps because his target's Self-Destruct ability did enough damage to defeat Obi-Wan, or his target used Lightsaber Riposte), who gets the benefit of Obi-Wan Kenobi's Force Spirit ability? Does his original owner get Force Spirit, or do I get Force Spirit since I controlled Obi-Wan at the time he was destroyed? What if some of my other characters have abilities that trigger when allies are defeated? Can I take advantage of those when Obi-Wan gets defeated?

A: The Dominate glossary definition says that when you Dominate a character, it acts as though it is on your squad for a whole turn. Since Obi-Wan is defeated while he's effectively part of your squad, you (the player who took control of Obi-Wan) gain the benefit of Force Spirit. The same is true for other similar abilities; while you control Obi-Wan, he's an ally of your squad, so you can take advantage of abilities that trigger when allies are defeated, and the player of his original squad cannot.

Q: Let's say my opponent's squad contains both Emperor Palpatine, Sith Lord and Anakin Skywalker, Sith Apprentice. I Dominate the Emperor and use him to attack Anakin. Anakin uses Lightsaber Riposte to attack the Emperor back and rolls a natural 1, which triggers Betrayal. Whose squad does Anakin end up in?

A: At the time Betrayal happens, Emperor Palpatine, Sith Lord is part of your squad (thanks to Dominate), so Anakin joins your squad. In fact, Anakin stays in your squad even though

you controlled the Emperor for only a single turn. Of course, now that Anakin is in your squad, he might end up attacking the Emperor again, and if he rolls another natural 1, he'll go back to his original squad!

Q: Can Dominate be used on General Grievous?

A: Yes. Dominate works on non-Droids, and General Grievous is a Cyborg, so he counts as both a Droid and a non-Droid. (See the glossary definition of Cyborg for more details.)

Q: If I use Dominate on Durge, does he regenerate? on the immediate turn granted by Dominate? Does this allow Durge to regenerate twice in a round: once on his normal turn (assuming he doesn't move), and once on the immediate turn granted by Dominate?

A: Yes and yes. In order for the Regeneration ability to work, Durge must take a turn in which he does not move. Being dominated allows Durge to take a immediate (extra) turn, and he is prevented from moving on that turn, so he qualifies for his Regeneration ability. If Durge doesn't move on his normal turn in the round, he can regenerate then, too.

Double Attack

Q: The Destroyer Droid has the Double Attack ability. If the Destroyer Droid is within 6 squares of General Grievous or a Geonosian Overseer (both of whom grant the Double Attack ability to nearby Droid followers), does the Destroyer Droid get Double Attack twice, giving a total of three attacks if it doesn't move on its turn?

A: No. The stacking rule says that no creature can benefit from two instances of the same ability. A character who has Double Attack from two or more different sources can make just one extra attack if it doesn't move on its turn.

Draw Fire

Q: How does Draw Fire interact with combined fire? Can the attacking player decide whether to combine fire and which characters aid in combined fire after seeing the result of the Draw Fire save?

A: The Draw Fire ability is declared and resolved prior to any combined fire decisions.

Q: What exactly can Draw Fire divert? It's pretty clear how it diverts normal attacks, but can it divert attacks of opportunity, too? What about things like Grenades, Blaster Barrage, Lightsaber Sweep, Kouhun Infestation, Force Lightning, etc? What about forcing an enemy to move differently?

A: Draw Fire can be used to divert any attack, special ability, or Force power that uses the legal target rules to determine who can be affected. (The legal target rules can be found in the Choosing Your Target section of the Attacks and Damage chapter of the rulebook.) Draw Fire can divert an attack, special ability, or Force power only if the character with Draw Fire is also a legal target for it. For example, all normal attacks (by characters with or without Melee Attack) use the legal target rules, so they can be diverted with Draw Fire. Force Grip, Force Lightning, Kouhun Infestation, and Grenades use the legal target rules, so they can be diverted. Blaster Barrage uses the legal target rules, so the individual attacks of the Blaster Barrage can be diverted.

In contrast, Lightsaber Sweep does not use the legal target rules (you make an attack against every adjacent enemy), so the attacks of a Lightsaber Sweep cannot be diverted. Emperor Palpatine's Force Storm does not use the legal target rules (it affects every adjacent character), so it cannot be diverted. Attacks of opportunity do not use the legal target rules (they affect the moving character), so they cannot be diverted. An enemy's movement is not governed by the legal target rules, so Draw Fire can never force an enemy to move to

C-3PO (for example) instead of another character.

Q: Han Solo, Chewbacca, and C-3PO are all adjacent to Darth Vader, Dark Jedi. If Darth Vader uses Lightsaber Sweep, can C-3PO potentially draw all three attacks onto himself?

A: A character using Lightsaber Sweep does not choose the enemies to attack (he simply attacks every adjacent enemy), so Draw Fire cannot be used against it. The same is true for Force Storm. However, Draw Fire can certainly be used at any point (and multiple times) during a Double Melee/Triple Melee attack sequence.

Q: If Mara Jade uses Blaster Barrage to attack several legal targets, including C-3PO, can C-3PO use Draw Fire to divert multiple attacks?

A: Yes. So long as C-3PO is a legal target for the Blaster Barrage, he can potentially divert any and all attacks against targets within 6 squares of himself.

Q: Emperor Palpatine is 5 squares away from Luke Skywalker, Jedi Knight and declares the use of Force Lightning on Luke. C-3PO is within 6 squares of Luke but he is more than 6 from the Emperor, and he wants to use Draw Fire. Does Emperor Palpatine's player need to roll a save to determine if C-3PO will be the target? If so, and if he fails the save, does that mean the Emperor must spend the 2 Force Points for the attack and miss C-3PO because of the range difference?

A: No. Draw Fire says that the attacking character must be able to select C-3PO as a target. In this case, the Emperor can't do so because C-3PO is out of range. Thus, C-3PO can't use Draw Fire in the scenario you describe.

Droid Mark

Q: Can I use Wat Tambor's Droid Mark ability on any version of General Grievous, since they all count as a Droid?

A: Yes. All versions of General Grievous have the Cyborg ability, so he is considered to be both a Droid and a non-Droid. Thus, he can be chosen for Droid Mark.

Q: Wat Tambor gets to use Droid Mark when he activates. Does this mean he can use it when he activates to provide a combined fire bonus to some other character's attack?

A: No. A character who activates to provide a combined fire bonus to an ally's attack cannot do *anything* else on its turn.

Droid Reinforcements

Q: Does Wat Tambor's Droid Reinforcements ability allow me to break the faction rules? That is, if I'm building a Separatist squad, can I use Droid Reinforcements to bring a non-Separatist and non-Fringe Droid (such as an Imperial Probe Droid) into my squad?

A: No. You must still abide by the faction rules when using Droid Reinforcements. Wat Tambor can bring only Separatist and Fringe Droid characters into a Separatist squad.

Q: The card text for Wat Tambor's Droid Reinforcements says it allows non-Unique Droids. The rulebook's definition of Droid Reinforcements doesn't contain the "non-Unique" text, so it allows all Droids. Which one is correct?

A: The additional restriction imposed by Wat Tambor's stat card is correct. Wat Tambor's Droid Reinforcements allows you to add only non-Unique Droids to your squad.

Execute Order 66

Q: Emperor Palpatine, Sith Lord's Execute Order 66 ability prevents characters with Order 66 from attacking him. Does Execute Order 66 also prevent characters from combining fire on some other character's attack against Emperor Palpatine, Sith Lord?

A: No. Execute Order 66 only prevents attacks. Providing a combined fire bonus against an enemy doesn't actually count as attacking that enemy.

Q: If my Clone Trooper wants to attack, but Emperor Palpatine, Sith Lord is his nearest enemy, and all other enemies have cover, can the Trooper attack the second-nearest enemy? In other words, since Emperor Palpatine, Sith Lord isn't a legal target for the Clone Trooper (thanks to the Execute Order 66 ability), does that allow the Clone Trooper to treat the second-nearest enemy as the nearest enemy?

A: No. The Execute Order 66 ability doesn't change how you determine the nearest enemy. The Clone Trooper in the example can't attack any enemy. He can't attack the nearest enemy (Emperor Palpatine, Sith Lord) because the Execute Order 66 ability precludes it, and he can't attack any farther enemies because they have cover. The Clone Trooper needs to either move before attacking so that he does have a legal target, or choose something else to do on his turn.

Fire Control

Q: If you have 2 (or more) Battle Droid Officers in your squad, do the bonuses from Fire Control stack for a total of +8 (or more) on Attack?

A: No. The stacking rule says that no character can benefit from multiple instances of the same ability. Even if you have two or more Battle Droid Officers in your squad, non-Unique Droid allies get only a total of +4 Attack from Fire Control.

Q: Does a Battle Droid Officer's Fire Control ability grant it a +4 bonus on its own attacks?

A: No. Fire Control applies to all non-Unique Droid allies, and the Battle Droid Officer is not its own ally (see the errata for "Ally/Allied" at the top of this article).

Force Immunity

Q: Exactly what sorts of Force powers does Force Immunity protect against? Can an enemy use the Damage bonus granted by Sith Rage or Lightsaber Precision against a character with Force Immunity? Can an enemy use an attack granted by Lightsaber Assault or Lightsaber Sweep against that character? If an enemy uses Force Leap to move through or past a that character's space, does the character with Force Immunity get to make an attack of opportunity?

A: Force Immunity protects against Force powers that affect the character with Force Immunity. Thus, it cannot be damaged by Force Lightning, Force Grip, Force Whirlwind, Force Burst, Shockwave, and so on. Those powers either deal damage directly or apply some other effect.

Force Immunity does not protect against Force powers that boost the attacker's statistics or abilities. Thus, when attacking a character with Force Immunity, the attacker can benefit from Lightsaber Precision, Sith Rage, Force Valor, and so on. Similarly, powers such as Blaster Barrage, Lightsaber Assault, Whirlwind Attack, Lightsaber Sweep and Lightsaber Throw allow the attacker to make extra attacks or make an attack when he would not otherwise be able to; such powers don't count as affecting the character with Force Immunity. Thus, a Force Immune character can be attacked by an enemy using one of those powers. Likewise, Force Leap, Master Speed, and Knight Speed affect the character who is moving, so Force Immunity doesn't eliminate any part of those abilities' benefits.

In short, if a Force power boosts a character's stats, allows it to

make more attacks than normal, or enhances its movement, Force Immunity does not protect against the Force power. If a Force power deals damage to or applies a condition directly to one or more characters, Force Immunity protects against the Force power.

Q: Force Immunity says enemies can't spend Force points to "respond to" a that character's attacks and abilities. What exactly counts as "responding to" an attack or ability?

A: "Responding to" includes using a Force power to avoid the damage, rerolling a save that helps reduce or avoid damage, rerolling a save to prevent an effect, or using a Force power that triggers when hit. Thus, Lightsaber Block, Lightsaber Deflect, and so forth cannot be used against an enemy with Force Immunity. An enemy with Evade or Dark Armor cannot spend a Force point to reroll a failed save against a hit, nor can it cannot spend a Force point to reroll a failed save for Plaeryin Bol or Thud Bug. An enemy cannot use Lightsaber Riposte to attack the character who hit him.

Fringe Reinforcements

Q: I'm confused about Jabba the Hutt's Fringe Reinforcements special ability. In a 100-point skirmish, does this mean you build a 70-point squad, look at your opponent's squad, and then add 30 points of Fringe characters? Or do you build a 100-point squad, look at your opponent's squad, and then add 30 points of Fringe characters, for a total of 130 points?

A: You build a 100-point squad, look at your opponent's squad, and then add 30 points of Fringe characters. Yes, this does give you a total of 130 points of characters, and they do not score any points for your opponent when defeated. However, they are built into Jabba the Hutt's cost (by himself, he definitely isn't worth 50 points).

Q: I have a question about Fringe Reinforcements. The text says I can add 30 points of Fringe characters after looking at the opponent's squad. In a tournament, can I replace these 30 points for each opponent (in other words, at the beginning of each new game)? Or can I choose the additional characters only in the first skirmish and then use the same ones for the rest of tournament?

A: You may choose a new set of Fringe reinforcements at the beginning of each skirmish. You do not have to keep the same 30 points of characters for each game in a tournament.

Fringe Reserves

Q: If I have multiple copies of Rodian Black Sun Vigo in my squad, and I roll exactly 11 for initiative, do I get multiple 20-point sets of Fringe characters, or does the stacking rule limit me to just one?

A: You get multiple 20-point sets of Fringe characters (each character's special ability triggers). The same situation applies in the case of Republic Reserves and Separatist Reserves, if you roll the appropriate number. However, you must activate each ability separately: You can't combine multiple reserves to add a character whose cost is greater than 20.

Galloping Attack

Q: Does Galloping Attack allow a character to make a free attack against an enemy that it starts its turn adjacent to, or must the character move at least 1 square to start the free attacks?

A: The character must move at least 1 square before receiving any free attacks. Of course, if it starts adjacent to an enemy and its first move takes it into another square adjacent to the same enemy, it can attack that enemy.

Grenades

Q: Does a character with the Grenades special ability (such as the Bothan Spy) ever run out of grenades?

A: No, there is no limit. Unless a special ability lists some limited number of uses, it can be used indefinitely.

Hand of the Emperor

Q: The rulebook defines "Hand of the Emperor" as follows: "In addition to spending its own Force points once per turn, a character with this special ability can spend Force points from Emperor Palpatine once per turn. Emperor Palpatine must be in your squad for this ability to work."

The way this is worded suggests to me that Mara Jade may use her own Force points to use Blaster Barrage, and then use an additional 1 Force point from Emperor Palpatine to use Blaster Barrage again, should she choose to do so. Is this correct?

A: No. Mara Jade can't use Blaster Barrage twice in the same turn – it replaces attacks, so even if she uses one of the Emperor's Force points, she can't use Blaster Barrage again. (Special abilities and Force powers that replace attacks can be used only once per turn regardless of the number of normal attacks a character might otherwise be able to make.)

Heavy Weapon

Q: Characters with Heavy Weapon can't attack and move in the same turn. How does this work with ASP-7's Lift ability? Lift "replaces attacks," so can ASP-7 move another character with Lift and also move that turn? Can it use Industrial Repair on another character and still move that turn?

A: Yes. Abilities that replace attacks don't count as attacks themselves. So ASP-7 can use its Lift ability and also move, or use Industrial Repair and move. Heavy Weapon only prevents it from attacking and moving on the same turn. A character with Heavy Weapon can still make an attack of opportunity as normal, and it can move in the same turn that it uses a replaces attacks ability.

Impulsive Shot

Q: Does Luke Skywalker, Rebel get an Impulsive Shot when he is defeated?

A: No. Impulsive Shot grants a free attack only when some other Unique character in your or your teammate's squad is defeated (see the errata for "ally/allied" above).

Q: Can Luke Skywalker, Rebel use his Impulsive Shot if he has already been activated in the turn?

A: Yes. Impulsive Shot gives him an immediate attack that is outside the normal round sequence. He can use it even if he has already been activated this round, and using it has no effect on activating him later in the round.

Q: Also, the Impulsive Shot rule says that it can be used "once per turn." Is that supposed to be "once per round"?

A: No, "once per turn" is correct. For example, if Darth Vader defeats Han Solo, Luke gets an immediate attack. If, on the next activation, a Stormtrooper defeats Leia, Luke gets another immediate attack. However, if Vader were to use Lightsaber Sweep and defeat Han Solo and Leia on the same turn, Luke would get only one immediate attack.

Impulsive Sweep

Q: Does Anakin Skywalker get an Impulsive Sweep when he is defeated?

A: No. Impulsive Sweep grants free attacks only when some other Unique character in your or your teammate's squad is defeated (see the errata for "ally/allied" above).

Kouhun Infestation

Q: How do you count the range to a potential target of Kouhun Infestation?

A: You count range just as you would count for any special ability -- diagonals count as 2 squares, but squares containing low objects and difficult terrain do not. You have to count around walls as normal, even though you don't need line of sight to the target. The range is measured along the shortest path to the target. See the glossary definition of range for more details.

Q: Does Kouhun Infestation work through closed doors?

A: No. (*Attack of the Clones* demonstrates that they can't even get through windows without a little help!) As noted in the glossary, you can't count range through a wall, and a closed door is treated as a wall for all purposes.

Q: What about the fact that this ability doesn't require line of sight? Wouldn't that mean it should work through walls or closed doors, anyway?

A: No. Line of sight is normally a requirement for any target of special abilities (just as it would be a requirement for a normal attack). Dropping that requirement does not change how range is measured.

Q: If Kouhun Infestation is used against a target not in line of sight, how would that work with the cover and adjacent enemy requirements for targeting enemies?

A: First, if Zam Wesell has an adjacent enemy, she would not be able to use Kouhun Infestation against any nonadjacent target. (This is exactly the same as any other attack or special ability.) Second, a target not in line of sight would automatically be considered to have cover – obviously, it would be impossible to draw an unobstructed line to all parts of the target's space. Thus, Kouhun Infestation can't be used against a target not in line of sight unless that target is also the nearest enemy.

Q: Do I need to make an attack roll for Kouhun Infestation to work, or does the target merely need to be within range?

A: Kouhun Infestation is not an attack, so no attack roll is required. The target does get a save, though.

Q: Can I use defensive abilities such as Lightsaber Deflect against Kouhun Infestation? How about a Destroyer Droid's Shields?

A: Lightsaber Deflect and similar abilities can't protect against Kouhun Infestation because they apply only against actual attacks. In contrast, a Destroyer Droid's Shields would apply against Kouhun Infestation because the ability reduces damage from any source, not just attacks.

Lightsaber

Q: I just saw something in the Advanced Rules glossary that confuses me: "Lightsaber: This character uses a lightsaber instead of a blaster when attacking adjacent enemies. Such attacks get a +10 bonus to Damage." Is that included in the

damage of characters with lightsabers, or is that something to add on?

A: No, this only applies to a character that actually has the Lightsaber special ability (by itself, not in terms such as Lightsaber Assault or Lightsaber Block) on its stat card, such as the Dark Side Adept in the *Revenge of the Sith* set. It doesn't apply to other characters at all.

Q: If Luke Skywalker on Tauntaun gets a critical hit against an adjacent non-Droid enemy, does he deal 40 damage? I know his base 10 Damage gets doubled, but the +10 Damage bonus from his Lightsaber special ability get doubled too?

A: On a critical hit, Luke Skywalker on Tauntaun deals 30 damage to adjacent non-Droid enemies. Only a character's base Damage is doubled on a critical hit. The Lightsaber special ability gives Luke some bonus damage, but bonus damage is not doubled on a critical hit. See the glossary definition of critical hit in the rulebook for more details.

Missiles

Q: When Missiles deals damage to a group of characters, who gets to make the save? Is there one save for the whole group?

A: Missiles work the same as Grenades as far as the saves are concerned. Each affected character gets its own save to avoid the damage.

Mobile Attack

Q: Does General Kenobi's commander effect ("Followers can move 2 extra squares on their turns as part of their move") allow a creature with Mobile Attack to move 2 extra squares on both the move before the attack and the move after the attack, for a total of 10 squares?

A: No. General Kenobi's commander effect increases the total distance the character can move on its turn by 2 squares. It doesn't add 2 extra squares to movement both before and after the attack. A creature that can normally move 6 squares and attack can use General Kenobi's commander effect to move a total of 8 squares when performing a Mobile Attack.

Q: Does Mobile Attack allow a character to move, use an ability that replaces attacks, and then move again?

A: Yes. Mobile Attack does not replace an attack or turn, but simply allows a character to attack at any point during its move, so that character can substitute another ability that replaces attacks for the attack action. See "Replaces Attacks" for more about the interaction between abilities that replace attacks and turns.

Molecular Shielding

Q: Does Molecular Shielding protect against special abilities such as Missiles, Grenades, or Kouhun Infestation? What about Force powers such as Force Lightning, Force Storm, or Force Strike?

A: Molecular Shielding protects only against the damage from attacks. None of the special abilities and Force powers listed above are attacks, so Molecular Shielding does not protect against them. See the Attacks section of this article for more details about what counts as an attack.

Momentum

Q: Does Momentum work if a character moves 0 squares? To get the bonuses from Momentum, a character must move before attacking. However, the Savage glossary definition makes it sound like moving 0 squares counts as moving: ". . . it can move 0 squares and thus 'end its move' next to that enemy."

A: A character with Momentum must move at least 1 square before the end of its turn to benefit from the ability's bonuses. The Savage

glossary definition is misleading and should not be interpreted as allowing moves of 0 to count toward Momentum. We'll clean that entry up in future products.

Q: If a character with Momentum (such as a Sandtrooper on Dewback) is adjacent to an opponent, can it move 1 square away, and then move 1 square back toward the opponent to gain the benefit of Momentum on its attack?

A: Yes, the character would gain the benefit of Momentum on that attack, but keep in mind that it would be subject to an attack of opportunity when it moves out of the adjacent square. Thus, it's possible the character could be defeated by trying to do this.

Order 66

Q: Do ARC Troopers (from the *Clone Strike* expansion) count as Clone Troopers for the purpose of Order 66?

A: Yes. An ARC Trooper is a special kind of clone trooper, even though the words "Clone Trooper" do not appear in its name.

Q: Can Emperor Palpatine (from *Rebel Storm*) include characters with Order 66 in his squad? The glossary definition for Order 66 says that the character can be in a squad with "Emperor Palpatine, Sith Lord," but I'm not sure if that should include any "Emperor Palpatine." For example, both couldn't be in the same squad because of the Unique restriction (their names are similar, obviously, with the exception of the phrase "Sith Lord"), but does this make them similar enough to both get this benefit?

A: No. The Order 66 glossary entry mentions a specific miniature by name. "Emperor Palpatine, Sith Lord" refers only to the character from the *Revenge of the Sith* set. If it were meant to apply to the *Rebel Storm* Palpatine, it would have said "Emperor Palpatine" (which would apply to both) instead.

Override

Q: Can Override be used to close a door that would normally stay open, such as when a character is adjacent to that door?

A: Yes. Override can be used to force a door closed (or open), regardless of the normal rules for opening and closing doors.

Q: What happens if a player wants to use R2-D2's Override ability to close a door when there is a Large creature in the way? (The Large creature straddles the gridline that the door blocks when closed.)

A: The safety interlocks prevent R2-D2 from using Override on a door that has a Large creature in the way.

Q: Given all that, how do you keep a squad with R2-D2 from winning all the time? It seems that you can build a squad designed to defeat an enemy very quickly and then lock yourself in a room with a single door for 10 rounds. No one can get in, so no one can attack anyone else. The side with R2-D2 automatically wins as long as it defeats more points of enemies and finds a janitor's closet to hide in!

A: This is a perfectly legitimate strategy, and the Rebel player can build a squad around this concept. Generally, though, it won't work well against a squad with very high-point characters. For example, you would be hard pressed to make a "quick strike" and earn easy points against a squad consisting of Darth Vader, Sith Lord and Emperor Palpatine. Still, if you ever manage to get ahead on points and can retreat "into the closet," so to speak, it can work quite well. (Expect the Imperial player to make every effort to defeat R2-D2 early in the game,

though.)

That said, we agree that overuse of this tactic can be annoying and a bit disrespectful to other players, especially if you use it repeatedly to win battles by running out the clock. It's fine to introduce a house rule if you find this to be disruptive -- the point, after all, is for both sides to have fun. For example, you might have a house rule that if Override is used for 5 consecutive rounds, R2-D2 loses the ability to use Override for the rest of the battle because the central computer is able to isolate and bypass his com link. Such a house rule usually wouldn't be necessary in a scenario with more specific objectives (such as "Rescue the Princess," or those in *Ultimate Missions* products), but it would be a perfectly acceptable variant to adopt if this has been a problem for your group. Discuss it with other players before bringing it into play, and consider all the alternatives before coming to a final decision. In any event, the designers will continue to evaluate the problem.

Pheromones

Q: Exactly what sorts of attacks can Pheromones cancel? It's pretty clear how it cancels normal attacks, but can it cancel attacks of opportunity, too? What about things like Lightsaber Assault, Blaster Barrage, Lightsaber Sweep, Charging Assault, Charging Fire, Whirlwind Attack, and so on?

A: Pheromones can be used to cancel any attack that uses the legal target rules to determine who can be targeted. The attacks granted by Lightsaber Assault, Blaster Barrage, and Charging Fire use the legal target rules, so the attacks granted by those abilities can be canceled. In contrast, Lightsaber Sweep does not use the legal target rules (you make an attack against every adjacent enemy), so they cannot be canceled. The same is true of Charging Assault (make an attack against an adjacent enemy) and Whirlwind Attack (make two attacks against each adjacent enemy). Attacks of opportunity do not use the legal target rules (they affect the moving character), so they cannot be canceled by Pheromones.

Q: The card text for Prince Xizor's Pheromones says it only applies to attacks made against Prince Xizor. The *Universe* booster insert definition of Pheromones doesn't limit it to just attacks against Prince Xizor. Which one is right?

A: The additional restriction imposed by Prince Xizor's stat card is correct. Prince Xizor's Pheromones can only cancel attacks that target Prince Xizor.

Rapport

Q: How does Rapport affect costs when adding a character through Fringe Reinforcements or Fringe Reserves, or when scoring points for defeating a character?

A: If you add a character eligible for Rapport through Fringe Reinforcements or Fringe Reserves, use the discounted price for the newly added character. When scoring points for defeating a character whose cost was reduced when added to the squad, it is worth the reduced cost.

Q: Can multiple instances of Rapport reduce a given character's cost multiple times?

A: Multiples of the same Rapport ability do not stack, as always. However, different versions of Rapport from different characters could grant a reduction to the cost of a given unit. For example, Clone Commander Cody reduces the cost of Clone Troopers in his squad, while Queen Amidala reduces the cost of non-Unique Republic followers. If both these characters are in the same squad, Clone Trooper characters in their squad would all receive a total discount of 2 points. (Should a situation ever arise in which different characters'

Rapport abilities could reduce a character's cost below 1, its minimum cost is 1.)

Recon

Q: Do you need to have two characters with Recon in your squad to benefit from the ability? The Recon text on the Probe Droid card suggests this may be necessary.

A: Only a single character with Recon is necessary to gain the benefit (see the errata to Recon above).

Q: Can you choose either of the two rolls as described on the stat cards, or do you have to take the higher roll as described in the glossary?

A: The wording on the card is correct. Either roll may be chosen.

Repair 10

Q: Can R2-D2 use its Repair 10 ability to remove damage from itself?

A: No. Repair 10 has touch range, which generally allows a character to use a Force power or special ability on itself. However, the Repair glossary definition says that it can be used only on other Droid characters, overriding the general rule for touch.

Q: Can you use the Repair ability to remove damage from a Droid character with the Mounted Weapon ability, or can only the Industrial Repair ability be used on a character with the Mounted Weapon ability?

A: Both Repair and Industrial Repair can be used to remove damage from a Droid character with the Mounted Weapon ability. The fact that Industrial Repair works only on characters with Mounted Weapon doesn't preclude Repair from also working.

Self-Destruct

Q: I have a question concerning the Probe Droid in multiplayer games. Player A owns the Probe Droid, which is adjacent to a character belonging to Player B. Player C's character shoots and defeats the Probe Droid, which then self-destructs and deals enough damage to defeat Player B's character. Who gets the points for Player B's character?

A: Good question! Player A gets the points for Player B's character -- it was defeated by Self-Destruct, a special ability of Player A's Probe Droid. (Player C gets the points for the Probe Droid, obviously, because his character defeated it with a direct attack.)

Q: Let's say I have a Probe Droid adjacent to a bunch of enemies. Could one of my other characters attack the Probe Droid to trigger its Self-Destruct ability and damage all the adjacent enemies?

A: That's a creative idea, but no. The rules for Choosing Your Target specifically says that you "choose which enemy the attacking character (attacker) is targeting." Thus, you can only target enemies with attacks, never allies.

However, there are a few ways for a character to defeat an allied Probe Droid, thereby causing it to self-destruct at an opportune time: Grenades, Force Lightning, and Force Storm. The first two must target enemies, but also have the potential to affect allies. Force Storm gets every adjacent character, and Palpatine would take the Self-Destruct damage too, but it would certainly work.

Shields

Q: If I have a character with Shields (such as a Destroyer Droid) adjacent to an ally with the Bodyguard special ability, and if my character with Shields is hit by an attack, can I have the Shields absorb some of the damage and then transfer the remaining damage to the ally with Bodyguard?

A: Yes, but -- as specified in the *Revenge of the Sith* rulebook's glossary definition of Bodyguard -- you must choose whether you are going to transfer the damage as well as which ally with Bodyguard you are going to transfer it to before rolling to find out how much damage the original target's Shields absorb.

Q: Can Shields absorb the damage from Darth Sidious's Pawn of the Dark Side power?

A: Yes. The glossary definition of Shields says it absorbs damage from any source, so it can absorb the damage caused by Darth Sidious' Pawn of the Dark Side power.

Sonic Attack

Q: The Sonic Attack glossary definition says, "an enemy attacked by a character with this special ability cannot use Force powers for the remainder of this turn." How long does this last, exactly? Does it prevent the target from using Force powers for the rest of the round? Does it prevent the target from using Force powers until the end of the target's next turn?

A: The effects of the Sonic Attack ability only last through the end of the character's turn in which the Sonic Attack took place. In other words, if it's a Geonosian Soldier's turn, and it attacks Aayla Secura with its Sonic Attack, Aayla cannot use Force points until the Geonosian Soldier's turn is over. Once the Geonosian Soldier's turn has ended, it is another character's turn, so Aayla is no longer prevented from spending Force points.

Typically, the only benefit of Sonic Attack is that the target cannot use Force Deflect to avoid the damage. However, if a character provokes an attack of opportunity on its own turn from an enemy with Sonic Attack, that character would be unable to spend Force points for the rest of its own turn. For example, on Aayla Secura's turn, if she moves 3 squares past a Geonosian Soldier (who makes an attack of opportunity against her) and misses Durge with an attack, she cannot spend a Force point to reroll her attack.

Q: Does Sonic Attack only prevent Force powers used against the character with this ability, or does it prevent any Force power use during that turn?

A: It applies to *all* Force Powers. The target can't use any for the rest of the turn against any target for any reason.

Spotter

Q: If two characters with Spotter 10 both aid a third character in combined fire, does the attacker get a total bonus of +20 to Damage? What if three or more characters with Spotter 10 all aid in combined fire? Can you get really big damage bonuses this way?

A: No. The glossary definition of stacking says that two or more instances of the same ability never stack with themselves. Regardless of the number of allies with Spotter 10 that aid in combined fire, the attacker would get only a +10 bonus to Damage. (The attacker would still get a +4 bonus to Attack for each ally who aids in combined fire, as usual.)

Q: If an Aqualish Spy (who has Spotter 10) and an Aerial Clone Trooper Captain (who has Spotter 20) both aid a third character in combined fire, does the attacker get a total bonus of +30 to Damage?

After all, Spotter 10 and Spotter 20 are different abilities, so they bypass the stacking restriction.

A: No. The numerical part of an ability's name never matters for purposes of the stacking rule. In other words, Spotter 10 and Spotter 20 count as the same ability, so they don't stack with each other. The attacker would get a +20 bonus to Damage from the Aerial Clone Trooper Captain's Spotter 20 ability, because it is the higher bonus. (The attacker would still get a +4 bonus to Attack for each ally that aids in combined fire, as usual.)

Q: Can the Aerial Clone Trooper Captain get his own Spotter 20 bonus to Damage when he is the attacker and one or more allies provide a combined fire bonus to his attack?

A: No. A character's Spotter ability provides a bonus to Damage only when it combines fire with some other character's attack.

Q: With the Spotter ability, when it says "a target within 6 squares," does this refer to an enemy within 6 squares of the Spotter, an enemy within 6 squares of the attacker, or an enemy within 6 squares of both?

A: The enemy has to be within 6 squares of the Spotter character. As a rule of thumb, when a special ability refers to someone being in a particular range, assume it's referring to the range from the character with the special ability unless it specifically says otherwise.

Q: Can the Aqualish Spy's Spotter ability be used to add extra damage to a melee attacker such as Darth Maul? The card says "combines fire." I assume this means +10 Damage for those using blasters only, but others in my group disagree.

A: The Spotter ability applies only to combined fire, and characters with Melee Attack cannot use or benefit from combined fire. Thus, Darth Maul is on his own.

Stealth

Q: I'm totally lost on the Stealth ability and why you would use it. Can you please explain how it's used?

A: Normally, if a character has cover, it cannot be attacked unless it is the nearest enemy. However, a character with Stealth that is more than 6 squares away is never considered to be the "nearest enemy." In other words, even if it is the only character in line of sight, you wouldn't be able to attack it if it has cover and is more than 6 squares away.

Essentially, Stealth allows you to attack without being attacked in return -- a squad full of characters with Stealth could be very difficult to beat if they carefully find cover every round and always keep their distance. However, a character with Accurate Shot can still target an enemy with Stealth who is more than 6 squares away.

Strafe Attack

Q: I'm confused about how Strafe Attack and Accelerate interact for the Commando on Speeder Bike or the Scout Trooper on Speeder Bike. How far can those characters move while using Strafe Attack?

A: They can do any of the following things:

- Make a normal attack and then move up to 6 squares (using Strafe Attack, if applicable).
- Move up to 6 squares (using Strafe Attack, if applicable) and then make a normal attack.
- Move up to 12 squares using Strafe Attack.
- Move up to 24 squares without attacking or using Strafe Attack.

Q: When using Strafe Attack, does a character ignore low objects?

A: Yes. Attackers always ignore low objects in their own squares or in adjacent squares, and Strafe Attack is used against targets in the attacker's own square.

Q: Would a Commando (or Scout Trooper) on Speeder Bike draw an attack of opportunity when it enters an enemy's square? My group's thinking is that it would, and we can't find anything in Strafe Attack that says otherwise.

A: The two Speeder Bike characters do not draw attacks of opportunity, but it has nothing to do with Strafe Attack. Both characters have Flight, which lets them ignore enemy characters, low objects, and pits while moving. Because they ignore enemy characters while moving, they do not provoke attacks of opportunity. (See the Flight entry in the glossary.)

Q: What would happen if your Speeder Bike (either kind) is moving 12 spaces, strafing as it goes, and then, when you enter the twelfth square, a Strafe Attack roll misses? You can't have two characters in the same space. Does the bike explode? Is it a free kill? Is the bike moved out of the way? What if there's no room for the bike to land anywhere else?

A: Technically, this shouldn't happen. Any character, even one with Flight, has to have a legal square to end in before it starts moving. In other words, your last bit of movement *must* be into an unoccupied square. Strafe just gives you the ability to attack everyone from your starting position to your ending (landing) spot.

Tow Cable

Q: If R2-D2, Astromech Droid uses Tow Cable to move Mace Windu, does that count as Mace Windu's activation for the round?

A: No. When R2-D2 uses Tow Cable to move another character, that character doesn't implicitly get activated by the movement. In other words, a character moved by Tow Cable can still activate normally later in the round. For example, after being towed on R2's turn, Mace Windu could activate and use Triple Attack to make 3 attacks on his own turn. Additionally, R2-D2 is not prevented from using Tow Cable to move a character who has already activated that round, so Mace could activate and make some attacks, and then R2-D2 could activate and use Tow Cable to move Mace to a different position.

Q: If R2-D2, Astromech Droid uses Tow Cable, can it still use Override at the end of its turn, or does the fact that Tow Cable replaces his turn mean that he doesn't get to use any end-of-turn effects such as Override?

A: R2-D2 can still use Override at the end of a turn in which he uses Tow Cable. A character who uses a special ability or Force power that replaces its turn still takes a turn; it gets to do only the specified actions instead of the normal options for actions on a character's turn. End-of-turn effects still happen. Characters can still cause a door to open or close by ending their turns adjacent to or away from the door, and can still use abilities (such as Override) that are triggered at the end of their turn.

Q: When a character is being moved by the Tow Cable ability, does that character provoke attacks of opportunity?

A: No. Characters moved by Tow Cable gain Flight, and characters with Flight don't provoke attacks of opportunity while moving.

Q: Let's R2-D2, Astromech Droid hooks up with an adjacent character on his right side and then moves 12 spaces. Does the character who was towed 12 spaces have to finish its movement in the same relative

position? Or can it be placed in any space adjacent to R2-D2, Astromech Droid?

A: A towed character does not have to end up in the same relative position to the character with Tow Cable. The towed character can end the movement in any square adjacent to the towing character, so long as it ends in a legal position and does not move more than 12 squares.

Unique

Q: Is it legal for both my opponent and me to have a copy of the same Unique character in our squads? If I have Boba Fett in my squad, can my opponent also have Boba Fett in his squad?

A: Yes. Every player can have his or her own copy of a Unique character.

Q: If I have a copy of a Unique character in my squad and it is defeated, can I later use the Fringe Reserves, Separatist Reserves, Republic Reserves, or a similar ability to add the Unique character back into my squad?

A: No. If you already added a particular Unique character to your squad, either during squad construction or with an earlier use of Reserves, you cannot add that Unique character (or a character that counts as that Unique character) to your squad with a later use of Reserves.

Q: How does Betrayal interact with the Unique ability? Can Betrayal force a Unique character to join my squad if I already have a copy of that Unique character in my squad?

A: The Unique ability only applies when you are adding characters to your squad, either during squad construction or with an ability such as Fringe Reserves, Separatist Reinforcements, and so on. It does not prevent Betrayal from working if you already have a copy of that Unique character in your squad.

Wheeled

Q: The Wheeled special ability allows a character such as Grievous' Wheel Bike or the Hailfire Droid to move 18 squares and attack. Can a character with the Wheeled ability just move 18 squares and not attack?

A: Yes. A character that uses the Wheeled ability can choose not to attack if you wish.

Q: Can a character use the Wheeled ability to attack first and then move 18 squares?

A: No. Since the Wheeled ability uses the word "then," the character must make the attack after the movement.

Q: Can a character use the Wheeled ability to move 18 squares, then move another 18 squares instead of attacking (for a total of 36 squares)?

A: No.

Ysalamiri

Q: Does Ysalamiri prevent a character's Force Renewal from working if that character is within 6 squares of someone with the Ysalamiri special ability?

A: No. Ysalamiri prevents a character within 6 squares from spending Force points, and from being targeted with Force powers. A character that uses Force Renewal is doing neither of those two things, so Ysalamiri does not prevent Force Renewal from happening.

Q: When a character is in the area protected by the Ysalamiri ability, the rules say the character "cannot be targeted by Force powers."

What exactly counts as targeting a character with a Force power for purposes of Ysalamiri? Can a character outside the area use Force Grip, Sith Lightning, or other Force powers that directly affect an enemy inside the area? Can a character outside the area use Blaster Barrage, Lightsaber Assault, Lightsaber Sweep, or Lightsaber Throw and attack an enemy (or enemies) inside the area? Can a character outside the area use the Damage bonus granted by Sith Rage or Lightsaber Precision against an enemy inside the area?

A: Ysalamiri prevents a Force power from affecting a character inside the area in the same way that Force Immunity prevents a Force power from affecting a character. See the revised wording for Ysalamiri in the Errata section and the first Q&A in "Force Immunity" for more details.

Specific Characters

Aurra Sing

Q: Since Aurra Sing has both a blaster and a lightsaber, how do you know whether she is making a melee attack or a ranged attack? Do enemies use Lightsaber Block to negate her attacks, or do they use Lightsaber Deflect and Lightsaber Reflect? What if she makes a Lightsaber Sweep?

A: Aurra doesn't have the Melee Attack ability, so all of her attacks – even the attacks of her Lightsaber Sweep – are considered to be nonmelee attacks. (See the Attacks Q&A for more details.) Therefore, Lightsaber Deflect and Lightsaber Reflect can be used to negate any of her attacks; Lightsaber Deflect and Lightsaber Reflect may even be used to negate the attacks of her Lightsaber Sweep. Lightsaber Block cannot be used to negate her attacks at all, because Lightsaber Block works only against melee attacks.

Emperor Palpatine, Sith Lord

Q: Do the Royal Guard's Emperor's Bodyguard ability and Mara Jade's Hand of the Emperor ability work with Emperor Palpatine, Sith Lord from the *Revenge of the Sith* set?

A: Yes. Special abilities that work with Emperor Palpatine work with any character who has "Emperor Palpatine" in its name.

Q: The commander effect for Emperor Palpatine, Sith Lord says that I can include characters with Order 66 in his squad. If the Emperor is defeated, what happens to any characters with Order 66 in the squad? Are they automatically removed from play? Do they change sides and start to fight for my opponent's squad?

A: Characters with Order 66 in Emperor Palpatine, Sith Lord's squad continue to fight for that squad normally even if Emperor Palpatine is defeated during the skirmish.

General Grievous, Jedi Hunter

Q: Does General Grievous, Jedi Hunter count as having the Jedi Hunter special ability? He doesn't have Jedi Hunter listed in the special abilities section of his stat card, but he does have "Jedi Hunter" in his name.

A: No. In order to count as having the Jedi Hunter special ability, a character must have Jedi Hunter in the special abilities section of its stat card.

Mara Jade

Q: If Mara Jade uses her Blaster Barrage Force power, and one or more of the targets she attacks has not yet activated, does she get

the Cunning Attack bonuses (+4 Attack and +10 Damage against unactivated characters) against them?

A: Yes. Cunning Attack is always in effect (if the target is eligible, of course). When making a Blaster Barrage, Mara Jade gets the Cunning Attack bonuses against every enemy she attacks who has not yet activated.

Quinlan Vos

Q: Assume Quinlan Vos is suffering from his Impulsive Savagery and still has some Force points left. If the closest enemy is 14 squares away when Quinlan Vos starts his turn, must he spend a Force point to move faster so that he can become adjacent to that enemy?

A: No. A Savage character with Force points to spend is not required to spend them in order to meet the requirements of the Savage ability.

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