

Star Wars Miniatures FAQ - General

Updated - March, 2008

General Questions

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 if there is a direct conflict unless the glossary specifically mentions overriding card text, or published errata or an FAQ confirms that the glossary is correct. Note that the glossary may include rules text that is not even hinted at on the card and this is not considered a direct conflict; it's an additional rule that remains in play. 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.

Q: If my opponent forgets about an ability of one of his characters, do I have to remind him about it? For example, maybe he attacked a character with a Force rating using a character with Jedi Hunter and forgot about the +4 Attack bonus and +10 Damage bonus. Or maybe he activated a character with Force Renewal and forgot to add a Force point.

A: Many abilities/rules are not optional even though they appear on a character's stat card. They also appear in the rulebook glossary, or rules insert for the set. Jedi Hunter for example is not optional. It happens whenever the character attacks a character with a Force rating. Force Renewal also is not optional; it happens automatically when the character activates. In such a case, yes, you must remind your opponent about the oversight if you notice it. You're responsible for following all the rules, not just all the rules that benefit you, or just the rules on your own character's cards.

Note that this only extends to non-optional rules, not tactics or optional rules like most Force powers which only work when Force points are optionally spent. For example, you do not need to remind your opponent to use Lightsaber Deflect when hit by an attack because it's optional and you do not need to remind a player to activate a particular character first before it's defeated -- that's a tactical choice, not a rule.

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, there's a turbolift near the center, but the door art for it doesn't have the light-blue rectangles indicating it is a door. Does it still count as a door?

A: No. It's a normal opening despite the artwork. The colored terrain lines always take precedence.

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: When setting up a large or bigger character in the standard starting area, does the whole base have to be in the starting area, or do you just count range from the edge?

A: Count range from the edge. In effect, part of its base may be outside of the starting area while still meeting the requirement for being within 4 squares of the edge.

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!

Extra Attacks

Q: Must a character with Double or Triple Attack make all its attacks against the same enemy?

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 or replaces the turn.

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 but it is not required to reveal the remainder of the move (if any) beyond that destination square.

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?

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.

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. But a character with Opportunist *would* get to apply it in the same circumstances.

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.

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: When exactly can I use abilities that replace attacks? Can I use one on an attack of opportunity?

A: Generally, they can be used on the character's turn if they haven't taken one or more standard attacks or already used some other ability that replaces attacks or replaces the entire turn. 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 attacks. 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: 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. Note that some abilities that replace attacks generate further attacks, like Lightsaber Assault, and special abilities applicable to attacks would still affect these attacks even though they were generated by an ability that replaces attacks.

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.

Q: If a player wants a particular enemy to have cover for tactical reasons, can the player choose a corner that gives cover even when an alternate corner would provide clear line of sight?

A: Yes, as long as it's made clear that a corner that allows no cover is available as well to establish it's a tactical choice, not an oversight.

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.

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.

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.

1. Declare all legal targets for multiple targeting abilities like Blaster Barrage or Furious Assault.
2. Declare a target. If the attacker can choose from among several targets, declare which enemy to target. When attacking multiple targets designated in step 1, the character must still be a legal target when selected in this step.
3. Resolve effects that trigger when a character is targeted. 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.)
4. When affecting multiple characters with a Force power like Force Burst or Force Lightning 2 for example, select one to affect.
5. Declare the attack, including combined fire, Careful Shot, Deadeye, and other abilities that must be declared before making the attack roll. The total bonus to attack, defense of the target, and possible damage (barring critical hits or later adjustments) should be declared and agreed upon before continuing.
6. Resolve abilities that occur before making the attack roll, like Pheromones.
7. Make the attack roll. You can spend Force points to reroll on this step, if necessary.
8. Resolve effects that occur when a character is attacked. 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.
9. 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 unless the target is a huge or larger character in which case the damage is immediately converted to +40 damage. Effects that require a character to be hit do not take place yet.
10. Resolve effects that trigger when this character is hit. 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. You may see the results of one effect before resolving another, but no single effect may be resolved more than once. For example, a character can never Lightsaber Deflect the same attack twice. (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.)
11. 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. If Bodyguard is being used, it must be resolved prior to other effects like Shields, Damage Reduction, and Dark Armor.
12. Calculate and apply the total damage and/or resolve Disintegration (if it was not converted to damage previously), and determine if the character is defeated. Resolve Avoid Defeat or any other "when defeated" effects that can

prevent defeat in this step.

13. Resolve any remaining "when defeated" effects such as Impulsive Shot, Impulsive Sweep, Self-Destruct, Cleave, Rolling Cleave, Mon Mothma's commander effect, and so on. Use the simultaneous effects rule as usual. As in previous steps, 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.
14. Remove the defeated character from the battle grid.
15. Resolve any non-damaging effects that have not yet triggered like movement from Force Push, or activation saves from Shockwave.
16. Resolve Twin Attack by returning to step 5 and repeating the remainder of the process (except this step.)
17. Resolve effects that affect multiple targets by returning to step 2 or affect multiple characters by returning to step 4 then selecting a character that has not been previously affected. If you reach this step and no characters are left to resolve, the procedure ends.

Star Wars Miniatures FAQ - Followers and Commanders

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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.

Bastila Shan

Q: Here's the situation: Bastila has invoked Battle Meditation and Force Valor. Character A with Force Valor is attacking. Character B and Character C with Battle Meditation are combining fire. Can the +2 from Valor stack with the +2 from each Battle Meditation bonus? The two Battle Meditation bonus must stack for a +4, so is my total bonus from these two effects +4 or +6 and why?

A: +6. Combined fire is a separate effect and modifications to that amount are not considered a direct bonus from a

commander effect to the attacker. The commander effect is working on the attacker's allies not the attacker itself.

Q: Is Bastila Shan considered a follower as long as she doesn't use her Force Powers that grant her commander effects and then a commander after doing so?

A: Yes.

Q: If Bastila Shan uses Battle Meditation can enemy characters within 6 of Thrawn still combine fire?

A: No. Once invoked, Battle Meditation creates a commander effect, not a Force power.

Q: Are enemy droids subject to the Battle Meditation restriction on combining fire?

A: No. Droids are not subject to commander effects.

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.

Clone Commander Bacara and Nom Anor

Q: Let's see if I have this Clone Commander Bacara (or Nom Anor) situation interpreted correctly. I want to attack Enemy A in cover that is 10 squares away but doesn't have Stealth. Enemy S is 7 squares away in cover and has Stealth and is under the effects of the "super-stealth" commander effect. Since Stealth is in effect, Enemy A is the next nearest enemy and counts as the nearest enemy and I can attack him. However, if Enemy S is only 5 squares away in cover, Stealth is not in effect but the "super-stealth" commander effect still is. Since there's no Stealth, Enemy S counts as the nearest enemy even though I can't attack him and there's no way to attack Enemy A. Is all that correct?

A: Yes.

Clone Commander Gree

Q: If a Rebel Wookiee Soldier is included in a Republic Squad through Clone Commander Gree's commander effect, would Queen Amidala's Rapport with non-Unique Republic characters apply to it?

A: No. Clone Commander Gree's commander effect does not modify the faction.

Q: Clone Commander Gree's commander effect states "Characters in your squad with Order 66 and Mobile Attack do not provoke attacks of opportunity." Does this mean the character must have both abilities or just one?

A: Both.

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.)

Darth Revan

Q: Will Revan's commander effect be used in addition to something like Intuition or Surprise Move?

A: Yes.

Q: Can a character using Revan's commander effect to move also spend Force Points to move 2 extra squares?

A: No. This is not the character's normal move taking place in its own turn.

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.

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.

Ephant Mon

Q: Would Ephant Mon's commander effect allow a character to attack an Accurate Shot character benefiting from Nom Anor, or Clone Commander Bacara's commander effect?

A: No. Ephant Mon's commander effect only removes the restriction on attacking characters in cover that aren't the nearest. It would not affect the requirement for being adjacent to attack those characters.

Q: Ephant Mon's commander effect mentions targeting, not attacking. Does that mean I can also use Missiles or other similar abilities that aren't attacks to target the character with Accurate Shot?

A: Yes.

Exar Kun

Q: Can Exar Kun's commander effect give a Savage character both Jedi Hunter and Momentum on the same attack for +8 Attack and +20 Damage if all the conditions for those abilities are met?

A: Yes.

Garm Bel Iblis

Q: Can a character extend the movement allowed from Garm's commander effect by spending a Force point to move 2 additional squares or using an ability like Master Speed?

A: Yes. Add all applicable bonuses, then halve the total (rounding down if necessary.) So a standard character with 6 speed spending a Force point to move 2 extra would have $(6+2)/2=4$ squares of movement.

Q: Can Mobile Attack be used when taking advantage of Garm's commander effect?

A: Yes.

Q: Can a character replace its turn with something like Charging Fire, and then take advantage of the ability to use all its attacks?

A: No. Once you've replaced your turn, you don't have multiple attacks anymore.

Q: Garm's commander effect mentions working with Force powers, but I'm not sure which ones it works with. Are there any?

A: Not currently. The ability was left open-ended for potential future Force powers that grant additional attacks.

Q: Does Garm's commander effect work with Extra Attack granted by a Gonk Power Droid?

A: Yes, so long as you remain adjacent to the Gonk.

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.

Han Solo in Stormtrooper Armor

Q: How does receiving Charging Fire from his commander effect interact with Mobile Attack?

A: It doesn't. Charging Fire requires *ending* the character's move prior to attacking. Given that, there's no movement left to continue after the attack.

Q: How does receiving Charging Fire from his commander effect interact with Lightsaber Assault, Grenades, or other abilities that replace attacks?

A: It doesn't. Charging Fire replaces the character's turn which prevent using abilities that replace attacks. See the definition of Replaces Turn.

Ithorian Commander

Q: If a Force Adept uses Force Weapon can it still take advantage of the Ithorian Commander's commander effect?

A: Yes. It is based on the Damage statistic, not including bonuses.

Komari Vosa

Q: Would the commander effect granted by Control Minds stack with Battle Meditation, Baron Fel's commander effect, or other or commander effects that give direct bonuses to characters Combining Fire?

A: It depends. It would not stack with another direct +X bonus to a character combining fire. But Battle Meditation specifically says it will stack with other effects that modify Combine Fire (like Vosa's) and Baron Fel changes the combine fire mechanic itself to +6 rather than +4 so it isn't a direct bonus to a stat. So it stacks with the two examples, but it has to be applied on a case by case basis.

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.

Nom Anor

Q: The second part of Nom's commander effect doesn't mention that it works with Nom himself like the first part. So does he gain Self-Destruct?

A: Yes. The name in parenthesis is just a reminder, not a requirement for the effect to apply to the commander when it applies to all characters in a squad.

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.

Nym

Q: Does Nym's commander effect apply to characters with Mercenary in their name, or to characters with the Mercenary special ability?

A: Only characters with the Mercenary special ability.

Q: If Nym is near a Trandoshan Mercenary the Mercenary now has Double Claw Attack and Double Attack. Against an adjacent enemy, would he get two attacks, or three?

A: Two attacks. Like any situation where a character somehow gets non-cumulative additional attacks (Triple Attack and

Double Attack for example) they do not stack.

Prince Xizor

Q: If Prince Xizor is in a squad with Han Solo in Stormtrooper Armor, can Han use Accurate Shot and Furious Assault to attack every enemy within line of sight?

A: Yes.

Princess Leia, Hoth Commander

Q: Does your opponent get points for a character that makes the save and do other potential "when defeated" abilities occur?

A: No. This character is not defeated if it makes the save. The listed effects occur instead of being defeated.

Q: Is the "non-unique ally" considered activated? Does it get to activate if it's put back in the starting area?

A: The character changes positions, and restores its hit points. All other items regarding its status remain the same. So if it activated already this round, it remains so. If it hasn't activated, it may activate still. If it had FP through something like Light Tutor, it remains at its current allotment. Spent FP are not restored.

Q: If a character with Emplacement makes the save can it move to a different location?

A: Yes. It can be repositioned anywhere within its normal setup area.

Princess Leia, Rebel Hero

Q: If Jacen Solo uses Unleash the Force within 6 of Princess Leia, Rebel Hero can he then move 2 and potentially affect more characters that were not within 6 of his original position?

A: Yes. The Simultaneous Effects rule is used. You resolve characters one at a time in any order you choose. If the damage results in a Defeat you may move Jacen. You then may resolve damage against another character that is within 6 of Jacen's new position, and again, if that damage results in a Defeat you may move Jacen (assuming he hasn't moved too far from Leia already). Continue resolving the effect against characters until there are no unaffected characters within 6 of Jacen's current position. You can't affect any character more than once, and some characters that were within range of Jacen at a particular point may never end up getting affected at all due to the movement.

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.

Rebel Captain

Q: Does the Rebel Captain's commander effect affect only characters with the name "Rebel Trooper" or does it affect followers in the Rebel faction who qualify as a "trooper"?

A: It affects all followers in the Rebel faction who qualify as a "trooper".

Republic Commando Training Sergeant

Q: Does the combining fire portion of this effect affect this character too?

A: If he makes an attack, and allies with Order 66 combine fire with him, then he gets the bonus damage. But if he combines fire with a different character making an attack, he does not count as his own ally and does not grant the bonus damage.

Q: Does the +10 damage from combining fire behave differently from a direct bonus to a statistic, and thus stack with a direct bonus like the +10 Damage from Clone Commander Bacara against adjacent enemies?

A: No. It's still a direct bonus to a statistic from a commander effect rather than a named ability or a bonus to a non-statistic.

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.

Ugnaught Boss

Q: Does the Ugnaught gain Self-Destruct from his commander effect?

A: Yes. The Ugnaught ability makes this character count as a character whose name contains Ugnaught.

Ulic Qel-Droma

Q: Ulic Qel-Droma's Commander Effect says it applies to "Mandalorians." Are Boba Fett and Jango Fett considered "Mandalorians" for purposes of his commander effect?

A: No. His commander effect only affects characters in the Mandalorian faction.

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.

Yoda of Dagobah

Q: Yoda of Dagobah's Commander effect reads "A character still can't spend Force points more than once per turn" But what if the character has Force Spirit from Obi-Wan. Can the character still spend Force points twice per turn and can it use Yoda's Force points both times as long as they aren't mixed with the character's own Force points?

A: Yes.

Star Wars Miniatures FAQ - Special Abilities

Updated - March, 2008

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 or a commander grants an immediate attack.

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.

Black Sun

Q: Would a character with Black Sun in a squad with Prince Xizor get Grenades 10 from Black Sun, and then Grenades 20 from Prince Xizor's commander effect?

A: Yes.

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.

Booming Voice

Q: Mas Amedda's Booming Voice says it gives "unlimited range" to commander effects. Does that mean it applies to all eligible allies?

A: No. "Unlimited range" means there is no specific range limit, but you still must be able to count range to that ally for the commander effect to apply. For example, if the commander is isolated in a room with all of its doors closed, it is impossible to count range to any character outside that room. Thus, the commander effect would not apply to any character outside.

Q: If Mas Amedda is in an Imperial squad with Grand Admiral Thrawn, can Thrawn really swap allied characters anywhere on the map if he can count (unlimited) range to them?

A: Yes.

Q: If Mas Amedda is in an Imperial squad with Grand Admiral Thrawn, does Ysalamiri apply to every allied character on the map?

A: No. Even though it is limited to 6 squares, Ysalamiri is not a commander effect.

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?

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.

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: See Resolving Effects for a precise breakdown of the order abilities occur in. A character cannot perform a Cleave or Rolling Cleave until the initial attack that defeated the enemy has been resolved. In other words, you must first resolve all effects that are triggered when the enemy has been hit and damaged before resolving any that occur when it is 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.

Cortosis Gauntlet

Q: If a character has their damage reduced by Cortosis Gauntlet, do they still count as a character with a lightsaber?

A: Yes.

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 for more details.

Desert Skiff

Q: Can a Bodyguard on the Skiff take damage done to the Skiff?

A: Yes.

Q: Characters on the Skiff count as adjacent to the Skiff, but do they also count as adjacent to each other?

A: Yes.

Q: Can a character on the Skiff use abilities that replace turns or attacks?

A: Yes. You check line of sight and cover, if necessary, from the Skiff. You count range, if necessary, from the Skiff to the selected character and then add one.

Q: Do commander effects affect characters on the Skiff? Do commander effects of characters on the Skiff affect other characters on the skiff, or other characters not on the Skiff?

A: Yes in all cases. In all cases, the character on the Skiff does not count as adjacent to any character except the Skiff and other characters on the Skiff. And you count range by adding one to the distance counted from the distant character to the Skiff. The Skiff and other passengers are affected by passenger abilities or commander effects that have range X regardless of what number X is.

Q: Can characters on the Skiff be attacked or targeted?

A: Yes, but they have cover granted by the Skiff itself so few characters will actually be able to target them for an attack. You count range, if necessary, by counting from the attacker to the Skiff and adding one.

Q: Does Sniper avoid cover granted by the Desert Skiff ability?

A: No.

Q: If I used Flamethrower or Missiles on the Skiff, are all the passengers affected since they are considered adjacent?

A: Yes.

Q: When the Skiff is defeated, and I get to place a passenger, can I place it in the squares that were previously occupied by the Skiff?

A: No. You must resolve all other effects, including placing the passengers on the battle grid prior to removing the Skiff. In the unusual case of the Skiff being fully surrounded or no adjacent squares being available, place the passenger as near as possible to the Skiff.

Q: If the Skiff, or a character on the Skiff, changes faction through an ability like Betrayal what happens?

A: The character is no longer allied to the Skiff, and the enemy passengers are immediately disembarked.

Q: If a character somehow moves outside of the normal sequence, through Tow Cable, Lift, or a commander effect for example, and ends this move next to the Skiff, can it board?

A: Yes, so long as it was movement, and not a change of position like Thrawn's commander effect for example.

Diplomat

Q: Diplomat is in effect if friendly or enemy characters have line of sight to a non-Diplomat?

A: If there is line of sight between the attacker and a non-Diplomat on an enemy (of the attacker) squad, then Diplomat is in effect and the character may not be targeted.

Doctrine of Fear

Q: Can a character with a low Attack value have their Attack actually be a negative number when they are near a character with Doctrine of Fear?

A: Yes.

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.

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 an 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-3P0 (for example) instead of another character.

Q: Han Solo, Chewbacca, and C-3P0 are all adjacent to Darth Vader, Dark Jedi. If Darth Vader uses Lightsaber Sweep, can C-3P0 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-3P0, can C-3P0 use Draw Fire to divert multiple attacks?

A: Yes. So long as C-3P0 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-3P0 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-3P0 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-3P0 because of the range difference?

A: No. Draw Fire says that the attacking character must be able to select C-3P0 as a target. In this case, the Emperor can't do so because C-3P0 is out of range. Thus, C-3P0 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.

Emplacement

Q: On a map with an odd number of squares, can a character with Emplacement set up in the middle row?

A: No. The character's space must be completely on the same half of the map that contains the player's setup area.

Q: Can a character with Emplacement set up across a door?

A: No. The door is closed and thus considered a wall during setup.

Q: Can a character with Emplacement set up in a scoring area and score points (when using tournament or scenario rules that allow for it)?

A: Yes.

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).

Flanking Support

Q: If a character gets hit by Flanking Support twice in a round, does it receive -8 Defense?

A: No. A character is either affected by Flanking Fire or not. It doesn't stack.

Frozen in Carbonite

Q: If the selected Han Solo has an odd number for the cost, is the halved cost rounded up or down?

A: Up.

Q: Is it possible to change which Han Solo is placed on the board if there's a tactical reason to select a cheaper one?

A: No. The Han Solo that is "frozen" is selected along with the rest of your squad, must be revealed to your opponent during setup, and may not be changed.

Q: If the selected Han Solo is a large character like Han Solo on Tauntaun, how can you place it in the same space as Han Solo in Carbonite?

A: Place it as near as possible.

Q: Is there any way to move this character or change its position prior to "unfreezing" it?

A: No.

Q: Can Light Spirit or Light Tutor be used on either Han Solo in Carbonite, or the Han that is not on the board?

A: No.

Q: Can the Han that is not on the board be a Han Solo of any faction?

A: No. You follow the normal faction rules for both Han Solo characters. Abilities that break the faction rules will explicitly say "of any faction" or similar.

Flight

Q: Can a character with Flight and Mobile Attack make an attack from a pit square, or a square that contains another character?

A: No. A character using Mobile Attack must be in a legal space for ending movement when making a Mobile Attack even though this is not considered the end of this character's movement.

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.

Furious Assault

Q: Does a character with Furious Assault have to move at least one square to use the ability?

A: Yes.

Q: What happens if my character with Furious Assault somehow changes positions (for example with Princess Leia, Rebel Hero's commander effect) and a character I targeted before making any attacks is no longer a legal target? Can I still attack?

A: No. As with Blaster Barrage, the character must be a legal target when selected, and also when the attack is carried out.

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.

Greater Mobile Attack

Q: Can I move the full movement (typically 6) for the character and still make multiple attacks?

A: Yes. Moving after the attacks is not required to benefit from the multiple attacks.

Q: If a character has Greater Mobile Attack and Charging Fire can it move double speed and still use all its attacks?

A: Effectively, no. Charging Fire replaces the turn. You can't use multiple attacks (like Double Attack, Triple Attack or Extra Attack) when you've replaced your turn -- those attacks are lost. You do get to make "all" your attacks, but "all" your attacks is the single attack granted by Charging Fire after your movement is over. So there is no real benefit to adding Greater Mobile Attack in this situation.

Q: Can you use Move Faster or Master Speed to increase the distance you can move while using Greater Mobile Attack?

A: Yes.

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).

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.

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.

lightsabers (characters with)

Q: It looks like the Dark Side Enforce has a lightsaber hilt on her belt. Does she count as a character with a lightsaber?

A: No. To qualify as a lightsaber while inspecting a miniature, it must contain the colored lightsaber blade. If that isn't visible on the miniature, you must check the stat card for any Force power or Special Ability containing the word "Lightsaber".

Q: Does the Mistryl Shadow Guard count as a character with a lightsaber because of her light whip?

A: No.

Melee Reach

Q: With Melee Reach 3, it's possible to have a character 3 squares away that's considered adjacent, but not within line of sight. Can this character be attacked?

A: No. Line of sight is required to target a character.

Mimetic Combat Processor

Q: Can the character with Mimetic Combat Processor change the selected character to copy after moving or even between attacks?

A: Yes. It may select it at any time during its turn as long as it doesn't interrupt an action in progress.

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?

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

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.

named/name contains

Q: The new definition of "named/name contains" says a named character must match the name exactly. Previously Mara Jade's Hand of the Emperor ability or Royal Guards Emperor's Bodyguard ability worked with Emperor Palpatine, Sith Lord too, but the name doesn't match. Is that still true?

A: Yes. The new definition of "named/name contains" is for Champions of the Force and later sets. For previous sets consider the wording to be equivalent to "whose name contains" in all cases.

Never Tell Me The Odds

Q: Can a character with Anticipation use it when in the enemy squad?

A: Yes. Anticipation is a Force power, not a special ability.

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.

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.

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: If Override is applied to a door that has Override applied from a different character, what happens to the old Override? Will it potentially return if the character that applied the second override is defeated?

A: No. The previous Override is completely lost. You only need to keep track of which character currently has Override applied to the door.

Q: Is Override optional, or mandatory?

A: Override is mandatory and must be resolved in the case where the character has used Override on a door from the previous turn. If Override is not currently applied to any door, then the ability is optional to resolve.

Q: Can I resolve the new door to Override, and the old door that is losing Override in any order I choose, or even split them up during the end of my turn?

A: No. Override is always resolved all at the same time at the end of the character's turn in the following order: first, select a door within line of sight and immediately apply the selected open or closed state to that door; second, remove Override from the door Override was applied to on the previous turn (if different from the door for the current turn) and change its state to whatever it would be based on adjacent characters.

Penetration

Q: Does Penetration work against Dark Armor, Shields, or Vondun Crab Armor in addition to Damage Reduction?

A: No.

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.)

Q: For the purposes of Clone Commander Cody's Rapport would Utapau Troopers or Clone Trooper Grenadiers count as Clone Troopers?

A: No. The character's name must be "Clone Trooper" exactly. See the new definition of "named/whose name contains" in the Champions of the Force rules insert. (Note: "named/whose name contains" does not apply to prior sets.)

Q: Anakin Skywalker, Sith Apprentice's card states that he counts as Darth Vader. So would the Coruscant Guard's Rapport ability deduct one from his cost when in the same squad?

A: No. He counts as Darth Vader for the purposes of the Unique ability only.

Q: Does Nym's Rapport apply to characters with Mercenary in their name, or to characters with the Mercenary special ability?

A: Only characters with the Mercenary special ability.

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.

Reinforcements

Q: Garm Bel Iblis's Reinforcements lists two factions. Is it limited to the faction he's currently in (because of Affinity), or can both be used?

A: Both may be used regardless of which faction the squad is.

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.

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.

Q: If both players have Reinforcements at the beginning of the game, does one player get the advantage of seeing the other players new characters before having to choose his own?

A: No. Both players build their Reinforcements secretly and reveal them at the same time just like originally done with the squads.

Rend

Q: If a Yuzzum or Wampa gets an immediate attack or Extra Attack from a commander effect can this attack trigger Rend?

A: No. A character with Rend must hit with both its attacks from Double Claw Attack or Double Attack on its turn for Rend to trigger. Extra Attacks, and immediate attacks that fall before, between, or after those attacks do not factor into the determination of Rend.

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.

Reserves

Q: What happens if a character gets Immediate Reserves, but there are not enough adjacent spaces available to place them?

A: Place them as near as possible.

Q: What happens if a character gets Immediate Reserves but moves later in the round and is defeated prior to the player's first activation?

A: The reserves are not placed and no points are scored for them.

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.

Q: If both players have Reserves during the same round, does one player get the advantage of seeing the other players new characters before having to choose his own?

A: No. Both players build their Reserves secretly and reveal them prior to the player who goes first setting up his Reserves.

Q: Do enemies score points when my reserves are defeated?

A: Yes. Reserves are not the same as Reinforcements.

Savage

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.

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: 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: No. It may only use Shields if it takes the damage. If the damage is assigned to the Bodyguard, then Shields on the target character have no effect. However, if the Bodyguard character had Shields (or other abilities that trigger when the character takes damage) it may use them.

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.

Sniper

Q: The card says Sniper affects attacks, but the Glossary just says when targeting. Can Jango Fett, Bounty Hunter use Sniper with Missiles?

A: No.

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.

Spit Poison

Q: Spit Poison is defined to do "Damage" on the card but "damage" in the glossary. If the card is correct does that mean I can stack Poison +10 Damage with Spit Poison for example?

A: No. The Glossary is correct. It's a typo on the card and should be a lower case "d" when determining other interactions.

Splash

Q: Can Bodyguard be used when a character takes damage from Splash 10?

A: No. An attack triggers this ability, but the damage comes from the ability, not the attack.

Q: The Junk Golem has Splash and Melee Attack. Does this really mean it can potentially damage itself every time it attacks?

A: Yes.

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.

Swarm

Q: On the various Ewok character cards (Wicket, Ewok Warrior, etc.) Swarm says it applies to allied Ewoks. But the glossary says it applies to characters with the same name as the character with Swarm. Which is correct?

A: Both. Swarm always applies to characters with the same name, and additionally applies to other characters listed on the card. So, Ewok Warrior could benefit from Swarm for each character named Ewok Warrior and also from any other character that meets the definition of "Ewok".

Tactics Broker

Q: Can Tactics Broker be turned off if a player doesn't want to remove a character from play?

A: No. A character must be removed from play each round.

Q: When a character is removed from play, and counts as defeated, what happens with abilities like Avoid Defeat, or Self Destruct?

A: The character is removed from play, so it cannot take advantage of any effect that would prevent it from being defeated, however, other effects that trigger when a character is defeated, like Self-Destruct, would still occur.

Q: How does Tactics Broker interact with Never Tell Me The Odds?

A: Tactics Broker has no effect. Characters are not removed, and the initiative roll is not modified.

Q: What happens if there are two characters with Tactics Broker in your squad?

A: Tactics Broker only takes effect once per round regardless of the number of characters in a squad with the ability.

Q: How does Tactics Broker interact with Recon or Anticipation?

A: Multiple rolls and rerolls still result in the selected final roll being considered a 1. Only in the case of a tie (that is, the player with Tactics Broker also rolling a 1) would the Tactics Broker ability be lost.

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.

Twin Attack

Q: Does Twin Attack stack with Double Attack, giving four attacks, or two attacks against two different targets?

A: Yes.

Q: If Prince Xizor uses Pheromones to cancel the first attack, can the second still be made against him?

A: Yes.

Q: If a follower with Twin Attack is in the same squad with Mon Mothma, and is defeated, can it use Twin Attack on the free attack granted by Mon Mothma's commander effect?

A: Yes. But only the first attack gets the +10 Damage.

Q: If you combine fire with the first attack of a Twin Attack do you also get the +4 on the second attack?

A: No, but a different character could potentially combine fire on the second attack.

Q: If you defeat the target with the first attack, can you choose a different target for the second attack?

A: No, the second attack is lost.

Q: Can you use Twin Attack on an attack of opportunity, immediate attack granted by a commander like the Imperial Officer, or Extra Attack granted by a Gonk Droid or General Windu?

A: Yes.

Q: Can a character with Twin Attack and Flamethrower make two attacks with the Flamethrower?

A: Flamethrower is a special ability that deals direct damage; it is not an attack at all and cannot be used with Twin Attack.

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.

Q: Are the Republic Commandos supposed to be Unique? They have Delta Squad's names printed on the cards.

A: No. They can be used to represent Delta Squad specifically or a generic group of commandoes with comparable abilities.

Q: Can Lord Vader be in the same squad as Darth Vader?

A: No.

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 "Force Immunity" for more details.

Star Wars Miniatures FAQ - Force Powers and Force Points

Updated - March, 2008

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.

Q: The following Force powers don't contain the phrase that they replace attacks or turns: Drain Life, Force Stun, Jedi Mind Trick, Sith Hatred, Sith Sorcery, Transfer Essence. Does this mean I can use them in addition to my normal move and/or attack? Could I use them after moving but before attacking or vice versa? Could I use them between 2 attacks? (For example, attack and defeat one character, then use Transfer Essence to move to a different space and continue a triple attack on another target.)

A: Yes to all of the above.

Q: Could I use the listed powers above twice in a turn or even twice in a row if the character has Force Spirit or Master of the Force?

A: Yes.

Q: Could I use the abilities listed above part way through a move then continue the move sort of like Mobile Attack? Or in the middle of an attack maybe to Transfer Essence before someone could use Lightsaber Riposte for example?

A: No. You must complete the move/attack/ability in progress before declaring another ability.

Q: Could I use the powers listed above during a move if the character has Mobile Attack?

A: No. Mobile Attack allows you to insert an attack or ability that replaces attacks into a move. These abilities are neither attacks nor abilities that replace attacks.

Aing-Tii Flow Walking

Q: Can a character spend Force points on a turn created by using Aing-Tii Flow Walking or were are the points spent to trigger it considered part of the turn?

A: You may spend Force points. It's considered a turn like any other. But the character does not benefit from abilities like Force Renewal because it is not considered an activation.

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.

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.

Dark Force Spirit

Q: While an enemy character is within 6 of a character with Ysalamiri, can it be affected by Dark Force Spirit after Exar Kun is defeated?

A: No.

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 Alter

Q: Does the character with Force Alter need to be the target of the attack to use this ability?

A: No.

Force Bubble

Q: Does Force Bubble last the entire skirmish, the entire turn, or just for a single attack/ability?

A: A single attack/ability.

Q: Can you use Force Bubble when hit by a character with Force Immunity?

A: No. That would be responding to an attack by a Force immune character.

Force Corruption

Q: Can a character with Force Corruption use it on a character that's already corrupted just for the 20 damage, even though the enduring effect does not stack?

A: Yes.

Force Lightning

Q: I'm confused about the difference between Force Lightning 2, Force Lightning [#] from the rulebook, and Force Lightning on some older characters. What's the difference?

A: They're all the same -- effectively Force Lightning 30 from the rulebook. The multiple levels of Force Lightning created for The Force Unleashed set required a revision of the Force Lightning wording. All past characters with "Force Lightning" (no number at the end) are now considered to have "Force Lightning 2". The "Force Lightning [#]" terminology will be removed in a future revision of the rules.

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 Push

Q: When a character is pushed, can I move it around obstacles or characters to get it further away?

A: Each square of movement must be further than the currently occupied space. You must move the enemy character if a space is available. Beyond that, you may control which space to move the character into.

Q: When the damage from Force Push defeats a character, where are effects like Avoid Defeat or Self-Destruct resolved?

A: Resolve all effects of the damage to a specific character first, then if it survives resolve the movement and stunning effects to this character. Then move to the next affected character (if applicable).

Q: Can a character be pushed into a pit?

A: Yes. See the errata for pits for how to handle this situation.

Q: What happens if my character with Force Push 3 or 5 is adjacent to the target?

A: The character takes the damage and stunning effects, but does not move.

Q: If a passenger uses Force Push 3 or 5 and the transporting character is adjacent to the target, will it be pushed?

A: No.

Q: Can I move the target of Force Push 3 or 5 first, and then affect characters that are adjacent to him after the move?

A: No. You affect the target and characters adjacent to its position prior to resolving any part of the push.

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 Repulse

Q: If a passenger uses Force Repulse, what happens to the transporting character or any other passengers?

A: They are affected by the damage and any stunning effects, but do not move. Other passengers and the transport count as within range X regardless of what X is.

Force Sense

Q: Can Force Sense affect a character with Force Immunity?

A: No.

Q: If Force Sense has been triggered, and a character later gains Force Immunity through moving within Ysalamiri range, do they regain Stealth?

A: Yes. Force Sense creates an enduring effect throughout the round. You check the status of the character's Stealth at the point a character begins any action (movement, attack, ability) where Stealth might apply.

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.

Q: In a squad with Obi-Wan Kenobi and Yoda of Dagobah, could a single character get Force Spirit 8 and Force Spirit 6 for the combined ability to spend Force points 3 times per turn and have 14 extra Force points?

A: Partially. The extra Force points can be added for 14 total, but you can still only spend Force points one extra time per turn (2 total in most cases.)

Q: If a character with Master Speed gains Force Spirit, allowing Force points to be spent twice, would the character be able to use Master Speed twice to move 18 and attack? This works with Move Faster...

A: No. Normal stacking rules apply to Master Speed. Move Faster is an exception to the normal stacking rules.

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.

Force Weapon

Q: Can the bonus Damage from Force Weapon be used on a character with Force Immunity?

A: Yes.

Q: Can Force Weapon be used more than once to get +20 Damage or more?

A: No. You cannot benefit from two instances of the same ability. See "stacking" for details.

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.

Light Spirit

Q: If Yoda of Degobah is chosen as the ally, can he use Force Renewal 1 and Force Renewal 2 for 3 Force points per turn?

A: No. You cannot benefit from two instances of the same ability. See "stacking" for details.

Q: Can Obi-Wan move through walls or end a move over a pit?

A: Yes.

Q: When counting range for Light Spirit do you get to ignore terrain?

A: No. Count range normally.

Q: Even though Obi is a "ghost" it doesn't say anything about characters being able to move through him. Does that mean I can use him, for example, to block a door or narrow hallway preventing enemy melee characters from being able to get to my ranged attackers?

A: No. Other characters can move through him. See the Force Spirit errata.

Q: It says Obi-Wan is not a legal target, but it doesn't say anything about not counting as an adjacent enemy. Does this mean I can place Obi-Wan, for example, next to an enemy with Double Attack, and he'll have to move then attack rather than getting to Double Attack?

A: No. This character does not count as adjacent. See the Force Spirit errata.

Q: It says Obi-Wan is not a legal target, but it doesn't say anything about not counting as the nearest enemy. Does this mean I can lead with Obi-Wan and attackers without Accurate Shot or Sniper won't have any legal targets as long as I keep the rest of my squad further away and in cover?

A: No. This character does not count as the nearest enemy. See the Force Spirit errata.

Q: If my Savage character can reach Obi-Wan, does it have to move next to him even though it won't be able to attack him?

A: No. There is no way to end adjacent to this character, so the Savage does not get drawn to him. See the Force Spirit errata.

Q: Can Obi-Wan be affected by Commander Effects?

A: No. See the Force Spirit errata.

Q: Is Obi-Wan considered Living even though he's a "ghost"?

A: Yes, for game purposes he counts as Living, but very few abilities will meet the other requirements to affect him.

Q: Can Obi-Wan be played in a squad without a Unique allied character with a Force Rating?

A: No.

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.

Lightsaber Throw

Q: Lightsaber Throw 5 says that cover is ignored when choosing a target. Does the target also lose the cover bonus to its Defense?

A: No.

Q: If there are adjacent enemies, can Lightsaber Throw 5 still be used on distant enemies?

A: No. It only modifies the line of sight and cover portions of the targeting rules. You must still attack adjacent enemies if there are any.

Q: Can other characters combine fire on a Lightsaber Throw?

A: No. This character still has Melee Attack even though certain abilities interact as if it's a nonmelee attack.

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).

Q: Can Darth Bane use Master of the Force 2 to invoke Sith Rage twice for +20 damage on all attacks on that turn?

A: No. Stacking rules apply normally. Once you have Sith Rage you have it and having a second copy does not increase the damage. However, technically it can be invoked twice. It might be useful to do so if the first use is canceled with Force Absorb for example.

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 does not 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.

Overwhelming Force

Q: For purposes of Force Immunity, is Overwhelming Force considered a power that affects the attacker itself, or a power that affects the enemy character preventing them from using defensive powers or abilities?

A: Overwhelming Force affects Vader's attack, so an enemy with Force Immunity would be affected by Overwhelming Force.

Q: Overwhelming Force refers to preventing attacks, but then doesn't list any powers that actually prevent attacks. It also mentions that Bodyguard can't be used because you "cannot force this character to attack a different target." But Bodyguard doesn't force a character to attack a different target, does it?

A: Dealing damage is part of the attack procedure, and sometimes the precise distinction between the two isn't handled as carefully as it could be. The wording is intended to be read as "...attacks (or damage from attacks) cannot be prevented or redirected this turn..." and "...Draw Fire or Bodyguard cannot force this character to attack (or damage) a different character."

Basically Overwhelming Force means when it is used the attack cannot be prevented (Pheromones), the enemy who is attacked cannot be changed (Draw Fire), and the damage dealt cannot be reduced (Evade, Shields) nor dealt to a different character (Bodyguard, Molecular Shields).

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.

Sever Force

Q: Can a character use Force Defense or Force Absorb to prevent Sever Force from being used on them?

A: Yes.

Shatterpoint

Q: Can I use Shatterpoint more than once?

A: Yes, but Shatterpoint only applies to one enemy at a time. Invoking Shatterpoint a second (or more) time in a skirmish changes the target of Shatterpoint from the previous target to a newly selected target. Shatterpoint is no longer in effect for the previous target. (ie. Shatterpoint will only ever be in effect for one target at a time.)

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 Hatred

Q: The card for Sith Hatred says characters must be within 2 squares, but the rules insert says 6 squares. Which is correct?

A: 2 squares.

Sith Hunger

Q: Using Sith Hunger, can Darth Nihilus go over his starting Hit Points or Force points?

A: No to Hit Points. Yes to Force points (but it would some very unusual circumstances for it to occur.)

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.

Star Wars Miniatures FAQ - AT-AT and Attack on Endor

Updated - February, 2007

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.

Star Wars Miniatures Errata

Updated - March, 2008

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

Light Spirit

This character can move through enemy characters, and enemy characters can move through it, as long as no character ends its move in the same space as another character. This character does not count as the nearest enemy, and does not count as adjacent to other characters. This character is not affected by commander effects.

Hologram

This character can move through enemy characters, and enemy characters can move through it, as long as no character ends its move in the same space as another character. This character does not count as the nearest enemy, and does not count as adjacent to other characters. This character is not affected by commander effects.

"Characters named/whose name contains . . ."

These effects also apply to characters with a special ability having the specified name. For example, the Ugnought Boss (The Force Unleashed, Fringe 59/60) grants his commander effect to allies with the Ugnought special ability (such as the Uggernaut).

Pits

The rules for pits have been updated to take into account involuntary movement effects from various "unleashed" Force powers, such as Force Push. Add the following text to the rulebook entry:

"If a character is involuntarily moved onto a pit square, stop its movement in the nearest square adjacent to the pit and make a save of 11. On a successful save, the character remains adjacent to the pit. On a failure, it is defeated. Characters with abilities that allow them to enter pit squares (such as Flight) make a save of 6 instead."

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 Tyranus (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.

Bounty Hunters Booster Pack

ISP Speeder (Republic, 1/60)

Add the following:

Order 66

Komari Vosa (Fringe, 39/60)

Add the following:

Melee Attack

The Force Unleashed Booster Pack

Kazdan Paratus (Republic, 2/60)

Add the following at the beginning of the rules text for Surprise Move:

Force 1,

Caamasi Noble (Fringe, 48/60)

This character's stat card incorrectly identifies it as belonging to the Rebel faction. It is Fringe, as stated in the checklist and on the miniature's base.

Maris Brood (Fringe, 53/60)

Force Powers is mislabeled as Special Abilities. In addition, the range of Force Push 2 should be 6, not 60.

Force Push 2: This Force power should specify a target, as stated on the stat cards. The rules insert incorrectly omits the word "target."

Legacy of the Force Booster Pack

Darth Krayt (Sith, 5/60)

Add the following:

Melee Attack

Virulent Poison Dart

Instead of taking its normal turn, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target takes 40 points of damage. The target can avoid the damage with a save of 16. Using this special ability is not an attack and does not require an attack roll.