

AGES 12+

STAR WARS

MINIATURES

ADVANCED RULES



Star Wars[™] Miniatures

Starter Game Components

Quick Start Rules booklet
6 preprinted plastic miniatures
(Obi-Wan Kenobi, Jedi Master,
2 Clone Troopers;
General Grievous, Supreme Commander,
2 Super Battle Droids)
6 stat cards, one for each figure
Battle grid (game board)
Damage and Force counters
20-sided die (d20)
Advanced Rules booklet
Revenge of the Sith set checklist

Credits

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Based on the *Star Wars Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the D&D Miniatures game by Rob Heinsoo, Skaff Elias, and Jonathan Tweet.

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Introduction

A long time ago in a galaxy far, far away

The entire *Star Wars* universe forms the backdrop for this fast-paced, action-packed collectable miniatures game. With all the heroes, villains, droids, and aliens of the galaxy to choose from, you command forces that can sway the course of galactic history—or at least the next battle!

You pick your faction. You select your troops. You command your forces. And it's up to you to prove yourself against the competition in head-to-head action set in the fantastic *Star Wars* universe.

Three Ways to Play!

The **Star Wars Miniatures** game provides three distinct ways to enjoy your collection of miniatures.

Collect

Collect the *Star Wars* fantasy, from Jedi to Sith, droids to aliens, and more. **Star Wars Miniatures** Booster Packs, sold separately, provide more miniatures from all your favorite *Star Wars* eras. Look for Booster Packs for the Rebellion era of the classic film trilogy, the Rise of the Empire era of the prequel films, and other eras from the expanded *Star Wars* universe.

Battle

Challenge your friends to battle in any era to see whether the light side or the dark side will triumph. The **Star Wars Miniatures** game features fast-paced, action-packed game play to test the skills of new players and veterans alike.

Begin with the Quick Start Rules booklet to learn the basics of the game. Then pick up Booster Packs to add more characters to your squad and use the advanced rules in this booklet to ramp up your battles.

Re-Create

Use your miniatures to relive your favorite *Star Wars* moments and to create new scenes for display, battle, or use with the *Star Wars Roleplaying Game*.

Advanced Game Rules

This booklet provides complete rules for fast, tactical miniatures battles (called **skirmishes**) in the *Star Wars* universe.

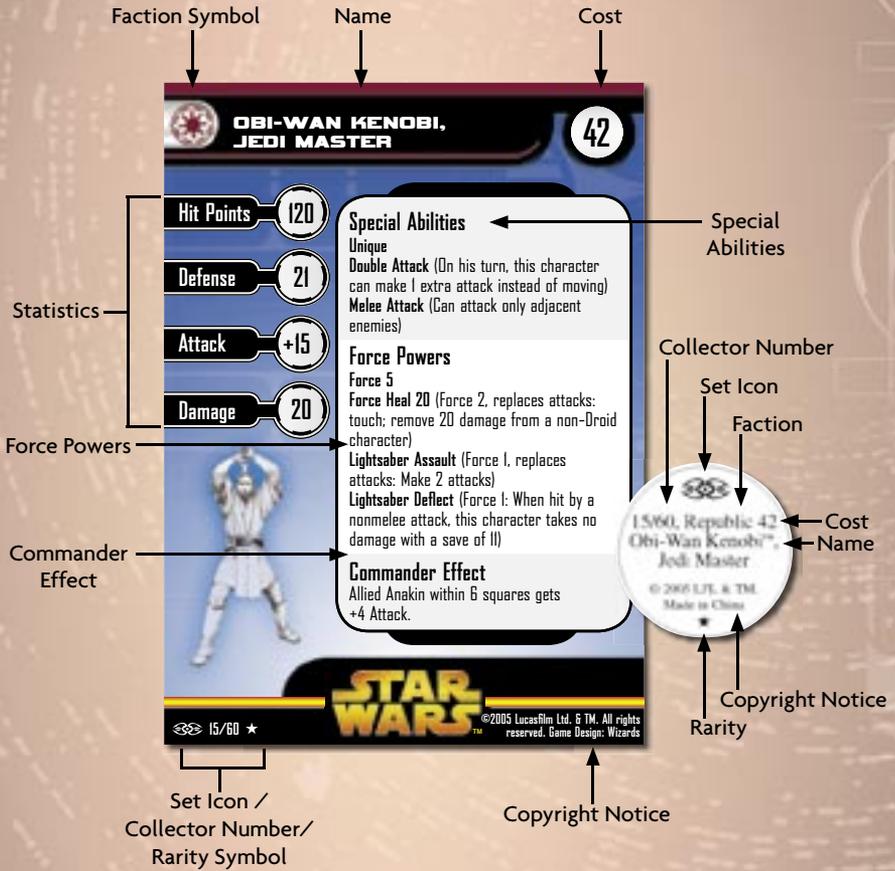
In a skirmish, two **squads** compete across the battle grid. The winner is the player whose squad defeats all the enemy characters.

Characters

Each miniature figure represents a character from the *Star Wars* universe. (These rules refer to all miniatures as “characters.”) Each character has a corresponding **stat card** that lists its game statistics.

How to Read a Stat Card

Look at the stat card displayed below.



Name

Match the name on each stat card to the name on the base of the miniature.

Faction Symbol

Your squad belongs to a specific **faction**, which corresponds to the sides participating in the battles that rage across the eras. Factions have an affinity for the light side or dark side of the Force and are described on page 7.

Each character's stat card has a symbol that identifies which faction it can fight for. Characters with the Fringe symbol can fight for any faction and so can be added to any squad.

Cost

The cost is the number of points you pay to add a character to your squad. A squad can contain up to 100 points of characters.

Statistics

This section provides information you need to play the game.

Hit Points represent how much damage a character can withstand before falling in battle. When a character's Hit Points are reduced to 0, the character is defeated and removed from the battle grid.

Defense represents how hard the character is to hit in combat. An attacker must roll this number or higher to hit the character and deal damage.

Attack is a measure of how effective the character is in combat. When the character makes an attack, roll the 20-sided die (d20) and add this number. If the result equals or exceeds the enemy's Defense, the attack hits.

Damage is how much damage the character deals when an attack hits.

Special Abilities

These include any special attacks, qualities, or limits a character has. Special abilities may override the general rules.

Force Powers

Some characters have a Force rating, a number of points they can spend to use Force powers. Using a Force power costs Force points, as described in the power's description. Characters with Force points can also use them to reroll bad rolls or to move faster. Some characters with Force ratings have no Force powers; they can use their Force points only to reroll or move faster.

Commander Effect

Some characters can help the rest of their squad, directing them, encouraging them, or coordinating their attacks. These effects are listed here.

Set Icon/Collector Number/Rarity Symbol

The icon tells you what set a figure belongs to, such as the *Revenge of the Sith* set. The collector number lists the miniature's order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are four levels of collectability: common ●, uncommon ◆, rare ★, and very rare ☼.

Flavor Text

Some stat cards include a brief description of the character's history or personality. This information follows the character's game abilities.

Eras

The *Star Wars* saga stretches across the years, collected into several broad eras. Before you build a squad, you and your opponent need to choose one of these eras. That choice will determine the light side faction and dark side faction. For example, if you want to play with the *Revenge of the Sith* expansion, you would select the Rise of the Empire era (see the table of eras and factions under Choosing a Faction, below). See Scenarios and Play Options on page 27 for ways to combine factions from different eras.

THE OLD REPUBLIC

Thousands of years before the Galactic Civil War, the Sith revealed themselves to the galaxy. This is the period of the Great Hyperspace War and the Sith Wars, when the Jedi led the forces of the Old Republic against the dark-side hordes of the Sith.

RISE OF THE EMPIRE

The era of the prequel films (*The Phantom Menace*, *Attack of the Clones*, *Revenge of the Sith*), this is the period in which Palpatine transforms the Republic into the Empire. Here, Jedi and clone troopers fight to preserve the Republic, while the Separatist forces (manipulated by the dark side) seek to overthrow the ancient government. The first true forces devoted to the Empire appear late in this era to battle the crumbling Republic.



THE REBELLION ERA

The era of the classic film trilogy (*A New Hope*, *The Empire Strikes Back*, *Return of the Jedi*), this is the period of the Galactic Civil War. The mighty war machine of the Empire oppresses the galaxy, while the Rebel Alliance attacks from secret bases to restore freedom and break the tyrannical Imperial grip. Here, Force users are rare and stormtroopers common, while the Fringe has the strongest influence on the course of events.



THE NEW REPUBLIC

This era picks up where *Return of the Jedi* ends and portrays a galaxy trying to rebuild after a long civil war. The Rebel Alliance becomes the New Republic, facing challenges from the remnants of the Empire that refuse to give up despite the deaths of the Emperor and Darth Vader.

THE NEW JEDI ORDER

Twenty-five years after the fall of the Empire, Luke Skywalker leads a new order of Jedi Knights. When invaders from beyond the borders of known space appear, the galaxy faces a threat unlike any it has known before. Now the New Republic and its Jedi defenders must team up with the remnants of the Empire to oppose the alien and relentless forces of the Yuuzhan Vong.

Choosing a Faction

In a skirmish, one player builds a squad associated with the light side of the Force, the other a squad attuned to the dark side. (See page 27 for other play options.)

Factions

When building a squad, first choose the faction the squad belongs to. Each character's stat card gives its game statistics, including a faction symbol that shows which faction it can fight for.

ERA

Old Republic
Rise of the Empire
Rebellion
New Republic
New Jedi Order

LIGHT SIDE FACTIONS

Old Republic
Republic
Rebel Alliance
New Republic
New Republic, Empire

DARK SIDE FACTIONS

Sith
Separatists, Empire
Empire
Empire
Yuuzhan Vong

Fringe characters can be added to any faction, in any era.

You can find characters from different eras in different **Star Wars Miniatures** sets.

Squad Construction

After choosing a faction that corresponds to the era you wish to play, start selecting characters to fight in your squad. You can spend up to 100 points to build your squad.

Cost: Each character has a point cost shown on its base and the top right corner of its stat card.

Factions: Your squad can contain characters that possess your faction's symbol or the Fringe symbol. In a skirmish set in the Rise of the Empire era, for example, one player constructs a squad of Republic and Fringe characters, while the other constructs a squad of Separatist and Fringe characters.

SAMPLE REPUBLIC SQUAD

Character	Cost
Obi-Wan Kenobi, Jedi Master	42
AT-RT	35
Clone Trooper Commander	13
Clone Trooper	9

Total Cost 99

Squad-Building Etiquette

Construct your squad in secret, using the stat cards. Don't identify which characters you're using yet; just keep your hand of stat cards ready.

You reveal your squad when setting up the battle grid.

THE RIGHT SQUAD FOR THE RIGHT BATTLE

Squads have different strengths and weaknesses, depending on the mix of characters and the factions they belong to. Try creating several different squads and get a feel for how they play. Each rewards different strategies and tactics. One might consist of a large number of low-power characters, another could feature a few very powerful characters, while a third combines the two combat styles in some unique manner. The more combinations you try, the more tricks and tactics you learn—and the more you'll win!

Setup

This Starter Game contains a fold-out game board, called a **battle grid**. It represents a section of a starship, such as the *Tantive IV* or a Separatist Cruiser.

Seating

Set the battle grid on the table. Players sit at opposite ends: the Dark Side player at the end with the **blast door** and the Light Side player at the end with the **airlock**.

For example, in a Rebellion-era skirmish, the player with the Empire squad sits on the side of the battle grid with the blast door, while the player with the Rebel Alliance squad sits closest to the airlock.

The edges of the battle grid are impassable walls. There is no way off the battle grid.



Assemble Your Squad

Both players reveal their squads. The Dark Side player sets up his squad within 4 squares of the blast door. The Light Side player sets up her squad within 4 squares of the airlock, on the opposite edge of the battle grid.

The Dark Side squad sets up first, then the Light Side squad. After you set up your squads, roll for initiative to start the skirmish.



Skirmish Basics

Once you have chosen your squad and set up the battle grid, you and your opponent take turns moving the characters in your squads.

How to Win

You win by defeating all the enemy characters. (Other scenarios and ways to win start on page 27.)

Tie-Breaker: If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, total up the points for characters that have been defeated. The player who has defeated the most points' worth of characters is the winner. If players are tied, the winner is the player who has a character closest to the center of the battle grid. If players are still tied, the player with the highest-cost character nearest the center is the winner.

Initiative Check

A skirmish begins with an **initiative check** to determine who goes first. Each player rolls the d20. The player with the highest result decides who goes first. If the results are the same (a tie), roll again.

Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.

Rounds, Phases, and Turns

A skirmish is played in **rounds**.

Each round, players move (**activate**) the characters on their squads, each activating 2 characters at a time.

First Player: Activates 2 characters, one at a time. Activating 2 characters this way is called a **phase**.

Second Player: Activates 2 characters, one at a time.

First Player: Activates 2 more characters. These are characters that have not been activated yet this round.

Second Player: Activates 2 more characters. These are characters that have not been activated yet this round.

Repeat until all the characters have activated. Sometimes a player has more characters than his or her opponent and activates many characters at the end of the round.

Each character can be activated only once in a round. When a character activates, that is the character's **turn**. To indicate that a character has been activated in a round, turn its stat card or change the direction the miniature is facing.

A round ends when all players have activated all their characters once. Then a new round begins with a new initiative check.

Activating Characters

When you activate a character, it takes its turn. On its turn, a character can do one of the following things.

- Move up to 6 squares and then attack; **or**
- Attack and then move up to 6 squares; **or**
- Move up to 12 squares (and not attack)

“Replaces Attacks”: Sometimes the text of a special ability or Force power says that it “replaces attacks.” In this case, a character can use that special ability or Force power instead of making its usual attack. A character can move up to 6 squares before or after using such a special ability or Force power, just as if it were an attack.

Movement

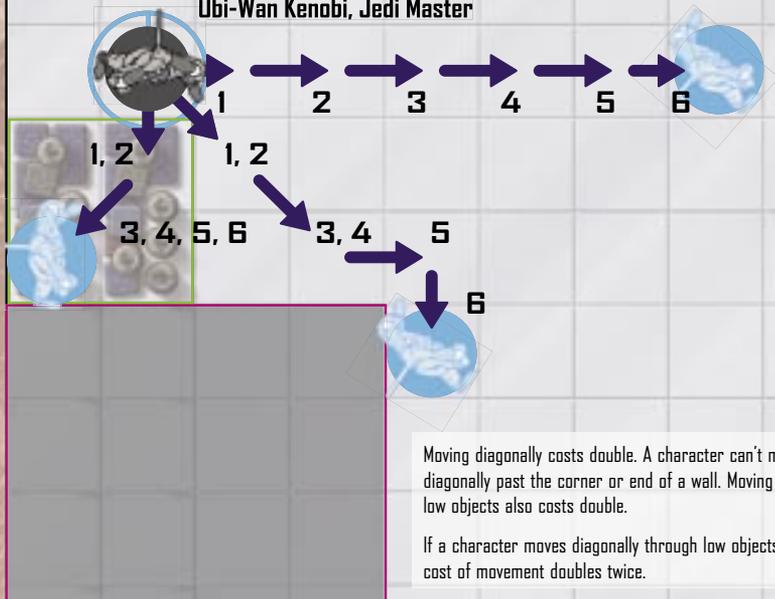
During its turn, a character can move up to 6 squares and attack, attack and then move up to 6 squares, or move up to 12 squares (but not attack).

Diagonal Movement: Moving diagonally costs double. When moving or counting along a diagonal path, each diagonal counts as 2 squares.

Corners: A character can't move diagonally past the corner or end of a wall that extends to a grid corner (see Walls on page 24).

Movement

Obi-Wan Kenobi, Jedi Master



Other Characters: A character can move through a space occupied by an **ally**, but it can't end its move in an occupied square. A character can't move through a space occupied by an **enemy**. If a character moves out of a square that's next to (**adjacent to**) an enemy, the enemy can make an immediate attack against the moving character (see Attacks of Opportunity on page 19).

Battle Grid Features: Features on the battle grid can affect movement. See Terrain on page 23 for additional details.

Low Objects: It costs double to move into a square with low objects. (Moving diagonally into a square containing low objects costs 4 times as much.)

Difficult Terrain: It costs double to move into a square containing rubble, broken ground, or other difficult terrain.

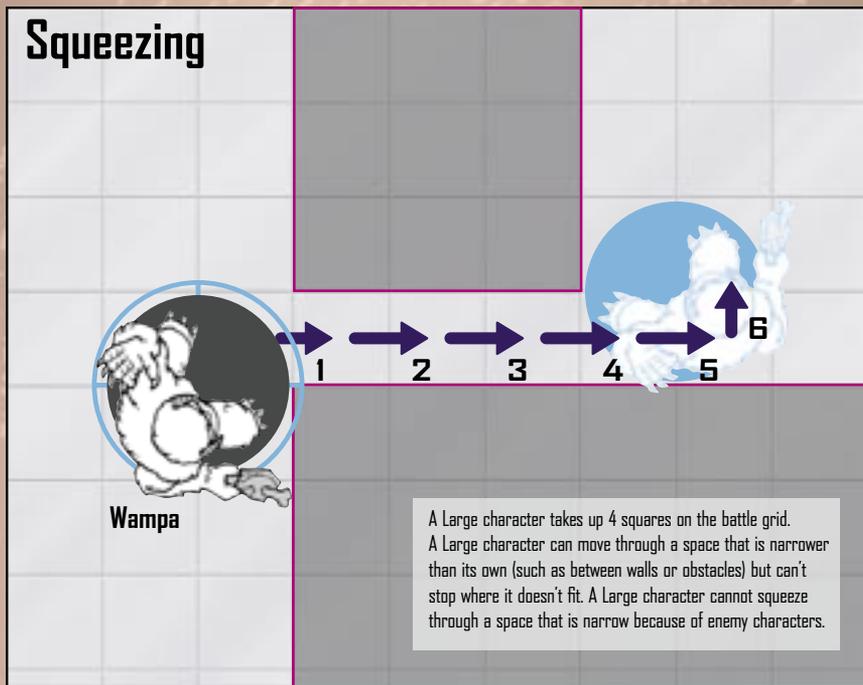
Walls and Pits: Walls and pits block movement. Some big objects count as walls.

Doors: Doors act like walls while closed and have no effect while open.

Large Characters, Huge Characters, and Moving

Large characters occupy a space 2 squares wide and 2 squares long. Huge characters occupy a space 3 squares wide and 3 squares long. They pay the extra costs for moving into low objects or difficult terrain if any part of their space moves into such a square. They cannot move if any part of their space would move into a square containing an enemy.

Squeezing: Large and Huge characters can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space (rounding up to 2 squares for Huge creatures), provided that they end their movement in an area that they can normally occupy. Large characters can't squeeze past enemies. Some very big droids and vehicles can't squeeze at all.



Attacking

Some characters in the *Star Wars* universe attack with blasters, others use vibro weapons, and others wield lightsabers. When a character attacks an enemy, you choose your target, make an attack roll, and, if the attack roll hits, deal damage.

Choosing Your Target

Before making an attack, choose which enemy the attacking character (attacker) is targeting.

Line of Sight: The attacker must be able to see the enemy. See Line of Sight, below.

Cover: A character can't target an enemy who has cover unless that enemy is the closest enemy. See Cover, below.

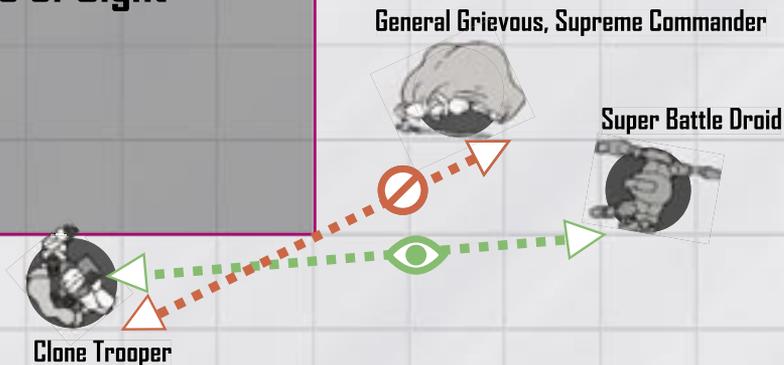
Determining Range: Count squares for determining range, and the closest target, as you would count squares for movement. See Movement on page 10.

Adjacent Enemies: If enemies are adjacent to the attacker, it must target one of those enemies.

Line of Sight

Generally, a character can target any enemy (the defender) it can see. Seeing a defender is determined by finding **line of sight**. Draw an imaginary line from any point in the attacker's space to any point in the defender's space. If the player who controls the attacking character can draw that line without touching a wall, that character has line of sight to that defender. A line that nicks a corner or runs along a wall does not provide line of sight. If a wall outline does not extend to a corner, line of sight can be drawn only through that corner. Only walls, closed doors, and big objects that count as walls block line of sight. Characters, low objects, difficult terrain, and pits do not block line of sight.

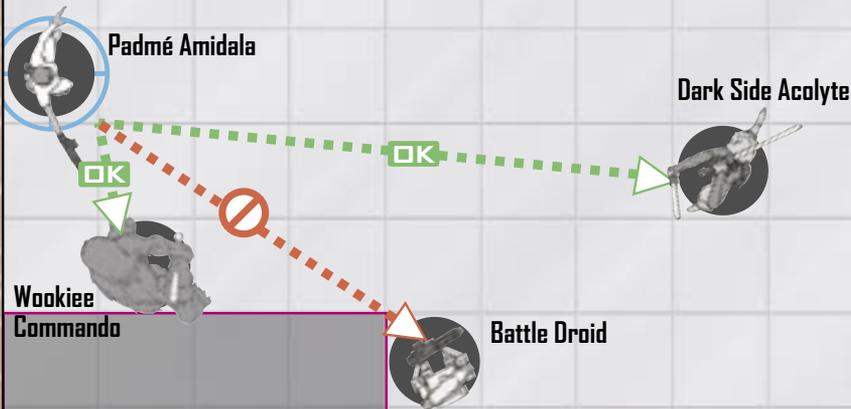
Line of Sight



Two characters have line of sight (can see) each other if there's at least one clear line between their spaces. A line that nicks a corner or runs along a wall does not provide line of sight. In this example, the Clone Trooper can see the Super Battle Droid but not General Grievous, Supreme Commander.

A character needs line of sight to an enemy to attack that enemy. The Clone Trooper can attack the Super Battle Droid but not General Grievous, Supreme Commander.

Choosing Your Target



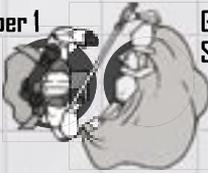
A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, Padmé can attack either the Wookiee Commando or the Dark Side Acolyte. She can't attack the Battle Droid because it has cover against her and it's not the nearest enemy.

Adjacent Enemies



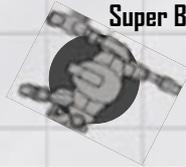
Clone Trooper 2

Clone Trooper 1



General Grievous,
Supreme Commander

Super Battle Droid



If one or more enemies are adjacent to an attacking character, the attacker must choose one of those enemies as the target. In this example, Clone Trooper 1 can't attack the Super Battle Droid because General Grievous, Supreme Commander is adjacent to him.

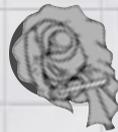
A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, the Super Battle Droid can attack either Clone Trooper 1 or Clone Trooper 2. General Grievous, Supreme Commander gives cover to Clone Trooper 1 (+4 bonus to Defense), but since Clone Trooper 1 and Clone Trooper 2 are both 5 squares away from the Super Battle Droid, the Super Battle Droid can choose to attack Clone Trooper 1 anyway.

Cover



Luke Skywalker

Royal Guard



Stormtrooper
+4 Defense

To find out whether a defender has cover against an attack, the attacker chooses a corner in its space. If any line from that corner to the target's space is blocked by a wall or other obstacle, goes through a square with a character in it, or goes through a square with low objects in it, then the target has cover and gets a +4 bonus to its Defense. A character can attack an enemy with cover only if it's the nearest enemy.

In this example, there is a clear line from Luke's chosen corner to the Stormtrooper's space. Some lines between this corner and the Stormtrooper's space, however, go through a wall, so the Stormtrooper gets cover (+4 bonus to Defense) against Luke's attack. Luke can shoot the Stormtrooper even though it has cover because it's the nearest enemy.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide **cover** against attacks. A character can attack an enemy with cover only if it's the nearest enemy. If the attacker can attack that enemy, the enemy gets a +4 bonus to its Defense for having cover.

To determine whether an enemy has cover, the player who controls the attacking character chooses a corner of a square in the attacker's space. If any line traced from this point to any point in the enemy's space passes through a character, a wall, or a square that provides cover, the enemy has cover.

The enemy does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover.

No matter how many terrain features or characters provide a character with cover, it gets the +4 bonus to Defense just once. A character never has "double cover."

An adjacent enemy never has cover.

Low Objects and Cover: Low objects provide cover to characters in those squares. However, an attacking character ignores low objects in its own space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies. The attacker can "shoot over them."

Characters and Cover: Characters provide cover, whether they're allies or enemies.

Making Attacks

When making an attack, first make an attack roll and then, if the attack hits, deal damage.

Attack Rolls

When your character attacks, you make an attack roll. Roll the d20, add the character's Attack number, and add any other modifiers that apply.

If the result of an attack roll equals or exceeds the enemy's Defense number, the attack hits. The attacking character deals damage (its Damage number), which reduces the enemy's Hit Points.

For example, General Grievous, Supreme Commander attacks Obi-Wan Kenobi, Jedi Master. The Separatist player rolls 1d20 and adds 12 for Grievous's Attack (assuming no other modifiers come into play). The die comes up 12, for a total of 24. Obi-Wan Kenobi's Defense is 21, so that's a hit. Grievous's Damage is 20, so Obi-Wan Kenobi loses 20 Hit Points. He drops from 120 to 100.

Natural 20 is a Critical Hit: If you roll a natural 20 when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's Defense. In addition, it is a **critical hit** and deals double damage. Droid characters are immune to critical hits and do not take double damage, but a natural 20 still hits automatically.

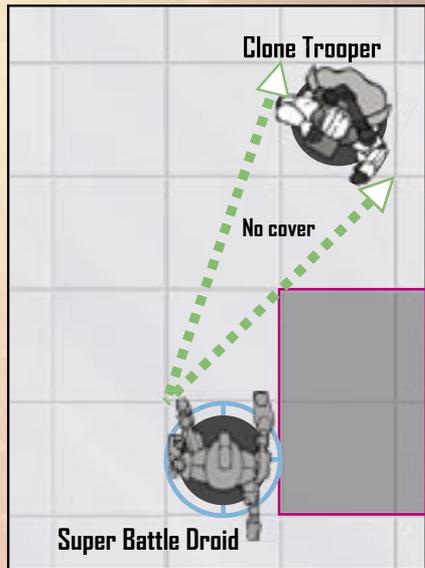
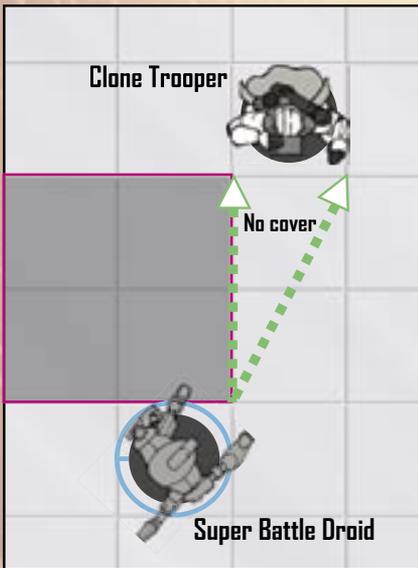
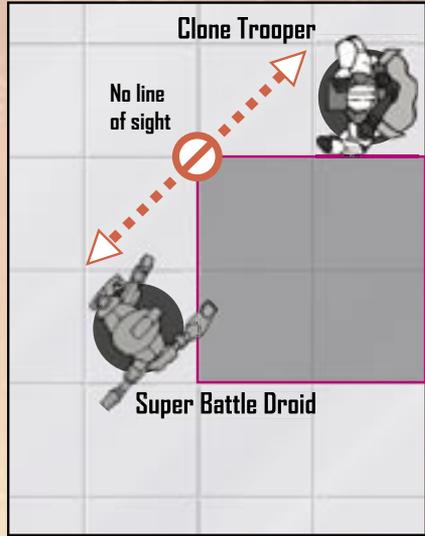
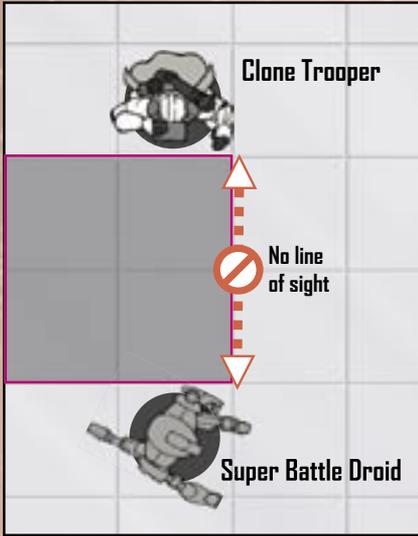
Natural 1 is an Automatic Miss: If you roll a natural 1 when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how high the bonus on the attack roll is.

Attack Roll: d20 + Attack number

A total equal to or greater than Defense is a hit.

A hit deals damage, which reduces Hit Points.

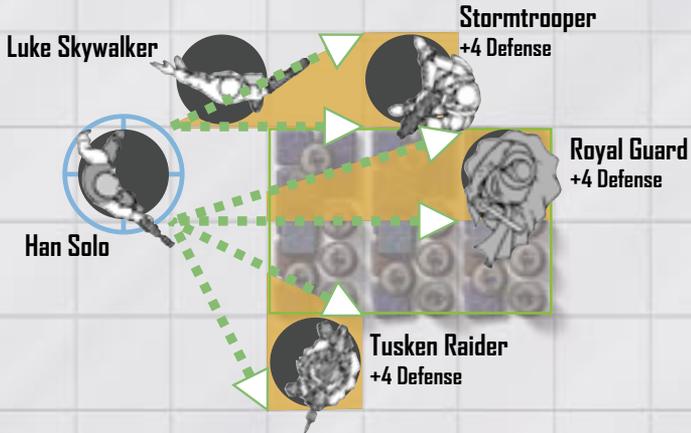
Cover and Line of Sight



A line that runs along a wall or that nicks a corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

When determining line of sight or cover, don't count lines that run along walls or that nick corners.

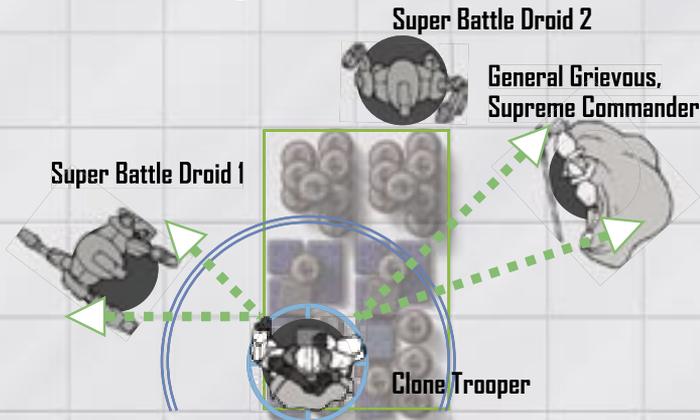
Cover from Low Objects 1



If a line from the attacker's chosen corner to the defender's space passes through a square containing low objects or another character, the defender has cover (+4 bonus to Defense).

In this example, Han Solo can attack one of the three enemies. The low objects provide cover to the Royal Guard and Tusken Raider. Luke provides cover to the Stormtrooper. Since these three enemies are equally close to Han, he can shoot any one of them even though they have cover.

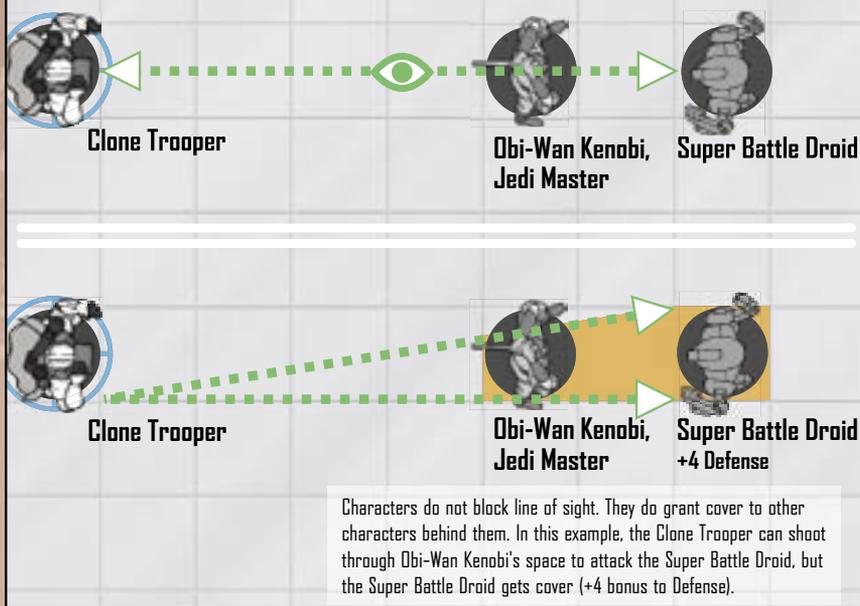
Cover from Low Objects 2



When checking to see whether the target of an attack has cover, the attacker can ignore low objects in its own space and in adjacent squares. Low objects in these squares don't provide cover to enemies.

In this example, the Clone Trooper can attack either Super Battle Droid 1 or General Grievous, Supreme Commander. Neither enemy has cover against his attack. Super Battle Droid 2, however, has cover from the low objects. Since Super Battle Droid 2 has cover and is not the nearest enemy, the Clone Trooper can't shoot that character. If Super Battle Droid 2 shot the Clone Trooper, he would have cover (+4 bonus to Defense) from the low objects in his square.

Shooting past Characters



Attacking Allied Characters

A character can't attack an allied character.

This restriction doesn't prohibit the use of special abilities and Force powers that also harm allies—only attacks.

Damage and Hit Points

When an attack hits, it deals damage that reduces the enemy's Hit Points. Use the counters in this Starter Game to keep track of damage.

Reduced to 0 Hit Points: When a character's Hit Points drop to 0 or lower, it is defeated and removed from the battle grid.

Combined Fire

Multiple characters can pool their attacks in **combined fire**. When a character makes an attack on its own turn, allied characters that have not yet activated this round can combine fire to aid in the attack. These allied characters must have line of sight to the target. Characters with the Melee Attack special ability, or characters who deal no damage, cannot use or benefit from combined fire.

These allied characters activate immediately, giving the attacker a +4 bonus to Attack for each character activated in this fashion. The characters don't do anything with their activation other than grant the combined fire bonus, and they can't activate again that round. They give up their turns for the round to aid in the attack. Characters activating to combine fire do not count against your limit of activations for the phase (normally two, as described on page 10).

Combined Fire

Battle Droid **Dwarf Spider Droid**

Obi-Wan Kenobi, Jedi Master **Super Battle Droid 1** **+4**

General Grievous, Supreme Commander **+4**

Super Battle Droid 2

When a character attacks, allied characters that have not yet activated this round and that have line of sight to the defender can combine fire. These characters activate immediately, each giving the first character a +4 bonus on the attack roll. Characters with the Melee Attack special ability, and those that deal no damage, can't use or benefit from combined fire.

In this example, the Dwarf Spider Droid shoots at Obi-Wan Kenobi. The Battle Droid can't combine fire because it doesn't have line of sight to Obi-Wan. General Grievous, Supreme Commander can't combine fire because he has the Melee Attack special ability. Super Battle Droids 1 and 2 each activate, and each gives the Dwarf Spider Droid a +4 bonus on the attack roll, for a total bonus of +8.

You have to decide which allies combine fire before making the attack roll. You can't make the attack roll and then decide how many allies help out.

The bonus from combined fire is good only for a single attack. If a character has a special ability that lets it make more than one attack on its turn, the bonuses are good only for the attack they apply to. (You can still combine fire with different allies on a later attack.)

You can't combine fire on an attack of opportunity.

Attacks of Opportunity

If an enemy moves out of a square adjacent to a character, that character can make a single, immediate attack against that enemy (even if the character has already activated this round). This is called an **attack of opportunity**.

One Per Turn: There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one during a given character's turn.

Attack is Optional: A character does not have to make an attack of opportunity when one is available.

Timing: A character makes an attack of opportunity in response to an enemy's movement. The attack takes place when the enemy is about to leave the adjacent square, but before it actually does. Pause the movement and make the attack; if the enemy is not defeated, it continues moving.

Single Attack: An attack of opportunity is a single attack. Characters with special abilities that allow them to make additional attacks can still make only one attack of opportunity.

Walls: Two characters are adjacent only if they have line of sight to each other. If two characters are on opposite sides of a wall, they aren't adjacent, so neither can make attacks of opportunity against the other.

Attack of Opportunity



If a character moves out of a square that's adjacent to an enemy, that enemy can make an immediate attack against that character, called an **attack of opportunity**. A character can make only one attack of opportunity per turn.

In this example, the Clone Trooper starts his turn adjacent to a Super Battle Droid. A character adjacent to an enemy can attack only that enemy or another adjacent enemy. Since the Clone Trooper wants to attack General Grievous, Supreme Commander, he moves away from the Super Battle Droid. This provokes an attack of opportunity from the Super Battle Droid. Then the Clone Trooper attacks General Grievous, Supreme Commander.

“Replaces Attacks”: Some special abilities take the place of attacks. They cannot be used in place of attacks of opportunity.

Special Abilities and Attacks

Sometimes a special ability deals damage, or it adds to the damage dealt by an attack. See the description of the special ability in the glossary at the end of this rulebook for its effects.

Some special abilities allow a character to make additional attacks in a single turn. Roll for each attack separately: If you defeat one enemy, you can target another enemy with any remaining attacks.

Melee Attack: Characters with the Melee Attack special ability can attack only adjacent enemies. Characters with Melee Attack cannot use combined fire, either to gain a bonus or to give a bonus to another character.

EXAMPLE ATTACK

It's the Separatist player's phase. She activates a Dwarf Spider Droid. (Look at the Combined Fire diagram on page 19.)

Movement: The Dwarf Spider Droid can't see Obi-Wan Kenobi because walls are in the way, so the Separatist player moves the Droid 6 squares. At the end of the Droid's movement, it has a clear shot at Obi-Wan Kenobi. (That is, Obi-Wan has no cover.)

Target: The Dwarf Spider Droid chooses Obi-Wan Kenobi as the target. After all, the Separatist player moved the Droid into position to shoot Obi-Wan.

Combined Fire: Before making the attack roll, the Separatist player decides to include two Super Battle Droids in the attack. They activate immediately to give the attacking Dwarf Spider Droid a +8 bonus on the attack roll (+4 each).

Attack Roll: The Separatist player makes the Dwarf Spider Droid's attack roll. She rolls the d20, which comes up 7. The player adds +6 for the Droid's Attack and +8 for combined fire, for a total of 21. Obi-Wan's Defense is 21, so that's a hit.

Damage: The Dwarf Spider Droid has a Damage rating of 30, so Obi-Wan takes 30 points of damage. He started with 120 Hit Points, so he has 90 left.

Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, and commander effects listed on their stat cards. Look in the glossary for rules about specific special abilities, Force powers, and commander effects.

Using Special Abilities

Most special abilities are automatic. They either always work, or they work under certain conditions. For example, a Wookiee Scout has Momentum (+4 Attack and +10 Damage against adjacent enemies if he moves at least 1 square) and Stealth (doesn't count as the nearest enemy for distant attackers). If you're activating the Wookiee Scout, you don't have to choose whether to use a special ability, and you don't have to choose between them. Both abilities work whenever you need them to.

Force Points and Force Powers

Some characters have access to the Force and can use it for a number of effects. These characters have Force points (and a Force rating on their stat cards).

Reroll: A character can spend 1 Force point to reroll an attack or save that it has just made. You can even reroll a natural 1 on an attack (normally an automatic miss). You must take the result of the second roll, even if it's worse.

Since an initiative check affects a whole squad, not just an individual character, you can't spend a Force point to reroll initiative.

Move Faster: A character can spend 1 Force point to move 2 extra squares on its turn. This extra distance is added onto the character's regular move. Obi-Wan Kenobi, for example, can use this option to move 8 squares and attack or move 14 squares without attacking. He can't, however, move 6 squares, attack, and then spend 1 Force point to move another 2 squares.

Force Powers: A character can spend Force points to use a Force power listed on its stat card. The Force power's rules text lists how many Force points it costs to use. A few characters with Force points don't have any special Force powers; they can use their Force points only to reroll or to move faster.

Spending Force Points

When a character spends Force points, they're gone for the rest of the skirmish. Use them wisely.

Once per Turn: A character can spend Force points only once per turn. However, it may spend Force points during other characters' turns, if appropriate, and can do so multiple times in a round (if it has enough Force points).

For example, Shaak Ti starts with 3 Force points. On her turn, she uses 1 Force point to move 8 squares and end up adjacent to several enemies. She's down to 2 Force points. She wants to attack all the adjacent enemies, but she can't use her Lightsaber Sweep Force power to do so, because she's already spent Force points this turn. She can attack just one enemy instead. After her turn is over, an enemy takes its turn and targets Shaak Ti with Grenades. Shaak Ti fails her save. Since it's another character's turn, she can spend 1 Force point to reroll her failed save.

Timing: Some Force powers can be used in response to an event, such as an enemy's attack. Using a Force power in this way is an immediate action and does not require the character using it to activate. Occasionally a Force power affects something outside a character's actions (such as Anticipation, which allows an initiative reroll). Again, this does not activate the character; spend the Force points at the appropriate point in the round.

Commander Effects

Some characters are able to influence allies on the battlefield. These characters have commander effects. Commander effects do not normally affect Droid or Savage characters.

Rules for Special Abilities, Force Powers, and Commander Effects

Special abilities, Force powers, and commander effects all have some rules in common.

Replaces Attacks

Many special abilities and Force powers allow a character to use them anytime during its turn, and their use doesn't prevent that character from being able to attack during that turn. If using a special ability or Force power replaces attacks, this fact is noted in the ability's rules text on the stat card and in the definition in the glossary at the end of this booklet. Special abilities and Force powers that replace attacks can be used only on the acting character's turn, not in place of an attack of opportunity.

Some special abilities and Force powers replace a character's entire turn. A character can't do anything else that turn, not even move.

Targets of Special Abilities and Force Powers

When you choose an enemy as a target for a special ability, use the same rules as for attacks.

Line of Sight: You can choose only an enemy that the acting character can see.

Cover: If an enemy has cover, you can't choose it as the target unless it's the nearest enemy.

Adjacent Enemy: If one or more enemies are adjacent to the acting character, you must choose one of these enemies as the target.

Simultaneous Effects

If several effects happen at the same time, play them out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules.

Player's Choice: If several effects apply to one player's character or characters, that player determines the order.

Acting Player First: If the effects apply to more than one player's characters, the acting player (the one whose character is doing something) goes first.

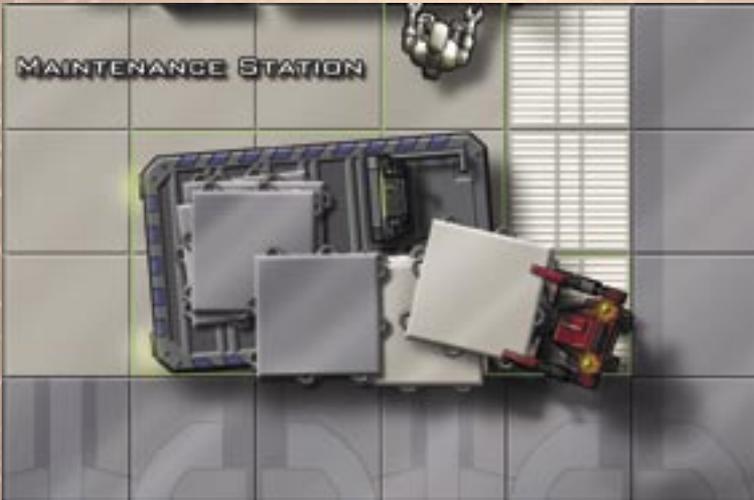
Terrain

The battle grid included in this Starter Game features a variety of terrain. Terrain can affect movement, line of sight, and cover.

Squares and Edges: Different kinds of terrain have color-coded borders to remind you to treat the whole square or edge as that terrain, to make it clear what sort of terrain it is, and to indicate which corners can be crossed diagonally. Terrain applies to an entire square or edge if the color-coded borders extend to the corners of that square or edge. For example, the image of a power column (which counts as a wall) might not fill a whole square, or it might spill across a border into another square, but for game purposes, only the indicated square is treated as containing a wall. All squares inside a larger bordered space count as that kind of terrain.

Low Objects

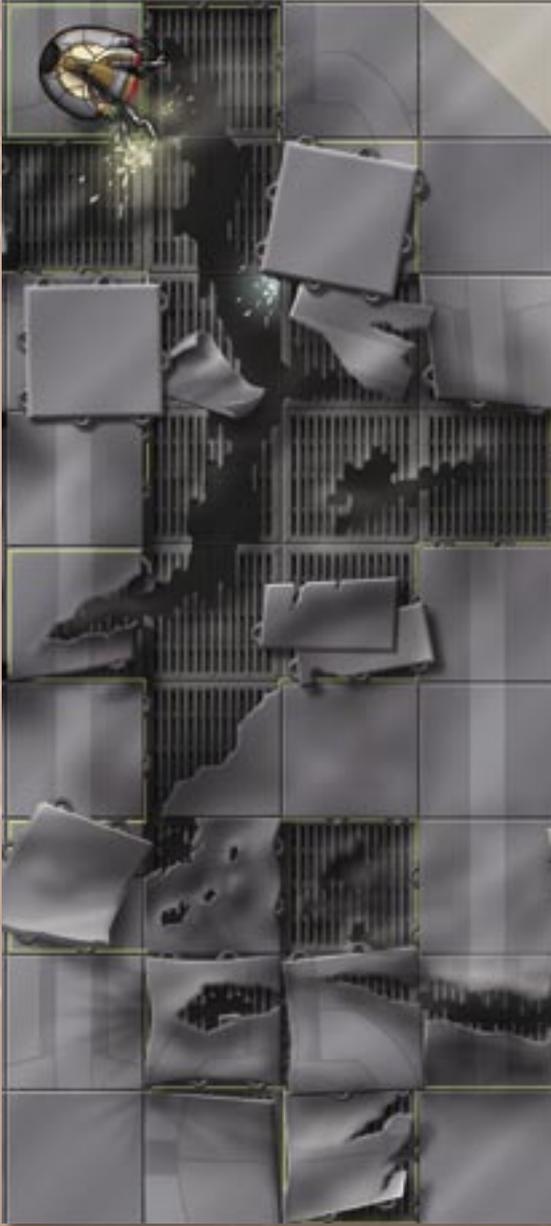
Computer terminals, chairs, droids, and similar obstacles are collectively referred to as low objects. A square containing low objects has a green outline.



Movement: It costs twice as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.



Difficult Terrain

Broken ground, buckled deck plating, and similar obstacles are collectively referred to as **difficult terrain**. A square containing difficult terrain has a yellow outline.

Movement: It costs twice as much to move into a square containing difficult terrain. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Difficult terrain does not block line of sight.

Cover: Difficult terrain does not provide cover.

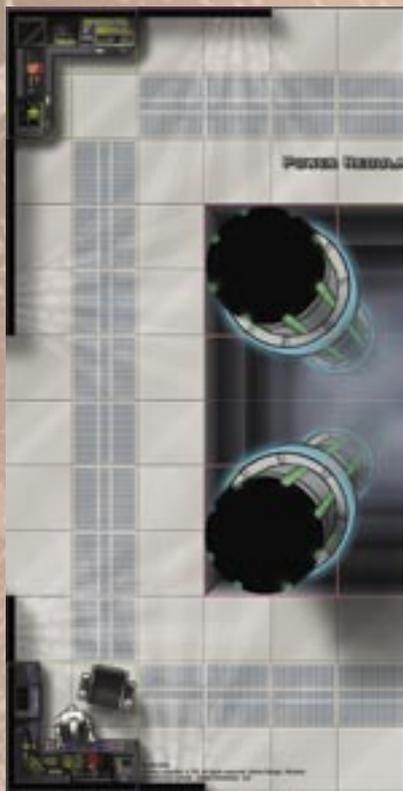
Walls

Walls are high objects that separate squares. Some very large objects, such as power columns, are high enough to be considered walls. An edge that's a wall has a magenta line along it.

Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight).

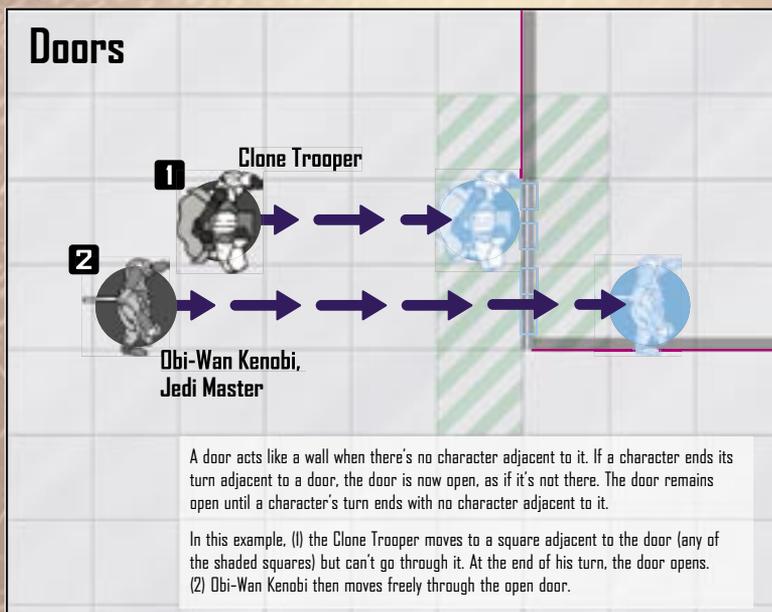


Doors

Doors can open and close during the course of a skirmish. An edge that's a door has a series of blue rectangles along it. Doors are closed and considered walls unless they are open.

Opening a Door: A door becomes open at the end of any character's turn when a character is adjacent to the door. An open door has no effect on movement, line of sight, or cover. (It's effectively not there anymore.)

Closing a Door: A door remains open until a character's turn ends with no character adjacent to it, at which point it becomes closed.



Shooting Around Corners

Padmé Amidala



Battle Droid



A character can usually shoot around a nearby corner at no penalty. In this example, Padmé and the Battle Droid have line of sight to each other. Remember, you only need a single clear line from one character's space to another's to get line of sight.

Padmé Amidala



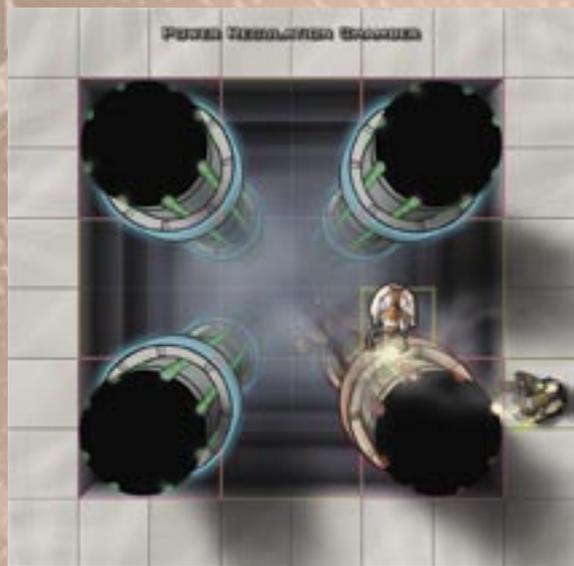
Battle Droid



No cover



To determine whether a defender has cover against an attack, the attacker chooses a corner in its space. If all the lines to the defender's space from this point are clear, then the defender doesn't have cover. In this example, Padmé can shoot around the corner, and the Battle Droid has no cover. If the Battle Droid shot Padmé, Padmé would get cover (+4 bonus to Defense).



Pits

Pits are deep holes plunging into the depths of a planet or starship. A square that counts as a pit has an orange outline.

Movement:

Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square. If a character somehow ends a turn in a pit square, it is defeated.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.

Scenarios and Play Options

In addition to setting up skirmishes as described in these rules, you can fight other sorts of battles. Here are some examples.

Fringe Squads

Instead of playing Light Side against Dark Side, with the occasional Fringe character thrown in, you can create a Fringe-only squad. Such a squad can't have any characters from other factions in it.

Era on Era

Try pitting a Light Side squad from one era against a Dark Side squad from a different era. For example, Luke Skywalker, Jedi Knight and his Rebel allies might fight against Darth Maul and Separatist forces.

Free-for-All

You can decide to match squad against squad, regardless of faction. Continuity doesn't matter here; this is battle for its own sake. Let the Rebel Alliance fight the Rebel Alliance, or the Separatists take on the Separatists.

Three-Way Skirmish

In this variant, three players compete instead of two. No more than one player can select the Light Side and no more than one player can select the Dark Side. At least one player plays a Fringe squad, which contains only Fringe characters, and Fringe characters can't join squads of other factions.

The third player sets up the Fringe squad within 4 squares of the side of the pit farthest from the blast door.

You win a three-way skirmish by being the first player to score 100 points (or points equal to your squad's value, if you're playing with a different total). You score points equal to a character's cost when your squad defeats that character. If you happen to defeat your own character, for example with a special ability or Force power that damages multiple characters, your opponents split the points.

Team Play

If you have four players, you can fight a skirmish in teams. Two players play squads of one faction, and the other two play squads of the opposing faction. As with two-player games, any player can use Fringe characters. Play until both squads of one team have been entirely defeated.

Both squads of a team set up in the same starting area, but players from each team alternate seating positions. That way, one team's player completes a phase, then the other's, and so on.

Unique Characters: A team can't have more than one copy of a Unique character, just as if the team were a squad.

Allies: Characters in a teammate's squad are allies of your characters.

Out of the Box

When playing right out of the box, ignore factions and the Unique special ability. Just play with whatever you get in a Booster Pack!

You can play Out of the Box with two or three players.

Each player opens one sealed **Star Wars Miniatures** Booster Pack and builds a squad with all the miniatures, ignoring factions, point costs, and the Unique special ability.

As in Three-Way Skirmish, you score points for each character your squad defeats. The winner is the first player to score points equal to the starting value of his or her squad or to defeat all enemies, whichever occurs first.

As a variant, open two sealed Booster Packs and build the best 100-point squad you can.

Capture the Droid

Instead of trying to defeat all enemies, you can play a skirmish with a different victory condition. In Capture the Droid, your squad wins if it takes control of and escapes with the droid.

Special Character—Droid: Place an extra Droid miniature (such as a Battle Droid or R2-D2), or some sort of token to represent a droid, on one of the squares in the turbolift in the center of the battle grid. A character must end its move adjacent to the droid to take control of it. From that point on, the droid follows that character. It activates when the character does, always staying adjacent to that character.

The character can "pass" the droid to an adjacent ally, giving control of the droid to that ally. Passing the droid takes all of a character's turn; it can't move or attack in the round it passes the droid.

An enemy must defeat the controlling character and then end its move adjacent to the droid to seize control of it.

Victory: The winner is the player whose squad moves the droid back to his or her starting position (the blast door or the airlock). Any square adjacent to the appropriate map feature counts for victory.

Glossary

This glossary explains game terms, as well as keywords that appear on stat cards. It also contains detailed information on special abilities and Force powers, listed in alphabetical order.

A character using a special ability is written as “this character.” Force powers are identified as “(Force).” Character statistics, special abilities, and other information that appears on a card are capitalized, while other game terms are not.

Definitions

The following terms are listed in alphabetical order.

Accelerate: A character can move up to 24 squares if it does not attack.

Accurate Shot: This character can attack an enemy regardless of whether it has cover. The enemy still gains a +4 bonus to Defense from cover.

acting: The acting character is the character who is currently moving, attacking, or using a special ability or Force power. The acting player is the player whose squad that character belongs to. Usually the acting character is the character who is taking its turn, but in cases such as attacks of opportunity or certain special abilities, characters act out of turn.

activate: A character’s move or turn. A character can activate only once in a round.

adjacent: Occupying a square next to this space (including diagonally). A character is not adjacent to characters behind walls.

Advantageous Attack: This character gets a +10 bonus to Damage against an enemy who has not activated this round.

Advantageous Cover: This character gets a +8 bonus to Defense from cover instead of +4.

Alderaan Senator: This character counts as an Alderaan Trooper and can benefit from special abilities and effects that help Alderaan Troopers.

ally/allied character: Characters in the same squad. In team skirmishes, allies include characters in a teammate’s squad.

Anticipation: (Force; 1 Force point) After initiative is determined, a character using this Force power allows you to reroll your initiative roll. You must take the second result, even if it is worse. You can do this only once per round, regardless of the number of allied characters with Anticipation.

If another special ability or Force power allows you to roll twice for initiative, you can reroll both dice using Anticipation.

Attack: (character statistic) The bonus this character adds to attack rolls.

attack: A character can attack an enemy as part of its turn or as an attack of opportunity.

attack of opportunity: A single, immediate attack against an adjacent enemy who moves. If an enemy moves out of a square adjacent to a character, that character can make an attack of opportunity against that enemy. See Attacks of Opportunity on page 19. A character can’t use a special ability or Force power that replaces attacks instead of an attack of opportunity.

attack roll: A die roll to determine whether an attack hits. Roll the d20 and add the character’s Attack. If the result, after bonuses are applied, equals or exceeds the target’s Defense, the attack is a hit and it deals damage.

A *natural 20* on an attack roll is always a hit. It is also a critical hit and deals double damage. A *natural 1* on an attack roll is always a miss.

Avoid Defeat: If a character with this special ability is reduced to 0 hit points, it makes two saves, each needing a roll of 11 to succeed. If both saves are successful, the character is not defeated; instead, it remains in play with 10 Hit Points.

battle grid: The game board where skirmishes take place.

Betrayal: If an enemy’s attack roll against this character is a natural 1, that enemy becomes a member of this character’s squad until the end of the skirmish. It can take no further actions this turn, even if it can make additional attacks.

If this character is defeated, any affected enemies immediately return to their original squads. (They can still activate that round if they haven't already done so.)

Blaster Barrage: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can attack every legal target once. Determine legal targets (such as whether an enemy with cover is the nearest enemy) before making the first attack roll. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Bodyguard: 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. A Bodyguard character can't use this special ability when an adjacent ally takes damage from something other than an attack, such as Grenades. If the original target has the Shields special ability, you must decide whether a Bodyguard character will take the damage before the original target rolls for Shields (see that entry on page 37).

bonus: Bonuses are added to die rolls or to statistics. A bonus is a number with a "+" sign. Most bonuses stack with each other, but not with themselves. For example, if a character has cover from more than one source, it still gets only a +4 bonus to Defense. A Clone Trooper Commander can give nearby trooper followers a +3 bonus to Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Bounty Hunter +4: Bounty Hunter characters get a +4 bonus to Attack against Unique characters.

Careful Shot +4: On its turn, if this character doesn't move any distance, it gets a +4 bonus to Attack. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

character: A single entity represented by a single miniature. Some characters are Unique, such as Luke Skywalker. Others are people or creatures of a certain kind and have descriptive names, such as Stormtrooper Commander or Wampa.

Charging Fire: Instead of taking its normal turn, this character can move up to 12 squares and then make an attack on the same turn.

Cleave: Once per turn, if this character defeats an adjacent enemy by making an attack, it can make an immediate attack against another adjacent enemy. Cleave works even when the character is making an attack of opportunity.

combined fire: Characters can help an allied character who is attacking. When a character attacks on its turn, other allied characters with line of sight to the target of that character's attack can activate immediately to combine fire. Each character who activates grants a +4 bonus to Attack. See Combined Fire on page 18.

commander effect: Certain characters can affect the skirmish, especially their allies, with commander effects. Some commander effects have a range. Line of sight is not required for a commander effect to function unless otherwise noted. However, you must count around walls, doors, and similar impassable terrain when measuring range. Commander effects normally do not affect Droid or Savage characters.

Duplicate commander effects never stack. A single character can benefit from any number of different commander effects simultaneously, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies.

A commander effect ends immediately when the character with the effect is defeated.

cover: Characters and certain kinds of terrain provide cover against attacks. A character can attack an enemy with cover only if it's the nearest enemy. A character with cover gets a +4 bonus to Defense. See Cover on page 15.

critical hit: A hit that strikes a vital area and deals extra damage. Critical hits occur when the attacker rolls a natural 20 on the attack roll (when the d20 comes up 20). A character who scores a critical hit deals double its normal damage. See Attack Rolls on page 15. If a character can somehow score a critical hit on a roll of less than 20, that critical hit also counts as an automatic hit.

If the attack deals bonus damage (such as with the Cunning Attack special ability), then a critical hit doubles the base damage but not the bonus damage.

Crowd Fighting: This character gets a +2 bonus to Attack for every adjacent character other than its target.

Cunning Attack: This character gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has not activated this round.

Cyborg: A Cyborg character counts as both a Droid and a non-Droid. This means it benefits from effects that target Droids (such as Repair) in addition to other kinds of effects (such as Heal). However, a Cyborg character is also vulnerable to harmful effects that don't normally affect Droids (such as critical hits) as well as those that specify Droids only (such as Ion Gun 20). Cyborgs can be affected by commander effects.

Damage: (character statistic) A character deals its Damage rating on a successful attack (a hit).

damage: Characters take damage when they are hit by attacks or subject to certain special abilities or Force powers. Damage reduces the Hit Points of the affected character. A character whose Hit Points drop to 0 or lower is defeated and removed from the battle grid.

Dark Inspiration: During setup, if you have this character in your squad, choose an allied character with a Force rating. That character gains the Lightsaber Duelist special ability (see that entry on page 35) for the remainder of the scenario.

Dark Master: During setup, if you have this character in your squad, choose a Unique allied character in your squad. The chosen ally can spend Force points from this character as if they were its own. That ally doesn't have to have a Force rating, but if it does, it cannot also spend its own Force points on the same turn.

Deadeye: On its turn, if this character doesn't move any distance, it gets a +10 bonus to Damage. This special ability doesn't help with attacks of opportunity.

Deadly Attack: This character scores a critical hit on a roll of natural 19 or 20 instead of only on 20.

defeat/defeated: A character is defeated when its Hit Points drop to 0 or lower. Remove defeated characters from the battle grid.

Defense: (character statistic) A character's ability to avoid being hit in combat. If the result of an attack roll equals or exceeds the defender's Defense, the attack hits and deals damage that reduces the defender's Hit Points.

difficult terrain: This terrain represents rubble, buckled deck plates, broken ground, and similar uneven surfaces. A square containing difficult terrain counts as 2 squares when moving. Difficult terrain does not block line of sight and does not provide cover.

Disintegration: If a character with this ability rolls a natural 20 on an attack roll, the target character is defeated regardless of its Hit Points. This effect takes place even if the target avoids damage with a special ability or Force power. If another character becomes the target of that attack (for example, using the Bodyguard special ability), the new target is defeated instead of the original target.

Dominate: Instead of taking its normal turn, this character can take control of a target non-Droid character, even one who has already been activated this round. (This does not count as an activation.) The target character takes a turn as though it were on the acting player's squad but cannot move. It can resist this effect with a save of 11. Determine legal targets normally for enemy characters; any allied character in line of sight is a legal target.

door: This terrain functions like a wall unless it is open. An open door is ignored. A door becomes open if, at the end of any character's turn, a character is adjacent to it. It remains open until no character is adjacent to it at the end of a turn.

Door Gimmick: At the end of its turn, this character can designate one door within line of sight as open. The door remains open until the end of this character's next turn, or until the end of a turn in which this character is defeated. Other characters can't close that door unless they use the Override special ability. Door Gimmick doesn't work on a door being held closed by the Override special ability (see that entry on page 36).

Double Attack: On its turn, if this character attacks without moving first, it then has the option either to move normally or to make an extra attack. The extra attack can be against the same enemy as the original attack, but it doesn't have to be. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

Double Claw Attack: This works just like Double Attack (see above), except that both attacks can be made only against adjacent enemies. A character who has Double Claw Attack can make two attacks against adjacent enemies or a single attack against distant enemies.

Draw Fire: If an enemy targets an ally within 6 squares of this character, you can force that enemy to target this character instead (provided that enemy can choose this character as a target). The attacker can resist this effect with a save of 11. You must decide whether to use this ability before the attacker makes the attack roll.

Droid: A Droid character doesn't take double damage from critical hits and is not normally subject to commander effects.

Droid Master: Non-Unique, allied Droid characters within 6 squares of a character with this special ability gain Double Attack (see that entry on page 31).

Droid Reinforcements 20: During setup, after seeing your opponent's squad, you can add up to 20 points of Droid characters to your squad. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If you are scoring points for defeats, or in a tiebreaker, defeating these extra characters doesn't score points.

Electric Shock +10: This character gets a +10 bonus to Damage against adjacent Droid enemies.

Emergency Life Support: Non-Droid allies gain Avoid Defeat (see that entry on page 29) while they are adjacent to this character.

Emperor's Bodyguard: This special ability works just like Bodyguard (see that entry on page 30), except that the Bodyguard character can take only damage that would otherwise be taken by the Emperor.

enemy/enemy character: Enemies are characters in opponents' squads, not in your own or a teammate's squad.

Evade: Whenever this character is hit by an attack from a nonadjacent enemy, it can avoid the damage with a save of 11.

Execute Order 66: This character cannot be targeted by characters with the Order 66 special ability.

factions: These broad categories classify characters according to their allegiances in a particular *Star Wars* era.

Fire Control: If this character is in your squad, non-Unique allied Droid characters get a +4 bonus to Attack.

Flamethrower 10: Instead of making its normal attack or attacks, a character using this special ability deals 10 points of damage to one target enemy and all characters adjacent to that target (enemies and allies alike). The first enemy must be a legal target (for example, you can target an enemy with cover only if it is the nearest) and must be within 6 squares, but the adjacent characters don't need to be. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Flamethrower.

Flight: This character ignores enemy characters, low objects, difficult terrain, and pits when moving. Walls still block its movement, and it must still end its move in a legal space. Because this character ignores enemies, they cannot make attacks of opportunity against it.

Flurry Attack: When this character scores a critical hit, it may make one immediate extra attack (in addition to the other effects of a critical hit). It may make an extra attack each time it scores a critical hit, even as a result of this extra attack. The extra attack doesn't have to be against the same target if another legal target is available.

follower: A character in your squad who does not have a commander effect. Most commander effects apply only to followers.

Force Absorb: (Force; 2 Force points) A character using this Force power cancels the effects of a Force power used by an adjacent character. You must decide whether to use Force Absorb immediately after the other Force power is declared but before it takes effect. That Force power is still considered to have been used that turn, and the affected character still spends the Force points.

Force Burst: (Force; 2 Force points) Instead of taking its normal turn, a character using this Force power deals 10 points of damage to all characters (enemies and allies alike) within 6 squares. Line of sight is not needed, but you can't trace a path through a wall (count around it instead).

Force Defense: (Force; 3 Force points) A character using this Force power cancels the effects of a Force power used by a character within 6 squares. You must decide whether to use Force Defense immediately after the other Force power is declared but before it takes effect. That Force power is

still considered to have been used that turn, and the affected character still spends the Force points.

Force Grip: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 10 points of damage to an enemy within line of sight. This follows all the usual rules for choosing a target. Using Force Grip is not an attack and does not require an attack roll.

Force Heal: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power removes the listed amount of damage from an adjacent wounded character or itself. Force Heal can't raise a character's Hit Points above its starting amount. It does not affect Droid characters.

In earlier sets, this Force power was listed on stat cards as simply "Heal."

Force Leap: (Force; 1 Force point) For the remainder of this turn, a character using this Force power can move through enemy characters. In addition, this character does not provoke attacks of opportunity. It doesn't take any time to use Force Leap; this character can still move and attack normally this turn.

Force Lightning 30: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one target enemy and two characters adjacent to that target, if any (enemies and allies alike, including the acting character if there aren't enough others). The first enemy must be a legal target (for example, you can target an enemy with cover only if it is the nearest) and must be within 6 squares, but the adjacent characters don't need to be. Using Force Lightning is not an attack and does not require an attack roll.

Force points: Certain characters can manipulate the Force to create special effects. These characters have a Force rating, a number of points that they can spend to use Force powers (see below), to reroll any die roll (even a natural 1 on an attack), or to move 2 extra squares as part of a move. Once a Force point is spent, the character can't spend it again during the skirmish.

A character can spend Force points only once per turn. Sometimes, though, a character can spend Force points on other characters' turns, such as to reroll a failed save. In this case, a character can end up spending Force points more than once per round.

Force powers: These are special attacks, moves, or abilities. When using a Force power, subtract its cost in Force points from the character's total. A Force power cannot be used if the character doesn't have enough Force points.

Force Renewal 1: (Force) Whenever a character with this Force power activates, it automatically gets 1 Force point. It can get more Force points than its starting Force rating.

Force Spirit 8: (Force) If a character with this Force power is defeated, immediately add 8 Force points to an allied character with a Force rating. The allied character can now spend Force points one extra time per turn for the rest of the skirmish. If there is no allied character with a Force rating, this Force power has no effect.

Force Storm: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to all characters (enemies and allies alike) adjacent to it.

Force Strike: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one enemy Droid or one enemy with Mounted Weapon within 6 squares. Using Force Strike is not an attack and does not require an attack roll. Characters from previous sets with this Force power can also target enemies with Mounted Weapon, even though this is not printed on their cards.

Force Thrust: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to one enemy within 6 squares. The target character can reduce the damage to 10 points with a save of 11. Using Force Thrust is not an attack and does not require an attack roll.

Force Valor: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power gains the following commander effect for the rest of the skirmish: Allied characters within 6 squares get a +2 bonus to Attack and +2 bonus to Defense. This is in addition to any existing commander effect.

Fringe Reinforcements 30: During setup, after seeing your opponent's squad, you can add up to 30 points of Fringe characters to your squad. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If you are scoring points for defeats, or in a tiebreaker, defeating these extra characters doesn't score points.

Galloping Attack: As this character moves, it can attack each adjacent enemy; it gets a +4 bonus to Attack when doing so. Roll each attack when this character is adjacent to that enemy. This character cannot attack any enemy twice in this turn, and it cannot move into a space it has just left. It still provokes attacks of opportunity as it moves. The character can still make a normal attack on the turn it moves, as long as it moves 6 squares or less.

Grenades 10: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take 10 points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Grenades.

Gunner: This character can combine fire with an adjacent ally who has the Mounted Weapon special ability (see that entry on page 36).

Hand of the Emperor: In addition to spending its own Force points once per turn, this character can spend Force points from Emperor Palpatine once per turn. Emperor Palpatine must be in your squad to use this ability.

Heal 10: Instead of making its normal attack or attacks, this character removes 10 points of damage from an adjacent character or itself. Heal can't raise a character's Hit Points above its starting amount. It does not affect Droid characters.

Heavy Weapon: This character can't attack and move in the same turn. It can still make an attack of opportunity as normal.

Hit Points: (character statistic) A measure of how much damage it takes to defeat a character. A character whose Hit Points drop to 0 is defeated.

Huge: A Huge character (such as a Rancor) occupies a space 3 squares wide and 3 squares long, and must squeeze when moving through narrow spaces. See squeezing on page 11.

immediate/immediately: An immediate action takes place instantly under a particular set of circumstances, even if it is not the character's turn. This action can interrupt other actions, taking effect just before they do. If multiple immediate actions take place at the same time, the acting player takes any immediate actions, then the player to the left, and so on.

Impulsive Savagery: If a Unique allied character is defeated, for the remainder of the skirmish this character has the Savage special ability (see that entry on page 37).

Impulsive Shot: Once per turn, this character can make an immediate attack when a Unique allied character is defeated.

Impulsive Sweep: Once per turn, when a Unique ally is defeated, this character can immediately attack each adjacent enemy once.

in a square: A character is in a square if any of its space occupies that square. Most characters occupy only 1 square, but Large characters occupy a space 2 squares on a side and Huge characters occupy a space 3 squares on a side.

Industrial Repair 10: Instead of making its normal attack or attacks, this character removes 10 points of damage from an adjacent character with the Mounted Weapon special ability. Industrial Repair can't raise a character's Hit Points above its starting amount.

initiative: A die roll at the start of the round to determine who goes first. Each player rolls the d20, and whoever rolls highest chooses who goes first. Reroll ties.

Ion Gun +20: This character gets a +20 bonus to Damage against Droid enemies.

Jedi Hunter: This character gets a +4 bonus to Attack and a +10 bonus to Damage against enemies with Force ratings.

Knight Speed: (Force; 1 Force point) On its turn, a character using this Force power can move an additional 4 squares.

Kouhun Infestation: Instead of taking its normal turn, this character deals 60 points of damage to one enemy within 12 squares. Line of sight is not needed, but you can't trace a path through a wall (count around it instead). The target can avoid the damage with a save of 11.

Large: A Large character (such as a Yuzzem) occupies a space 2 squares wide and 2 squares long, and must squeeze when moving through narrow spaces. See squeezing on page 11.

legal target: An enemy must be a legal target for an attack, special ability, or Force power. The acting character must have line of sight to it. An enemy with cover is not a legal target unless it is the nearest. If one or more enemies are adjacent to the character, only those enemies are legal targets.

Lightsaber: This character uses a lightsaber instead of a blaster when attacking adjacent enemies. Such attacks get a +10 bonus to Damage.

Lightsaber Assault: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power makes two attacks against an adjacent enemy (these can target different enemies). A character can move normally on the turn that it uses this Force power.

Lightsaber Block: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Deflect: (Force; 1 Force point) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Duelist: This character gets a +4 bonus to Defense when attacked by an adjacent character with a Force rating.

Lightsaber Precision: (Force; 1 Force point) A character using this Force power gets a +10 bonus to Damage on its next attack. You must decide whether to use this Force power immediately before making the attack roll. Lightsaber Precision works even when the character is making an attack of opportunity.

Lightsaber Reflect: (Force; 2 Force points) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. If this character avoids damage in this way, the attacker takes 10 points of damage unless it makes a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Lightsaber Resistance: This character gets a +2 bonus to Defense when attacked by an adjacent character with a Force rating.

Lightsaber Riposte: (Force; 1 Force point) When a character using this Force power is hit by a melee attack, it can make an immediate attack against that attacker. You must decide to use this power immediately after the attack hits.

Lightsaber Sweep: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can make one attack against each enemy adjacent to it. A character can move normally on the turn that it uses this Force power.

line of sight: A character can see a target that it has line of sight to. Walls block line of sight. To determine line of sight, draw an imaginary line between any point in one character's space and any point in the other character's space. If any such line is not blocked by a wall, then the two characters have line of sight to each other. The line is clear if it doesn't intersect or even touch walls.

Loner: This character gets a +4 bonus to Attack if no allies are within 6 squares.

low objects: This terrain represents countertops, machinery, computer terminals, chairs, maintenance droids, and other objects that get in the way. A square containing low objects counts as 2 squares when moving. Low objects do not block line of sight but do provide cover. For purposes of cover, an attacker can ignore low objects in its own space and in adjacent squares.

Master of the Force 3: (Force) A character with this Force power may spend Force points up to three times in a single turn. This character can also spend Force points more than once to take the same action (such as moving an additional 2 squares or rerolling an attack).

Master Speed: (Force; 1 Force point) On its turn, a character using this Force power can move an additional 6 squares.

Medium: A Medium character occupies 1 square. Most characters are Medium size.

Melee Attack: This character can attack only enemies adjacent to it.

melee attack: A melee attack is an attack by a character with the Melee Attack special ability (see above). Certain special abilities and Force powers work only against melee attacks. Other attacks are nonmelee attacks, even when made by enemies adjacent to the target.

Mercenary: This character can move only if it has no legal targets to attack from the space where it starts its move. (However, if it first defeats an enemy with a single attack and cannot then

attack any others, it is free to move afterward.) If it moves into a position where it can attack, it does not have to end its movement there.

Mighty Swing +10: On its turn, if this character doesn't move any distance, it gets a +10 bonus to Damage against adjacent enemies. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

Mobile Attack: This character can move both before and after attacking, up to a total of 6 squares. It is subject to attacks of opportunity as normal.

Momentum: If this character has moved any distance during its turn, it gets a +4 bonus to Attack and a +10 bonus to Damage against adjacent enemies. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

Mounted Weapon: Only allied characters with the Mounted Weapon special ability or adjacent allies with the Gunner special ability can combine fire with this character.

move/movement: A character can move up to 6 squares and make an attack during its turn. It can move up to 12 squares if it doesn't attack.

nearest enemy: The nearest enemy to a character is the nearest enemy it can see. Another enemy who is actually closer but out of line of sight does not count as the nearest. See Cover on page 15.

on terrain: A character is on or in terrain if any part of its space occupies a square that contains that terrain. This special rule is only necessary for Large or Huge characters, which take up more than 1 square. (Obviously, a character who takes up 1 square is on terrain if its square contains such terrain.)

opponent: A player you are playing a skirmish against.

Order 66: A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.

Override: At the end of its turn, this character can designate one door that it can see as open or closed. The door remains open or closed until the end of this character's next turn, or until the end of a turn in which this character is defeated. Other characters can't open or close that door unless they use the Override special ability themselves.

Pawn of the Dark Side: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power chooses a non-Unique allied character it can see. The chosen character may immediately take a turn, even if it has already activated this round. (This does not count as an activation.) At the end of this immediate turn, the chosen character takes 10 points of damage.

phase: A part of a round. During your phase, you activate two characters. (If you have only one character left to activate, you activate only that one.)

pit: A kind of terrain. Pits block movement but not line of sight. They do not provide cover. A character with the Flight special ability can move through a square containing a pit but cannot end its move there.

Quadruple Attack: On its turn, this character can make four attacks, but it can't move if it does so. Each attack can be against the same target or different targets. The attacker does not have to decide which enemy will be the target of other attacks until after the first attack is done. It doesn't even have to decide whether to make another attack until after making the first one; it can move instead. Since this special ability works only on its turn, this character makes only a single attack when making an attack of opportunity.

Quick Reactions: This character gets a +6 bonus to Attack when making attacks of opportunity.

range: Sometimes a Force power or a special ability works only within a listed range. This is the distance in squares between the attacker's and the defender's square, counting the defender's square. Diagonals count as 2 squares. Low obstacles and pits do not affect range, but when counting range, you can't trace a path through a wall (you count around it instead).

Recon: If any allied character with this special ability has line of sight to an enemy, you can roll twice when making an initiative check and take the higher result. If you end up tied for initiative, both players reroll (you can use Recon to roll twice on the reroll). You can do this only once, regardless of the number of allied characters with Recon.

Recovery 20: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power removes 20 points of damage from itself. Recovery can't raise this character's Hit Points above its starting amount.

Regeneration 10: If this character does not move any distance on its turn, it removes 10 points of damage from itself at the end of its turn. Regeneration can't raise this character's Hit Points above its starting amount.

Rend +20: This special ability applies to some characters who can make more than one attack against an adjacent enemy. If two of the character's attacks hit the same adjacent enemy, the second hit gets a +20 bonus to Damage.

Repair: Instead of making its normal attack or attacks, this character removes the listed amount of damage from an adjacent Droid character. Repair can't raise a character's Hit Points above its starting amount. It does not affect non-Droid characters.

replaces attacks: Some Force powers or special abilities have "replaces attacks" as a special cost. A character who uses such a Force power or special ability can't make other attacks that turn, even if another ability allows extra attacks, and can't replace more than one attack. When making an attack of opportunity, a character cannot use a special ability or Force power that replaces attacks.

Republic Reserves 20: If a character with this special ability is in your squad and you roll a 20 for initiative, you may immediately add up to 20 points of Republic characters to your squad. These characters set up in the same area as your squad did, immediately before the Republic player's first activation of the round. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If initiative is rerolled due to a tie, you add these characters to your squad only if your final, untied roll is a 20.

Rigid: This character is unable to squeeze through narrow spaces and openings.

Rolling Cleave: Once per turn, if this character defeats an adjacent enemy by making an attack, it can immediately move 1 square and then make an attack against another adjacent enemy. This move does not provoke an attack of opportunity. Rolling Cleave works even when this character is making an attack of opportunity.

round: A skirmish is played in rounds. At the start of a round, players roll initiative. During the round, each player activates his or her characters in phases. When all characters have been activated, the round ends and a new round begins.

Savage: This character is wild and difficult to control. It must end its move adjacent to an enemy if it can (if it can't reach an enemy, it moves normally). If it starts its turn adjacent to an enemy, it can move 0 squares and thus "end its move" adjacent to that enemy. In this case, if it defeats that enemy, the Savage character does not have to move adjacent to another enemy. A Savage character is not subject to commander effects.

save: Many special abilities and Force powers require a character to save against a listed number to avoid or reduce an adverse effect. Roll the d20. If the result of the roll equals or exceeds the listed number, the save succeeds.

If the rules text simply says "save" plus a number, the target of the effect makes the save. Sometimes the acting character makes a save instead, such as when using Force Block. In that case, the rules text specifies that the character producing the effect makes the save.

Self-Destruct 10: When this character is defeated, it immediately deals 10 points of damage to all characters adjacent to it (enemies and allies alike).

Separatist Reserves 20: If a character with this special ability is in your squad and you roll a 1 for initiative, you may immediately add up to 20 points of Separatist characters to your squad. These characters set up in the same area as your squad did, immediately before the Separatist player's first activation of the round. These characters don't count toward the cost of your squad, and your opponent doesn't have to defeat them to win the skirmish. If initiative is rerolled due to a tie, you add these characters to your squad only if your final, untied roll is a 1.

Shields 2: When this character would take damage from any source, make two saves, each needing 11 to succeed. For each successful save, reduce the damage dealt by 10 points. This ability is resolved only after all Bodyguard decisions have been made (see that entry on page 30).

Shockwave: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power can temporarily stun characters around it. All characters (enemies and

allies alike) within 6 squares are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11.

sight: Many Force powers and special abilities have a range of sight. They affect any target that the character using the power or ability can see.

Sith Grip: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to an enemy within line of sight. This follows all the usual rules for choosing a target. Using Sith Grip is not an attack and does not require an attack roll.

Sith Lightning 30: (Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one enemy within 6 squares. Using Sith Lightning is not an attack and does not require an attack roll.

Sith Rage: (Force; 1 Force point) A character using this Force power gets a +10 bonus to Damage on all its attacks until the end of the turn. Sith Rage works even when the character is making an attack of opportunity.

Small: A Small character occupies 1 square, just as a Medium character does.

Sniper: This character ignores characters other than the target enemy for purposes of cover. Ignore intervening characters when determining both whether that enemy is a legal target, and whether it gains the +4 bonus to its Defense from cover. This ability does not allow the attacking character to ignore terrain that provides cover.

For example, the Nikto Soldier has Sniper. He can shoot past a Clone Trooper and attack the Clone Trooper Commander behind that Clone Trooper, and the Commander does not get a +4 bonus to Defense. However, if there were low objects between the Clone Trooper and the Clone Trooper Commander, the Nikto Soldier would still not be able to target the Commander.

Sonic Attack: An enemy attacked by this character cannot use Force powers for the remainder of this turn, whether or not the attack hits.

space: The square or squares that a character occupies. A Small or Medium character occupies 1 square. A Large character occupies 4 squares. A Huge character occupies 9 squares.

Speed 2: This character can move only 2 squares and attack during its turn or move 4 squares without attacking.

Speed 8: This character can move 8 squares and attack during its turn or move 16 squares without attacking.

Spotter: If this character combines fire against a target within 6 squares, the attacking character gets the listed bonus to Damage against that target.

squad: A group of characters fighting for one player in a skirmish.

squeeze: Big characters can squeeze through small openings and down narrow hallways that are at least half as wide as their normal space, provided that they end their movement in an area that they can normally occupy. Thus, a Large character can squeeze through a 1-square-wide opening, but a Huge character needs at least a 2-square-wide opening. Characters can't squeeze past enemies.

stacking: In general, the effects produced by Force powers, special abilities, commander effects, and cover stack (are cumulative) with each other. For example, Tarfful grants followers within 6 squares a +4 bonus to Attack against adjacent enemies, and a Wookiee Berserker has Momentum, which grants an additional +4 bonus to Attack and +10 bonus to Damage against adjacent enemies if he has moved at least 1 square. Thus, a Wookiee Berserker within 6 squares of Tarfful would get a total bonus of +8 to Attack (as well as the bonus to Damage) if he has moved at least 1 square and attacks an adjacent enemy.

Unless otherwise specified, no effect produced by a Force power, special ability, commander effect, or cover stacks with itself. For example, a Clone Trooper Commander can give nearby trooper followers a +3 bonus to Attack, but two Clone Trooper Commanders together can't give a trooper follower a +6 bonus.

Stealth: If this character has cover, it does not count as the nearest enemy for choosing targets if the attacker is more than 6 squares away. A character can attack an enemy with cover only if that enemy is the nearest. If this character would be the nearest enemy, the next-nearest enemy counts as the nearest instead. Follow the normal rules for cover if the character with Stealth is within 6 squares of the attacker.

Strafe Attack: Some characters with Flight also have Strafe Attack. As this character moves, it can attack each enemy whose space it enters. Roll each attack just before this character enters that enemy's space. This character cannot attack any enemy twice in the same turn, and it cannot move directly back into a space it has just left. A character with Strafe Attack can still make a normal attack on the turn it moves, as long as it moves 6 squares or less.

Surprise Move: (Force; 1 Force point) After initiative is determined, a character can immediately use this Force power to move up to 6 squares before any other character activates. (This does not count as an activation.) This character can use this Force power only once per round.

Swarm +1: This character gets a +1 bonus to Attack against an enemy for each other allied character with the same name as itself that is adjacent to that enemy. It gets this bonus even on attacks of opportunity.

Synchronized Fire: When the specified character (such as a Droid or an Alderaan Trooper) combines fire with this character, it grants a +6 bonus to Attack instead of +4.

target: An enemy character chosen for an attack, special ability, or Force power. Line of sight and cover are determined by drawing lines to the target's space. A square itself can't be a target.

touch: Some special abilities and Force powers have a range of touch, meaning they can be used only on adjacent characters or on the acting character.

Tow Cable: Instead of taking its normal turn, this character selects an adjacent allied character. Both characters then move up to 12 squares and both have the Flight special ability for the duration of their movement. The ally must end its move adjacent to this character.

Triple Attack: On its turn, this character can make three attacks, but it can't move if it does so. Each attack can be against the same target or different targets. The attacker does not have to decide which enemy will be the target of other attacks until after the first attack is done. It doesn't even have to decide whether to make another attack until after making the first one; it could move instead. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

trooper: A character with the word "Trooper" in its name, such as a Clone Trooper, Stormtrooper, or Rebel Trooper. Certain commander effects apply only to troopers.

turn: When a character is activated, it is that character's turn. Each character gets only one turn in a round.

Unique: This character is one of a kind and has a given name, such as Padmé Amidala. You cannot have more than one Unique character with the same given name in your squad.

Different versions of the same character have slightly different names, but all of them count as that character for purposes of this ability. For example, General Grievous, Supreme Commander, General Grievous, General Grievous, Jedi Hunter, and Grievous's Wheel Bike all count as "General Grievous." Where there is the possibility of confusion, the card text specifies the name this character counts as.

Ignore the Unique ability's squad-building restrictions in Out of the Box games (see Scenarios and Play Options on page 27).

Vaapad-Style Fighting: This character scores a critical hit on a roll of natural 18, 19, or 20 instead of only on 20.

Vicious Attack: This character deals triple damage on a critical hit instead of double.

wall: A wall is terrain that blocks movement and line of sight. A character can't move or make an attack through a wall. A character also can't move diagonally past a corner or end of a wall. Count around walls when determining the distance between two characters. Certain big obstacles count as walls, even if that's not really what they are.

Wheel Form: This character can move up to 18 squares if it does not attack.

Wheeled: Instead of taking its normal turn, this character can move up to 18 squares and then make an attack on the same turn.

Whirlwind Attack: (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power can make two attacks against each enemy adjacent to it.

wounded: A character who has taken damage, reducing its Hit Points below its starting amount, is wounded.

