

Stealth Guide

Written by NickName Tuesday, 20 June 2006

Welcome to the Guide covering Stealth.

First, we need to know what the Stealth rule is:

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.

With Stealth, it's important to know which enemy counts as the "nearest enemy" in game terms. Stealth characters themselves typically are skipped when determining this so sometimes the nearest enemy won't be the character you'd expect. In the diagrams below, the nearest enemy (in game terms) is marked with an "N"--note that in many examples no character counts as the nearest enemy and that's important to understand as well.

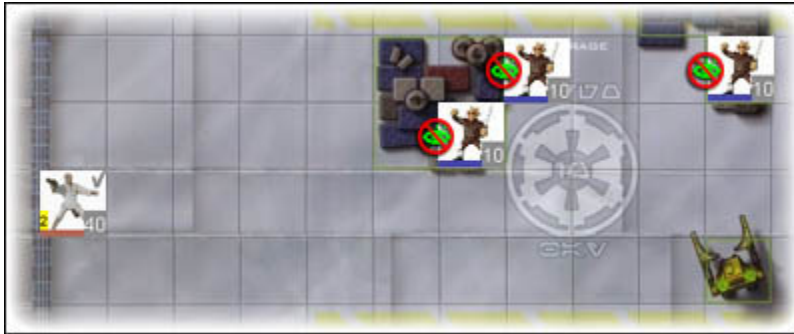
Now we can cover how that rule is applied to various situations:

1. BASIC STEALTH



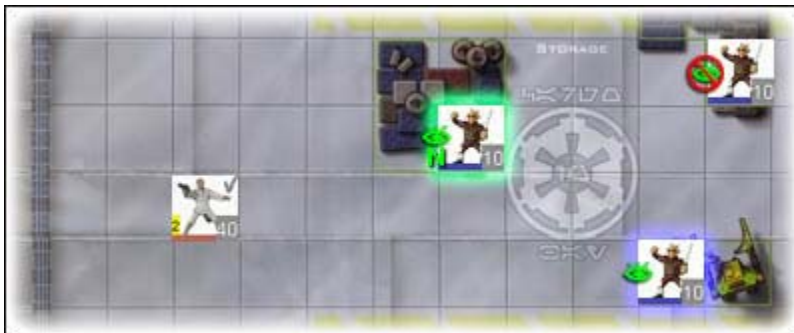
The Gran is 7 away from Luke and in Cover. He has Stealth and thus is not considered the Nearest Enemy. Per the normal targeting rules, Luke is required to attack the Nearest Enemy, or an enemy that does not have Cover. Luke may not attack him, and has no other targets. Luke may not attack from this position.

2. MULTIPLE STEALTH



Like above, the Grans are not within 6 and have Cover from Luke so Stealth is active. None of them may be attacked by Luke from his current position.

3. STEALTH LIMITATIONS



A) Luke is now within 6 of the Gran with the green glow. Stealth is not active within 6 squares, so this Gran counts as the Nearest Enemy and may be attacked.

B) The Gran with the blue glow may also be attacked. Even though he is over 6 away, he is not in Cover, so Stealth is not active.

4. STEALTH AND ACCURATE SHOT



All the Grans are more than 6 away, and have Cover so Stealth is active and they don't count as the Nearest Enemy. However, Han has Accurate Shot and is not prohibited from attacking characters in Cover. Han may attack any of the Grans.

Normally, Stealth would have no effect because Luke is within 6 and he would be able to target the Nearest Enemy - the Gran three squares away. But Nom Anor prevents Luke from targeting any Stealth character in Cover, even the Nearest Enemy, unless he is Adjacent. So Luke cannot attack Nom or the Grans from his current position.

7. SUPER STEALTH CE AND NON-STEALTH TARGETS



The Super Stealth CE changes the interaction with non-Stealth targets in some situations. The Gran three squares away from Luke has no benefit from Stealth so he counts as the Nearest Enemy. However, Luke can't attack him because of the Super Stealth CE. This has the side-effect of preventing Luke from attacking Warmaster as well.

If Luke moved more than 6 from any Gran, then Stealth is active again, and Warmaster would suddenly become the Nearest Enemy.

8. SUPER STEALTH CE AND ACCURATE SHOT



The Super Stealth CE even prevents Accurate Shot from being able to attack a character. Han would need to be adjacent to one of these characters, or move to a position where they don't have Cover.

Note that Accurate Shot doesn't have the problem with the Nearest Enemy and non-Stealth targets as in the situation directly above.

9. STEALTH, ACCURATE SHOT AND THE BLACK SUN VIGO COMMANDER EFFECT



The Black Sun Vigo's Commander effect can prevent Accurate Shot from being able to target Stealth characters.

Black Sun Vigo Stat Card:

Black Sun Vigo CE: Each follower within 6 squares who has cover cannot be targeted by Accurate Shot unless it is the nearest enemy.

The Stealth characters are not considered the Nearest Enemy. Han cannot target them because they are in cover and he is using Accurate Shot. Unfortunately, the Vigo's CE does not apply to himself so he is still vulnerable. The Vigo is the only legal target for Han in this situation.

MISCELLANEOUS STEALTH QUESTIONS

Q: Can I use the Dark Trooper's Missiles ability on a character with Stealth since Missiles aren't an attack?

A: No. Stealth says nothing about being limited to attacks. It modifies targeting and Missiles uses the targeting rules and therefore is subject to Stealth as normal.

Q: If Grand Moff Tarkin or a Probe Droid with Recon only has Line of Sight to a character with Stealth, can their abilities still be used?

A: Yes. Recon and Tarkin's ability do not target a character. They just require having Line of Sight to an enemy. Abilities that don't target are not affected by Stealth.

Last Updated (Saturday, 29 July 2006)