Star Wars Miniatures Complete Glossary

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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.

A Force power or special ability that grants a variable bonus uses the symbol "[#]". For example, Heal [#] means that the ability can remove an amount of damage equal to the number printed on the card (such as Heal 10 or Heal 20).

This version of the glossary incorporates the additional rules from all Star Wars Miniatures releases after the Clone Wars rulebook.

Definitions

A

Absorb Energy

(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, it also removes existing damage equal to the prevented damage. The character cannot gain more Hit Points than its original total. You must decide whether to use this Force power immediately after the attack hits.

Absorb Minerals

This character gets a +10 bonus to Damage against nonliving enemies.

Accelerate

This character can move up to 24 squares if it does not attack.

Accurate Shot

This character can attack an enemy with cover even if it's not the nearest enemy. 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/activation

A character's turn. A character can activate only once in a round. A character counts as activated immediately when a player chooses to activate it, before it actually takes its turn.

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.

Affinity

The specified character can be in the specified squad even if it belongs to a different faction. That character's faction is now considered to be the same as that squad's. For example, Mas Amedda would have the Imperial faction if he is in an Imperial squad.

Aing-Tii Flow-Walking

(Force; 3 Force points) After initiative is determined, a character can immediately use this Force power to take an immediate turn before any other character activates. (This does not count as an activation, and this character can activate again later in the round.) This character can use this Force power only once per round. If multiple characters have abilities and Force powers that are resolved after the initiative check, resolve them in initiative order.

Alderaan Senator

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

ally/allied character

Another character in the same squad. In team skirmishes, allies include characters in a teammate's squad.

Ambush

On its turn, this character can move and then make all of its attacks against a single enemy who has not activated this round. Many abilities that grant extra attacks, such as Triple Attack, require the character not to move, but Ambush lets it move and make extra attacks as long as all are against the same enemy.

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.

Armored Spacesuit

This character is immune to critical hits. A roll of natural 20 is still an automatic hit against it.

Artillerist

This character gets a +4 bonus to Attack against enemies with Flight.

Ataru Style

This character gets a +4 bonus to Attack if only 1 enemy is within 6 squares of it at the time it makes the attack.

Ataru Style Mastery

If only 1 enemy is within 6 squares at the time this character makes an attack, this character has Twin Attack (see that entry) against its target; both attacks against that target get a +4 bonus to Attack.

Attack (character statistic)

The bonus this character adds to attack rolls.

attack

An attack is rolling a d20, adding the character's Attack number (including modifiers), comparing the total to the target's Defense, and dealing damage equal to the attacker's Damage number (including modifiers). If an offensive ability isn't resolved that way, it doesn't count as an attack.

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

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. Attacks of opportunity do not use the targeting rules. See Attacks of Opportunity on page 23 of the rulebook. 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 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.

Atlatl [#]

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 [#] damage. Each character can avoid the damage with a save of 11. Large or smaller nonliving characters that take damage from this ability are stunned (see that entry) unless they avoid this effect with a save of 11.

Augment Healing

Allies who are adjacent to this character when they use Heal or Force Heal double the amount of damage removed. These allies lose this ability as soon as this character is no longer adjacent (which includes being defeated).

Avoid Defeat

If a character with this special ability is defeated, 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.

B

battle map

The game board where skirmishes take place.

Battle Meditation

(Force; 2 Force points) For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire. This is in addition to any existing commander effects. The bonus it confers is cumulative with other effects that improve combined fire.

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. That enemy takes 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.)

Black Sun

If it is in the same squad as a character whose name contains Vigo or Xizor, this character gains the Grenades 10 special ability. The character retains this bonus ability even if the other character is not currently in play (defeated, delayed entry to the battle map, and so on). Characters whose names contain Black Sun also count as Black Sun for purposes of effects but do not gain the other benefits of the Black Sun ability.

Blast Cannon

This character uses a blast cannon instead of a blaster when attacking enemies within 6 squares of it. Such attacks get a +10 bonus to Damage.

Blaster [#]

Instead of making its normal attack or attacks, this character can make one attack against an enemy in line of sight, ignoring the Melee Attack restriction, at the specified Attack value, dealing [#] damage. This counts as a nonmelee attack for purposes of effects such as Lightsaber Deflect and Molecular Shielding.

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 before making the first attack

roll and again when making the attack. Only characters that are legal targets at both times can be attacked. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Blaster Rifle Upgrade

Allies within 6 squares with nonmelee attacks that have a printed Damage statistic of exactly 20 gain the stated ability.

Blaster Upgrade

Allies within 6 squares with nonmelee attacks that have a printed Damage statistic of exactly 10 gain the stated ability.

Bloodthirsty

This character gets +10 Damage on melee attacks against an enemy that has half its starting Hit Points or fewer.

Bodyguard

If an adjacent ally 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 (see that entry), you must decide whether a Bodyguard character will take the damage before the original target rolls for Shields.

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

Bombad Gungan

Whenever this character is targeted by an enemy, this character must attempt a save of 11; the save is not optional. On a failure, the attack is resolved normally against it. On a successful save, the attack is redirected to another character of your choice (ally or enemy) within 6 squares, even if it would not normally be a legal target (for example, the attacker could end up hitting itself). If no other character is within 6 squares, the attack has no effect. Make the save to redirect the attack before the attacker makes its attack roll.

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.

Booming Voice

If this character is in your squad, any allies with commander effects normally limited to 6 squares have the range limit removed.

Bounty Hunter +[#]

Bounty Hunter characters get a +[#] bonus to Attack against Unique characters.

Bravado

This character challenges worthy opponents. It gets a +4 bonus to Attack and a +20 bonus to Damage against an adjacent enemy who has a higher point cost than it. It gets no bonus against an enemy with the same point cost or lower. Abilities that modify a character's cost (such as Rapport) are ignored when checking whether this ability is in effect.

Breath Mask

This character is not affected by abilities or Force powers whose name contains Poison or Poisoned.

C

Careful Shot +[#]

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

Cay's Legacy

If this character is defeated by a Unique enemy, that enemy must make a save of 11; if the save fails, the enemy joins this character's squad until the end of the skirmish. It takes no further actions this turn, even if it can make additional attacks.

Cesta [#]

This special ability works just like Atlatl [#] (see that entry), except that its range is sight instead of 6 squares.

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 Clone Trooper Commander or Wampa.

Charging Assault +[#]

Instead of taking its normal turn, this character can move up to twice its speed and, after moving, make an attack on the same turn against an adjacent enemy. It must move at least 1 square to use this special ability. This attack gets a +[#] bonus to Damage.

Charging Fire

Instead of taking its normal turn, this character can move up to double speed and, after moving, 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.

Clamp

An enemy hit by this character's attack takes +10 Damage and cannot voluntarily move this round. The enemy can avoid the damage and movement restriction with a save of 11. If the attack was triggered by an attack of opportunity, the target stops in the space it currently occupies or in the nearest legal space if the current space is an illegal position. The target is still subject to abilities and Force powers that cause involuntary movement, such as Force Push.

Cloaked

If this character has cover, nonadjacent enemies cannot target it and do not treat it as the nearest enemy when choosing targets. Thus, Accurate Shot cannot target this character if it has cover. A character with Sniper can target this character if the only intervening cover is provided by other characters, which the Sniper ability ignores.

Close-Quarters Fighting

This character gets a +4 bonus to Attack against enemies adjacent to it.

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 22 of the rulebook.

commander

A character with a printed commander effect is sometimes referred to as a commander. Commanders can also include characters who gain commander effects from another source.

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

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

Commando

A Commando is any character with the word "Commando" in its name or that has the Commando special ability.

Control Minds

(Force; 1 Force point) 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: Allies who combine fire grant an additional +2 Attack. This is in addition to any existing commander effect the character has.

Cortosis Gauntlet [#]

This special ability appears only on characters with the Lightsaber Block Force power (see that entry). Whenever this character gets a result of [#] or higher on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish. This effect is not cumulative with repeated blocks, and Damage can never be reduced below 0.

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 19 of the rulebook.

Crack Gunner +[#]

When this character combines fire with adjacent allies with Mounted Weapon, it grants a +[#] bonus to Damage on that attack. Enemies cannot use abilities such as Evade or Lightsaber Deflect to avoid that damage, Damage Reduction has no effect, and abilities such as Draw Fire or Bodyguard cannot change the target of the attack or redirect its damage. Likewise, abilities that reflect damage back to the attacker have no effect against that attack. Crack Gunner does not affect damage from effects that are not attacks, such as Force Lightning.

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 22 of the rulebook. 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. If the character can make more than one attack in a turn, calculate the bonus when you start each attack. For example, if the first attack gets a +16 bonus and defeats that enemy, the next attack will get only +14, and so on.

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. If this special ability has a +[#] value, the bonus to Damage is +[#] instead of +10.

Cyborg

A Cyborg character counts as living and 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 (such as Electric Shock). Cyborgs can be affected by commander effects.

D

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 map.

Damage Reduction [#]

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

Dark Armor

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

Dark Force Spirit [#]

(Force) If a character with this Force power is defeated, each enemy character with a Force rating automatically loses [#] Force points each time it activates for the rest of the skirmish. This effect even applies to characters with Force ratings who enter play later. If there are no enemy characters with a Force rating, this Force power has no effect.

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) for the remainder of the skirmish.

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.

Dark Temptation

(Force; 1 Force point) A character using this Force power gets a +4 bonus to attack and a +20 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it joins the opponent's squad until the end of the skirmish. It takes no further actions this turn.

Dark Temptation works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

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.

Deathstrike

This character gets a +10 bonus to Damage against an enemy who is adjacent to this character's ally.

Deceptive

This character gets a +10 bonus to Damage against an enemy who has activated this round.

defeat/defeated

A character is defeated when its Hit Points drop to 0 or lower. Remove defeated characters from the battle map.

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.

Defensive Plates

If this character does not move any distance on its turn, until the end of its next turn it gains Damage Reduction [#].

Dejarik

A Dejarik character is any character that has the Dejarik special ability. It can benefit from special abilities and effects that help Dejarik characters.

Delta Fire Support

Each ally whose name contains Republic Commando gains the Synchronized Fire special ability (see that entry) as long as this character remains in play.

Delta Shield Support

Each ally whose name contains Republic Commando gains the Shields 2 special ability (see that entry) as long as this character remains in play.

Demolish

Damage dealt by this character's attack ignores adjacent enemies' Damage Reduction.

Demolition Charge

Instead of taking its normal turn, this character defeats an adjacent Huge or larger enemy that has Mounted Weapon. That enemy can avoid this effect with a save of 6.

Density Projector

This character ignores effects that force movement. This ability cancels only the forced movement; damage and other non-movement results of the effect are still applied. For example, a character with Density Projector who is targeted by Force Push would not be pushed but would still take damage from the power.

Desert Skiff

This character can transport up to one Large ally or two Small or Medium allies. To board, they must end their moves adjacent to its space. Remove these characters from the battle map; you can place them on this character to indicate that they have boarded. Transported characters are still in play and can take advantage of commander effects, special abilities, and Force powers. They are treated as adjacent to this character, as well as to each other, and move with it, benefiting from its Flight special ability and gaining cover.

Transported characters can make attacks: Count range from this character, adding 1 square. (The range for attacking transported characters, or for using commander effects or other abilities, is counted the same way.) This means they generally cannot use Melee Attack if they don't have Melee Reach. Transported characters can disembark and return to the battle map immediately before your first activation of the round and can take their turns normally that round. Place them adjacent to this character's space.

If this character is defeated, transported characters are also defeated; each can make a save of 11 to avoid this effect. Transported characters who succeed on this save are placed on the battle map adjacent to the space previously occupied by this character.

If some other effect changes this character's position on the battle map, the transported characters also move to the new position. If a transported character becomes part of another player's squad (such as through Betrayal), it immediately disembarks.

Destabilize Shields

Each enemy adjacent to this character has its Shields ability (see that entry) suppressed as long as it remains adjacent.

difficult terrain

This terrain represents rubble, buckled deck plates, broken ground, and similar uneven surfaces. See page 28 of the rulebook.

Diplomat

If an enemy without Diplomat is in line of sight of the acting character, that character cannot target or attack an enemy with Diplomat, even one that is adjacent. If an enemy without Diplomat is in line of sight and the only adjacent enemy has Diplomat, no legal target is available.

Disintegration

If this character rolls a natural 20 on an attack roll, the target character is defeated regardless of its Hit Points. The target is defeated even if it avoids damage with a special ability or Force power. If another character takes the damage from that attack (for example, using the Bodyguard special ability), the other character is defeated instead of the original target.

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

Dispassionate Killer

(Force; 1 Force point) A character using this Force power gets a +4 bonus to Attack and a +20 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it is immediately defeated. Dispassionate Killer works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

Disruptive

Enemy commander effects have no effect (on enemies and allies alike) within 6 squares of this character.

Characters within 6 squares cannot receive the benefits (or penalties) of enemy commander effects until they move out of range. An enemy commander within 6 squares has its commander effects suppressed until it moves out of range. (It still counts as a commander.)

A character who starts its turn outside this range and whose speed is modified by a commander effect continues to move at that speed for the rest of its turn, even if it comes within 6 squares of this character. Conversely, a character that begins its turn within range cannot have its speed modified by an enemy commander effect for the rest of its turn, even if it moves farther than 6 squares from this character.

Djem So Style

Whenever this character is hit by a melee attack, it makes a save of 11. On a success, it can make an immediate attack against that attacker. If this character also has Lightsaber Riposte or another ability that lets the character make an immediate attack against the attacker, the decision to use those abilities must be made before resolving the save for Djem So Style.

Djem So Style Mastery

Whenever this character is hit by a melee attack, it makes a save of 11. On a success, it can make an immediate attack against that attacker with a +10 bonus to Damage. If this character also has Lightsaber Riposte or other optional abilities that allow it to make an immediate attack against the attacker, the decision to use those abilities must be made before resolving the save for Djem So Style Mastery.

Doctrine of Fear

Enemy characters get -4 Attack while they are within 6 squares of this character.

Dominate

Instead of taking its normal turn, this character can take control of a target living 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

A kind of terrain. See page 30 of the rulebook.

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 (see that entry). Door Gimmick doesn't work on a door being held closed by the Override special ability.

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.

Drain Life 1

(Force; 1 Force point) A character using this Force power deals 10 damage to a target living enemy within 6 squares and also removes that amount of damage from itself. The enemy can negate both effects with a save of 11. Using Drain Life is not an attack and does not require an attack roll. This ability is usable only on this character's turn.

Drain Life 3

(Force; 3 Force points) A target living enemy within 6 squares and each living enemy adjacent to it takes 20 Damage; all affected characters can attempt a save of 11 to avoid the effect. Remove damage from this character equal to the total damage dealt; for example, if three living enemies take damage from this Force power, this character removes 60 Damage from itself.

Drain Life Energy

Whenever this character defeats an adjacent living enemy, all damage is immediately removed from this character.

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 Coordinator

Each non-Unique Droid ally gains Speed 8 while this character is in play.

Droid Defender

If an enemy targets an allied Droid 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 Mark

When this character activates, you may choose an allied Droid character within 6 squares of it. Until the start of the next round, that character gains Draw Fire (see that entry).

Droid Master

Non-Unique, allied Droid characters within 6 squares of this character gain Double Attack (see that entry).

Droid Reinforcements [#]

See Reinforcements.

E

Electric Shock +[#]

This character gets a +[#] bonus to Damage against adjacent Droid enemies.

Electrostaff +[#]

See Shockstaff/Electrostaff.

Elite Clone Trooper

An Elite Clone Trooper is any character with the words "Elite Clone Trooper" in its name or that has the Elite Clone Trooper special ability.

Emergency Life Support

Living allies gain Avoid Defeat (see that entry) while they are adjacent to this character.

EMP Grenades

Whenever a nonliving character would be affected by this character's Grenades ability, it is stunned (see that entry). The character can avoid this effect with a save of 11. Huge and larger characters ignore this effect.

Empathy

Allies with Savage within 6 squares of this character are treated as if they did not have that special ability. If they begin a turn within 6 squares, they can ignore the movement restrictions imposed by Savage. Whenever they are within 6 squares, they are subject to commander effects.

Emperor's Bodyguard

See Bodyguard.

Emplacement

This character cannot move or be moved by another effect (such as Force Push), nor can its position be changed through other effects. You may set it up anywhere on your half of the battle map instead of in the normal starting area.

enemy/enemy character

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

Energy Shield

When this character or an adjacent character is hit by an attack from an enemy that isn't adjacent to either character, the attacker makes a save of 11. If the save fails, the targeted character takes no damage and the attacker takes damage equal to the prevented damage.

Enraging Screech

Dejarik allies get a +4 bonus to Attack while within 6 squares of this character.

Essence of Life

(Force: 2 Force points) If a living ally within 6 squares of the character using this Force power would be defeated, the ally makes a save of 11. If the save is successful, the ally is not defeated; instead, it remains in play with 10 Hit Points.

Eternal Hatred

(Force; 2 Force points) If a character with this Force power would be defeated, it makes a save of 6. On a success, the character is not defeated; instead, it remains in play and removes all damage from itself.

Evade

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

Ewok

An Ewok is any character with the word "Ewok" in its name or that has the Ewok special ability.

Execute Order 66

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

Extra Attack

On its turn, this character can make an extra attack, but it can't move if it does so. This works just like other special abilities that grant extra attacks, such as Double Attack. This extra attack stacks with those granted by other special abilities and commander effects, and it also stacks with Extra Attack granted by different special abilities (so the same ally could receive multiple extra attacks in the same turn).

F

factions

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

Final Shot

On its turn, if this character doesn't move any distance, it gets a +30 bonus to Damage against enemies with 50 or fewer Hit Points remaining. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

Fire Control

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

Fire Support Mission

Instead of taking its normal turn, this character can target an enemy within line of sight, ignoring cover. The target and all characters within 2 squares of it (enemies and allies alike) take 60 damage. Each character can reduce the damage to 10 with a save of 6. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Fire Support Mission.

Flamethrower [#]

Instead of making its normal attack or attacks, this character deals [#] damage to one target enemy and all characters adjacent to that target (enemies and allies alike). The first enemy must be a legal target 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.

Flanking Support

If this character combines fire against a target within 6 squares and the attack hits, the target has -4 Defense until the end of the round against all subsequent attacks from allies that do not have Mounted Weapon.

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 (or makes an attack roll of natural 20, if the target is unaffected by critical hits), 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.

Flux Density

This character receives a +10 bonus to Damage whenever one or more Droid characters combine fire with it. This effect is not cumulative and limited to a single +10 bonus to Damage per attack.

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 Alter

(Force; 1 Force point) An enemy within 6 squares must reroll its last attack. It does not have to be a legal target. You must decide whether to use this Force power immediately after the attack roll is made.

Force Ascetic

This character cannot spend Force points to reroll or move faster; it can use named Force powers only.

Force-Attuned Armor

When this character would take damage, it makes a save of 11. If the save is successful, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made.

Force Blast

(Force: 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to an enemy within 6 squares. This follows all the usual rules for choosing a target. The target can avoid the damage with a save of 11. Using Force Blast is not an attack and does not require an attack roll.

Force Bubble

(Force; 1 Force point) When a character using this Force power takes damage from any source, it can reduce the damage by 20. You must decide whether to use this Force power immediately before the damage-dealing effect is resolved.

Force Burst

(Force; 2 Force points) Instead of taking its normal turn, a character using this Force power deals 10 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). This ability is not an attack, and the affected characters are not considered targets.

Force Cloak

(Force; 2 Force points) Instead of taking its normal turn, a character using this Force power gains the Cloaked special ability (see that entry).

Force Corruption

(Force; variable Force points) This group of "unleashed" Force powers deals ongoing damage to enemies. The effects of Force Corruption do not stack; use only the highest-cost version affecting the target. Using Force Corruption is not an attack and does not require an attack roll.

Force Corruption 1

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 10 damage to a non-Droid enemy within 6 squares. This follows all the usual rules for choosing a target. The target also becomes corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, the character takes 10 damage and remains corrupted. On a success, it takes no further damage and is no longer corrupted.

Force Corruption 2

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to a non-Droid enemy within 6 squares. This follows all the usual rules for choosing a target. The target also becomes corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, the character takes 20 damage and remains corrupted. On a success, it takes no further damage and is no longer corrupted.

Force Corruption 3

(Force: 3 Force points) Instead of taking its normal turn, a character using this Force power can target a non-Droid enemy within 6 squares. This follows all the usual rules for choosing a target. The target and all non-Droid characters adjacent to it (enemies and allies alike) take 30 damage and also become corrupted. Each time a corrupted character activates, it must attempt a save of 11. On a failure, the character takes 30 damage and remains corrupted. On a success, it takes no further damage and is no longer corrupted.

Force Corruption 4

(Force: 4 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 40 damage to a non-Droid enemy within 6 squares. This follows all the usual rules for choosing a target. The target also becomes corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, the character takes 40 damage and remains corrupted. On a success, it takes no further damage and is no longer corrupted.

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 Empathic [#]

This character takes [#] damage each time an ally with a Force rating is defeated.

Force Grip [#]

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals [#] 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 Grip 4

(Force; 4 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 40 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 [#] damage from an adjacent wounded living character or itself. Force Heal can't raise a character's Hit Points above its starting amount.

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

Force Immunity

Other characters cannot spend Force points to affect this character, to reroll attacks against it, or to respond to its attacks and abilities. This character does not count for purposes of Force powers that affect multiple characters, such as Force Lightning or Shockwave, select a different character instead.

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

(Force; variable Force points) This group of "unleashed" Force powers deals damage and may stun one or more enemies. Using Force Lightning is not an attack and does not require an attack roll.

Force Lightning 1

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to one target enemy within 6 squares.

Force Lightning 2

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 30 damage to one target enemy and two characters adjacent to that target (enemies and allies alike, including the acting character if there aren't enough others). The first enemy must be a legal target and must be within 6 squares, but the adjacent characters don't need to be. Early versions of this Force power were called Force Lightning or Force Lightning 30.

Force Lightning 3

(Force; 3 Force points) Instead of taking its normal turn, a character using this Force power deals 40 damage to one target enemy and two characters adjacent to that target (enemies and allies alike, including the acting character if there aren't enough others). All affected characters are stunned (see that entry) if they are Huge or smaller. The first enemy must be a legal target and must be within 6 squares, but the adjacent characters don't need to be. Each affected character can avoid this effect with a save of 16.

Force Lightning 4

(Force; 4 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 50 damage to one target enemy within 6 squares. In addition, it temporarily stuns that enemy if it is Huge or smaller (see the stun entry). The target can avoid this effect with a save of 16.

Force Lightning 5

(Force; 5 Force points) Instead of taking its normal turn, a character using this Force power deals 60 damage to one target enemy and two characters adjacent to that target (enemies and allies alike, including the acting character if there aren't enough others). All affected characters are stunned (see that entry) if they are Huge or smaller. The first enemy must be a legal target and must be within 6 squares, but the adjacent characters don't need to be. Each affected character can avoid this effect with a save of 16.

Force Phase

(Force: 1 Force point) On its turn, for the remainder of the turn, a character using this Force power can move through walls at its normal speed. The character cannot end its turn in a wall space and cannot move through enemy characters. It provokes attacks of opportunity normally, and it is still affected by other terrain and proximity effects such as Mines. Using Force Phase doesn't take any time; the character can still move and attack normally this turn.

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 Push

(Force; variable Force points) This group of "unleashed" Force powers pushes one or more enemies and deals damage. Using Force Push is not an attack and does not require an attack roll.

Force Push 1

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 10 damage to one enemy within 6 squares. If the target is Huge or smaller, it is pushed 1 square away from the acting character (see the push entry).

Force Push 2

(Force: 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to one enemy within 6 squares. If the target is Huge or smaller, it is pushed 2 squares away from the acting character (see the push entry).

Force Push 3

(Force; 3 Force points) Instead of taking its normal turn, a character using this Force power can target an enemy within 6 squares. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take 30 damage. Huge and smaller characters are pushed 3 squares away from the acting character.

Force Push 4

(Force; 4 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 40 damage to one enemy within line of sight. If the target is Huge or smaller, it is pushed 4 squares away from the acting character (see the push entry).

Force Push 5

(Force; 5 Force points) Instead of taking its normal turn, a character using this Force power can target an enemy within 6 squares. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take 50 damage. Huge and smaller characters are pushed 5 squares away from the acting character. Huge and smaller characters are stunned (see that entry). A character can avoid the stunning effect with a save of 16.

Force Renewal [#]

(Force) Whenever a character with this Force power activates, it automatically gets [#] Force points. It can get more Force points than its starting Force rating.

Force Repulse

(Force; variable Force points) This group of "unleashed" Force powers pushes one or more enemies to a specified location and deals damage. Using Force Repulse is not an attack and does not require an attack roll.

Force Repulse 2

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to all characters (enemies and allies alike) within 2 squares. Each Huge or smaller affected character is also pushed to a legal space exactly 3 squares away from this character.

Force Repulse 3

(Force; 3 Force points) Instead of taking its normal turn, a character using this Force power deals 30 damage to all characters (enemies and allies alike) within 3 squares. Each Huge or smaller affected character is also pushed to a legal space 4 squares away from this character and is stunned (see that entry). A character can avoid the stunning effect with a save of 11.

Force Repulse 5

(Force; 5 Force points) Instead of taking its normal turn, a character using this Force power deals 50 damage to all characters (enemies and allies alike) within 5 squares. Each Huge or smaller affected character is also pushed to a legal space 6 squares away from this character and is stunned (see that entry). A character can avoid the stunning effect with a save of 16.

Force Sense

(Force; 1 Force point) All enemy characters lose the Stealth special ability for the rest of the round.

Force Spirit [#]

(Force) If a character with this Force power is defeated, immediately add [#] 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 2

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

Force Strike ([#])

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 30 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 earlier sets with this Force power can also target enemies with Mounted Weapon, even though it is not printed on their stat cards. If this special ability has a [#] value, the damage dealt is [#] instead of 30.

Force Stun

(Force; 1 Force point) A target living enemy within 6 squares is considered activated this round. That enemy can avoid this effect with a save of 11. This ability is usable only on this character's turn.

Force Thrust ([#])

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to one enemy within 6 squares. The target character can reduce the damage by half with a save of 11. Using Force Thrust is not an attack and does not require an attack roll. If this special ability has a [#] value, the damage dealt is [#] instead of 20.

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: Followers within 6 squares get a +2 bonus to Attack and +2 bonus to Defense. This is in addition to any existing commander effect.

Force Weapon

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power gets +10 Damage until the end of the skirmish.

Force Whirlwind

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power can target an enemy within 6 squares of it. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take 20 damage. Each potentially affected character takes no damage with a save of 11. Using Force Whirlwind is not an attack and does not require an attack roll.

Fragile [#]

This character can no longer attack if its remaining Hit Points are fewer than the stated number. If damage-removal effects restore its Hit Points total to that number or more, it can once again attack.

Fringe Reinforcements [#]

See Reinforcements.

Fringe Reserves [#]

See Reserves.

Frozen in Carbonite

This character has a variable point cost (X). During squad construction, choose any other version of Han Solo. This character's cost is one-half the printed cost of the chosen character. An opponent sets up this character along with his or her squad. This character cannot be activated, cannot move, and is not a legal target. It counts as an object rather than a character; its space cannot be entered, but it provides cover. It does not count for scoring or accomplishing objectives. If all characters in your squad without Frozen in Carbonite are defeated, this character is also defeated.

If an ally ends its turn adjacent to it, you may immediately remove this character from play and place the chosen Han Solo character in its space. The newly placed character is treated as having been activated this round. The newly placed character is worth half its printed cost in victory points if defeated.

Furious Assault

Instead of taking its normal turn, this character can move at double speed, then attack every legal target once. Determine legal targets before making the first attack roll. If several enemies are tied for nearest, all of them are legal targets for this special ability. This character must move at least 1 square to use this ability.

G

Galloping Attack

As this character moves, it can attack each adjacent enemy; it gets a +4 bonus to Attack when doing so. It must move at least 1 square before making an attack. Roll each attack when this character is adjacent to that enemy. This character cannot attack any enemy twice while using Galloping Attack, 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 its speed or less. This ability is usable only on this character's turn.

Gang +[#]

This character gets a +[#] bonus to its Attack against a target for each other allied character with the specified name that is within 6 squares of that target. It gets this bonus even when making an attack of opportunity.

Greater Mobile Attack

This special ability works just like Mobile Attack (see that entry), except that the character can make multiple attacks (if any) even though it is moving on its turn. It must stop and make all its attacks before resuming movement, and the space it stops in must be a legal position for ending movement, even if the character continues to move this turn.

Gregarious

This character gets a +4 bonus to Attack as long as an ally is within 6 squares.

Grenades [#]

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 [#] 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.

Ground Pilot +[#]

Each ally with Mounted Weapon who starts its move adjacent to this character gets a +[#] bonus to Speed until the end of that ally's turn.

Gungan

A Gungan is any character with the word "Gungan" in its name or that has the Gungan special ability.

Gunner (+[#])

This character can combine fire with an adjacent ally who has the Mounted Weapon special ability (see that entry). If this special ability has a +[#] value, the ally with Mounted Weapon gains a +[#] bonus to Damage in addition to the Attack bonus for combined fire.

H

Hand of the Emperor

In addition to spending its own Force points once per turn, this character can spend Force points from a character whose name contains Emperor Palpatine once per turn. A character whose name contains Emperor Palpatine must be in your squad to use this ability.

Harpoon Gun

Instead of making its normal attack or attacks, this character can choose a target enemy with Mounted Weapon within 6 squares. That enemy cannot move this round. It can avoid this effect with a save of 11.

Heal [#]

Instead of making its normal attack or attacks, this character removes [#] damage from an adjacent living character or itself. Heal can't raise a character's Hit Points above its starting amount.

Heavy Lift

This special ability works just like Lift (see that entry), except that this character can move an adjacent Small, Medium, or Large ally to another space adjacent to itself.

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.

Hologram

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

Homicidal Surgery

Instead of taking its normal turn, this character deals 10 damage to an adjacent living character. If the character is an ally, it can make a save of 11 to remove 10 damage from itself instead. If the save fails, that ally takes 10 damage.

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 18 of the rulebook.

I

Illusion

(Force; 1 Force point) When a character using this Force power is hit by an attack, it avoids the damage unless the attacker makes a save of 11. You must decide whether to use this Force power immediately after the attack hits.

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.

Immediate Droid Reserves [#]

This ability works just like Reserves (see that entry) except that the new characters are placed immediately before your first activation of the round.

Immobilizing Rend

This special ability applies to some characters that can make more than one attack against an adjacent enemy. If two of the character's attacks hit the same enemy, that enemy cannot move this round.

Imperial Knight

An Imperial Knight is any character with the word "Imperial Knight" in its name or that has the Imperial Knight special ability.

Imperial Reserves [#]

See Reserves.

Impulsive Advance

This character can immediately move 3 squares each time a Unique allied character is defeated.

Impulsive Force Renewal 1

If a Unique allied character is defeated, for the remainder of the skirmish this character has the Force Renewal 1 Force power (see that entry).

Impulsive Jedi Hunter

If a Unique allied character is defeated, for the remainder of the skirmish, this character has the Jedi Hunter special ability (see that entry).

Impulsive Momentum

If a Unique allied character is defeated, for the remainder of the skirmish this character has the Momentum special ability (see that entry).

Impulsive Reprisal

If a Unique allied character is defeated, for the remainder of the skirmish this character gets a +4 bonus to attack and a +10 bonus to Damage on all its attacks.

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).

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 immediately attacks each adjacent enemy once instead of using the targeting rules.

Impulsive Twin Attack

If a Unique allied character is defeated, for the remainder of the skirmish this character gains Twin Attack.

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.

Independent Outfit

This character counts as a Fringe character for the purpose of commander effects.

Indiscriminate Rage

(Force; 1 Force point) A character using this Force power gets a +2 bonus to attack and a +10 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it gains the Savage special ability until the end of the skirmish (see that entry).

Indiscriminate Rage works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

Industrial Repair [#]

Instead of making its normal attack or attacks, this character removes [#] 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.

Internal Strife

If this character rolls a natural 1 on an attack roll, it joins the opponent's squad until the end of the skirmish. It takes no further actions this turn, even if it can make additional attacks.

Intuition

After initiative is determined, this character can immediately move up to its speed before any other character activates. (This does not count as an activation.) This character can use this ability only once per round. If multiple characters have Intuition or Surprise Move (see that entry), resolve these abilities and Force powers in initiative order.

Invisibility

This character can be targeted only by attacks from adjacent creatures. It never counts as the nearest enemy.

Ion Gun +[#]

This character gets a + [#] bonus to Damage against nonliving enemies.

Ion Shielding

This character can ignore special abilities that affect only nonliving targets. The ability is optional: The character can choose to be affected by beneficial abilities, such as Repair, or even by harmful abilities if its controller so decides.

Ithorian

An Ithorian is any character with the word "Ithorian" in its name or that has the Ithorian special ability.

It's a Trap!

Enemies with Stealth within 6 squares are treated as if they did not have that special ability.

J

Jedi Bodyguard

This ability acts like Bodyguard, except that this character can take only damage that would be dealt to adjacent allies with a Force rating.

Jedi Hunter

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

Jedi Mind Trick

(Force; 1 Force point) A target living enemy within 2 squares is stunned (see that entry) and cannot make attacks of opportunity for the rest of the turn on which this Force power is used. A save of 11 negates all effects. This ability is usable only on this character's turn.

Jolt

An enemy hit by this character's attack is stunned (see that entry). That enemy can avoid this effect with a save of 11. Huge or larger characters ignore this effect.

K

Karmic Luck

If your initiative check is an odd number, this character gets a +4 bonus to all its rolls for the round; if it is an even number, this character instead takes a -4 penalty to all its rolls for the round.

Karmic Mettle

If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the attack or save result is still a failure, this character takes 10 damage. If the character can spend Force points more than once per turn, bonuses and damage from additional uses on the same turn are cumulative.

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 damage to one living 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.

L

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 18 of the rulebook.

legal target

An enemy must be a legal target for an attack, special ability, or Force power that targets enemies. 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.

Levitation 1

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power moves an allied Small or Medium character within 6 squares of it to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity. Using Levitation 1 is not an attack and does not require an attack roll.

Lift

Instead of making its normal attack or attacks, this character can move an adjacent Small or Medium ally to another space adjacent to itself. The lifted creature cannot be moved into a space occupied by another creature or through walls. Lifted creatures do not provoke attacks of opportunity.

Light Spirit

This character is an insubstantial spirit of pure Force. It ignores all terrain and can move through enemy characters (and enemy characters can move through it), as long as no character ends its move in the same space as another character. It cannot end its turn in a wall or solid object (a space bordered by magenta lines). It does not provide cover, and it cannot open doors nor hold them open. It cannot attack or be damaged, and does not count as a legal target, as the nearest enemy, or as adjacent to other characters. This character cannot score victory points for occupying specified areas in scenarios that include such victory conditions. It is not affected by commander effects.

During setup, choose a Unique allied character with a Force rating. That ally gains Force Renewal 1 and Mettle as long as it is within 4 squares of this character. This character is defeated if the chosen ally is defeated. Instead of making its normal attack or attacks, an enemy within 6 squares can spend 1 Force point to defeat this character. This character can avoid this effect with a save of 11.

Light Tutor

During setup, if you have this character in your squad, choose an ally of the type specified by this ability. If the chosen ally does not have a Force rating, it gets 1 Force point and is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it just gets 1 Force point. This character can't choose itself for the effect.

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 Defense

(Force: 1 Force point) When a character using this Force power is hit by an 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 the stated amount 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 makes one attack against each enemy adjacent to it instead of using the targeting rules. A character can move normally on the turn that it uses this Force power.

Lightsaber Throw

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can make one attack against an enemy within 6 squares, ignoring the Melee Attack restriction. All Lightsaber Throw powers count as nonmelee attacks for purposes of effects such as Lightsaber Deflect and Molecular Shielding.

Lightsaber Throw 2

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power makes 2 attacks against the same target enemy within 6 squares.

Lightsaber Throw 3

(Force: 3 Force points) Instead of taking its normal turn, a character using this Force power chooses an enemy within line of sight, even if it is in cover and is not the nearest enemy. (Even an enemy with Stealth can be chosen.) This character makes an attack against the chosen enemy and an additional attack against each character adjacent to it (enemies and allies alike).

Lightsaber Throw 5

(Force; 5 Force points) Instead of taking its normal turn, a character using this Force power chooses an enemy within line of sight, even if it is in cover and is not the nearest enemy. (Even an enemy with Stealth can be chosen.) This character makes two attacks against the chosen enemy and two additional attack against each character adjacent to it (enemies and allies alike).

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.

living

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

Loner

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

Long Shot [#]

This character gets a +4 bonus to Attack and a +[#] bonus to Damage with its attacks as long as it has half its starting Hit Points or fewer.

low objects

This terrain represents countertops, machinery, computer terminals, chairs, maintenance droids, and other objects that get in the way. See page 27 of the rulebook.

M

Machinery

Industrial Repair removes damage from this character, even though it does not have Mounted Weapon.

Makashi Style Mastery

When this character is hit by a melee attack, it takes no damage with a save of 11. Shii-Cho, Soresu, Ataru, and Niman styles (including style mastery) cannot be used against this character.

Mandalorian Conscription

All characters in your squad are considered to belong to the Mandalorian faction for the rest of the skirmish. If they were not already Mandalorian, they no longer have their original faction.

Mandalorian Hunter

This character gets a +4 bonus to Attack and a +10 bonus to Damage against enemies of the Mandalorian faction.

Master of the Force [#]

(Force) A character with this Force power may spend Force points up to [#] 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.

Master Tactician

Roll for initiative as normal, except you automatically choose who goes first unless you roll a 1. Tied initiative checks are still rerolled. If more than one squad has a character with Master Tactician, the player with the highest initiative roll among them chooses who goes first.

Medical Supplies

Instead of taking its normal turn, this character can give 1 adjacent ally the Heal 10 ability for the rest of the skirmish (see that entry).

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.

Melee Reach [#]

When making an attack on its own turn, this character treats all characters within [#] squares as adjacent for all purposes. This character can be affected by enemy special abilities or Force powers that specify adjacent characters and that interrupt this attack, such as Self-Destruct.

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.

Merciless 20

This character gets a +20 bonus to Damage on attacks against an enemy that has half its starting Hit Points or fewer.

Mettle

If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the character can spend Force points more than once per turn, bonuses from additional uses on the same turn are cumulative.

Micro-Vision

This character gets a +4 bonus to Attack against targets within 6 squares of it.

Mighty Swing +[#]

On its turn, if this character doesn't move any distance, it gets a +[#] 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.

Mimetic Combat Processor

Once per turn during this character's activation, choose one Medium character with Melee Attack within 6 squares. This character can use the chosen character's Defense, Attack, and Damage ratings if they are higher than its own. It must use all the chosen character's ratings; if any of them is worse than its own, it cannot use this ability. This character uses the chosen character's ratings for the rest of the skirmish or until it chooses another eligible character.

Mines [#]

If an enemy moves into a square adjacent to this character, that enemy takes [#] damage. This damage can be avoided with a save of 11.

Missiles [#]

Instead of making its normal attack or attacks, this character can target an enemy within line of sight. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] 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 Missiles.

Mobile Attack

This character can move both before and after attacking (or using an ability that replaces attacks). Its total movement cannot be more than its speed. It is subject to attacks of opportunity as normal. This total distance can be increased by commander effects, Force powers, and so on. The square from which this character makes an attack must be a legal square to end movement in, even if the character has not yet ended its movement.

Molecular Shielding

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

Momentum

If this character has moved at least 1 square 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 its speed and make an attack during its turn. It can move up to double speed if it doesn't attack.

Munitions Supplies

Instead of taking its normal turn, this character can give 1 adjacent ally the Grenades 10 ability for the rest of the skirmish (see that entry).

N

named/name contains

Some effects specify characters. A "named" character must match the specified name exactly. A character "whose name contains" the specified words can be any version of that character.

These effects also apply to characters with a special ability having the specified name. For example, the Clone Trooper Commander grants his commander effect to allies with the Trooper special ability as well as those whose name contains the word "trooper."

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 19 of the rulebook.

Net Gun ([#])

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) are stunned (see that entry). Each potentially affected character can avoid this effect 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 Net Gun. Characters

with Mounted Weapon, and Huge and larger characters, ignore this effect. If this special ability has a [#] value, the save is [#] instead of 11.

Never Tell Me The Odds

Enemy special abilities that modify initiative, such as Master Tactician and Recon, have no effect while this character is in play.

New Republic Reinforcements [#]

See Reinforcements.

Niman Style

This character has a +2 bonus to both Attack and Defense while it has more than half of its starting Hit Points remaining.

O

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.)

Ooglith Masquer

During setup, if you have this character in your squad, choose a non-Unique allied character in your squad. The chosen ally gains Stealth for the remainder of the skirmish.

opponent

A player you are playing a skirmish against.

Opportunist (+[#])

This character gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has activated this round. If this special ability has a +[#] value, the bonus to Damage is +[#] instead of +10.

Order 66

This character may be in a squad with a character named Emperor Palpatine, Sith Lord, regardless of faction. Characters from early sets whose names contain the words "ARC Trooper" or "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. A door cannot be closed if a Large or larger creature straddles its gridline.

Overwhelming Force

(Force; 1 Force point) When this character uses this Force power, its attacks (or damage from its attacks) cannot be prevented or redirected this turn. Enemies cannot use abilities such as Parry or Lightsaber Block to avoid damage, Damage Reduction has no effect, and abilities such as Draw Fire or Bodyguard cannot force this character to attack or deal damage to a different character. Likewise, abilities that reflect damage back to the attacker have no effect against this character's attacks. Overwhelming Force does not affect damage from effects that are not attacks, such as Force Lightning. This Force power works even when this character is making an attack of opportunity.

P

Painful Screech

Instead of making its normal attack or attacks, this character deals 10 damage to all characters (enemies and allies alike) up to 3 squares away. Using this special ability is not an attack and does not require an attack roll.

Palpatine's Bodyguard

This ability acts like Bodyguard, except that this character can take only damage that would be dealt to an adjacent ally whose name contains Emperor Palpatine.

Paralysis

When this character hits a living enemy, it can temporarily paralyze its prey. The target is stunned (see that entry). The target can avoid this effect with a save of 11.

Parry

When this character is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this special ability immediately after the attack hits.

Pathfinder

Moving into difficult terrain within 6 squares of this character does not cost allies extra movement.

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 can 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 damage.

Penetration [#]

Enemies' Damage Reduction is reduced by [#] against this character's attacks. If this character's Penetration number exceeds the target's Damage Reduction, its damage does not increase.

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.)

Pheromones

This special ability cancels an attack made by a living enemy within 6 squares against this creature. The attacker can resist this effect with a save of 11. Roll the save immediately after the attack is declared but before making the attack roll. That attack is still considered to have been made this turn, and the affected character still spends Force points (if any) used in that attack.

Pilot

A Pilot is any character with the word "Pilot" in its name or that has the Pilot special ability.

pit

A kind of terrain. See page 30 of the rulebook.

Plaeryin Bol

Instead of taking its normal turn, this character deals 40 damage to one adjacent living enemy. That enemy can avoid the damage with a save of 11.

Poison

This character gets a +10 bonus to Damage whenever it hits a living enemy. The target can avoid this extra damage with a save of 11.

Poisoned Blade

Whenever this character attacks an adjacent enemy, it deals 20 Damage instead of 10. This counts as a melee attack. The attack gets a +20 bonus to Damage if it hits an adjacent living enemy. A living target can avoid this extra damage with a save of 11.

Power Coupling

At the end of its turn, this character can choose one adjacent Small or Medium ally that does not have Melee Attack. That ally gains Extra Attack (see that entry) until the end of this character's next turn. That ally loses this ability as soon as this character is no longer adjacent (which includes being defeated).

Princess Leia's commander effect

Princess Leia, Hoth Commander can inspire Rebel Troops to great feats of bravery. Whenever a non-Unique ally would be defeated, it can make a save of 16. If the save succeeds, that ally returns to play in its squad's setup area with its original Hit Points.

Proboscises

Instead of taking its normal turn, this character makes an attack with a +10 bonus to Damage against an adjacent living enemy. If this attack hits, that enemy is stunned (see that entry). The enemy can resist the stunned effect with a save of 11.

Programmed Target

After setup, if you have this character in your squad, choose any one enemy. This character gets +4 Attack and the Accurate Shot special ability, both against only the chosen enemy. Effects that modify Accurate Shot also influence attacks against the chosen enemy.

Protective +[#]

This character gets a +[#] bonus to Damage while the specified ally is wounded and within 6 squares.

Protective Aura

This ability confers Avoid Defeat on adjacent Dejarik allies. (If this character is defeated, 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.)

Pulse Cannon [#]

Instead of making its normal attack or attacks, this character can target an enemy within line of sight. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] damage. Each character can avoid most of the damage with a save of 11: For each successful save, reduce the damage dealt to only 10. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Pulse Cannon.

push

When a character is pushed by an effect (such as Force Push), its final position must be farther away from the acting character than its starting position. This movement does not provoke attacks of opportunity. A pushed character cannot enter a space occupied by another creature, whether enemy or ally, and is affected by terrain (count 2 squares per square of movement through low objects, for example). If a character is pushed into a wall or another character, it slides along the impassable squares as far as possible. The acting character's controller decides which way to push the enemy.

Q

Quadruple Attack

This ability works like Double Attack (see that entry), except that this character can make up to four attacks on its turn.

Quick Reactions

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

R

Rakghoul Disease

This character deals 10 extra damage whenever it hits a living enemy. The target can avoid this extra damage with a save of 11. If this character defeats a living enemy, you may immediately add a character named Rakghoul to your squad. This character sets up in a square of your choice formerly occupied by the defeated enemy. This character doesn't count toward the cost of your squad. If you are scoring points for defeats, or in a tiebreaker, defeating the extra Rakghoul doesn't score points.

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, difficult terrain, and pits do not affect range, but when counting range, you can't trace a path through a wall (you count around it instead).

Rangefinder

Instead of making its normal attack or attacks, this character grants all adjacent allies that do not move a +4 bonus to Attack against nonadjacent enemies this round.

Rapport

This special ability specifies a character and a condition. The specified character costs 1 less to add to your squad when the specified condition is met. If that character is defeated, it scores victory points equal to the reduced cost. If you add a character eligible for Rapport through Reinforcements or Reserves, use the discounted price for the newly added character.

Multiples of the same Rapport ability do not stack. However, different versions of Rapport from different characters could grant multiple reductions to the cost of a given unit. For example, Clone Commander Cody reduces the cost of Clone Troopers in his squad, while Queen Amidala reduces the cost of non-Unique Republic followers. If both these characters are in the same squad, Clone Trooper characters in their squad would all receive a total discount of 2 points. (Should a situation ever arise in which different characters' Rapport abilities could reduce a character's cost below 1, its minimum cost is 1.)

Razorbug

Instead of making its normal attack or attacks, this character deals 10 damage to an enemy within line of sight. This follows all the usual rules for choosing a target. The target can avoid the damage with a save of 11. Using Razorbug is not an attack and does not require an attack roll.

Rebel Reinforcements [#]

See Reinforcements.

Recon

If any character in your squad with this special ability (including this character) has line of sight to an enemy, you can roll twice when making an initiative check and take either 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 characters with Recon in your squad.

Recovery [#]

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

Regeneration [#]

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

Reinforcements [#]

During setup, after seeing your opponent's squad, you can add up to [#] points of the stated kinds of 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.

Relay Orders

Each allied commander can extend its command range from this character as well as from itself for the purpose of commander effects. This special ability only increases range; any bonus conferred by a commander effect is not multiplied, nor can a commander effect be triggered multiple times at once as a result of this special ability.

Rend +[#]

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 in a turn, the second hit gets a +[#] bonus to Damage.

Repair [#]

Instead of making its normal attack or attacks, this character removes [#] damage from an adjacent Droid character. Repair can't raise a character's Hit Points above its starting amount.

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 Force power or special ability that replaces attacks. A character cannot use a Force power or special ability that replaces attacks in the same turn that it uses a Force power or special ability that replaces its turn.

replaces turn

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

Republic Reserves [#]

See Reserves, below.

Reserves [#]

If this character is in your squad and you roll the exact stated number for initiative, you may immediately add up to [#] points of the stated kinds of characters to your squad. These characters set up in the same area as your squad did, immediately before your 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 the stated number.

Resilient

This character is immune to critical hits. A roll of natural 20 is still an automatic hit against it.

Rig Blaster

All allies within 6 squares with nonmelee attacks whose printed Damage rating is exactly 10 gain the Jolt special ability (see that entry).

Rigid

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

Roger Roger

Non-Unique Droid allies within 6 squares of this character get a +10 bonus to Damage. This bonus applies only to characters that have a Damage value greater than 0.

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.

S

Sabotage

Instead of making its normal attack or attacks, this character can hinder the operation of enemy vehicles. All adjacent enemies with Mounted Weapon are restricted to moving no more than their speed for the rest of the skirmish, even if they take no other actions on a turn.

Satchel Charge

Instead of making its normal attack or attacks, this character removes an adjacent door from the battle map. The former door is now an open space and cannot be closed with Override or similar abilities.

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 must end its turn adjacent to an enemy, though that need not be the same character (although if it moves to do so, it might provoke attacks of opportunity). If it defeats an adjacent enemy before moving, 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. Saves are not optional, and characters cannot voluntarily choose to fail them.

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.

Scarification +10

Wounded Yuuzhan Vong allies get +4 Attack and +[#] Damage while within 6 squares of this character.

Scramble

A nonliving enemy who is hit by this character's attack is stunned (see that entry). That enemy can avoid this effect with a save of 11. Huge and larger characters are not affected by Scramble.

Self-Destruct [#]

When this character is defeated, it immediately deals [#] damage to all characters adjacent to it (enemies and allies alike).

Separatist Reinforcements [#]

See Reinforcements.

Separatist Reserves [#]

See Reserves.

Sever Force

(Force; 3 Force points) Instead of taking its normal turn, a character using this Force power can target an adjacent enemy. That enemy cannot spend Force points for the rest of the skirmish. If the target had a Force rating, it is no longer considered to have one. Other characters cannot spend Force points from that enemy's pool (for example, by using Hand of the Emperor).

Shaper +[#]

Yuuzhan Vong allies within 6 squares of this character get +[#] Damage. This extra damage is not considered a "bonus" for the purpose of critical hits, but rather a temporary increase to the printed Damage rating, so it can be multiplied by other effects.

Shatter Beam

Instead of making its normal attack or attacks, this character removes a door within line of sight from the battle map. The former door is now an open space and cannot be closed with Override or similar abilities.

Shatterpoint

(Force; 1 Force point) Instead of taking its normal turn, a character using this Force power chooses a target enemy within 6 squares. For the remainder of the skirmish, this character's first attack each round against that enemy is considered a natural 20. This includes an attack of opportunity if that is the first attack this character makes against that enemy in the round. This ability can be used more than once by this character, but it affects only the most recently selected target enemy.

Shields [#]

When this character would take damage from any source, make [#] saves, each needing 11 to succeed. For each successful save, reduce the damage dealt by 10. This ability is resolved only after all Bodyguard decisions have been made.

Shii-Cho Style

This character has a +4 bonus to both Attack and Defense while 3 or more enemies are within 6 squares of it.

Shockstaff/Electrostaff +[#]

This character gets a +[#] bonus to Damage whenever it hits an adjacent nonliving enemy. An adjacent living enemy hit by this character's attack is instead stunned (see that entry). The latter effect can be avoided with a save of 11.

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 stunned (see that entry). 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 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. If this special ability has a [#] value, the damage dealt is [#] instead of 20.

Sith Hatred

(Force; 1 Force point) A character using this Force power deals 10 damage to all enemies within 2 squares. Using Sith Hatred is not an attack and does not require an attack roll. This ability is usable only on this character's turn.

Sith Hunger

(Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 damage to a target living enemy within 6 squares, and also removes that amount of damage from itself. If the target has Force points remaining, it loses 1 Force point and this character gets 1 Force point. Using Sith Hunger is not an attack and does not require an attack roll. This ability cannot raise a character's Hit Points above its starting amount.

Sith Lightning [#]

(Force; 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals [#] 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.

Sith Sorcery

(Force; 2 Force points) All enemy characters within 6 squares are stunned (see that entry). Each potentially affected enemy can avoid this effect with a save of 11. This ability is usable only on this character's turn.

Small

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

Smuggler's Luck

If this character is adjacent to a Dejarik character (enemies and allies alike) at the start of a round, you can roll twice when making an initiative check and take either result. If you end up tied for initiative, both players reroll (you can use Smuggler's Luck again on the reroll). You can do this only once, regardless of the number of characters in your squad that grant you two initiative rolls (with special abilities such as Recon or Smuggler's Luck).

Snare Rifle

A character hit by this character's attacks cannot voluntarily move until the end of the round. If this special ability was triggered by an attack of opportunity, the target stops in the space it currently occupies or in the closest legal space if the current space is an illegal position. The target is still subject to abilities and Force powers that cause involuntary movement, such as Force Push.

Sniper

When making an attack, 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.

Soldier

This character counts as a Soldier and can benefit from special abilities and effects that help Soldiers. If additional keywords are in this character's names or special abilities, they may be combined with the Soldier keyword. For example, an Old Republic Guard with the Soldier special ability counts not only as an Old Republic Guard but also as an Old Republic Soldier.

Sonic Attack

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

Sonic Stunner

Instead of making its normal attack or attacks, this character can target a living enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all living characters adjacent to it (enemies and allies alike) are stunned (see that entry). Each potentially affected character can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Soresu Style

When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.

Soresu Style Mastery

When this character is hit by an attack, it takes no damage with a save of 11.

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. Even bigger creatures can exist that take up larger spaces.

speed

Some special abilities, Force powers, and commander effects mention a character's "speed." Most characters have a speed of 6; on their turn, they can move up to 6 squares and attack (or take some other action that replaces attacks) or up to 12 squares and take no actions. If a character has a different speed, its card has the Speed special ability (see below).

Speed [#]

This character can move [#] squares and attack during its turn or move 2 times [#] squares without attacking. A speed under 6 is considered a penalty, and a character with multiple speeds (for example, due to a commander effect) and a speed penalty must use the slowest speed. A

speed over 6 is considered a bonus, and characters with multiple speeds but no speed penalty may use the fastest speed.

Spit Poison [#]

Instead of making its normal attack or attacks, this character deals [#] damage to a target living enemy within 6 squares. This follows all the usual rules for choosing a target. That target can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll.

Splash [#]

If this character's attack hits, the target takes the attack's damage as normal and all characters adjacent to the target take [#] damage from Splash (enemies and allies alike). If the attack misses, the target and all adjacent characters take only [#] Splash damage. In either case, a character can avoid the Splash damage with a save of 11. Splash damage cannot be redirected by Bodyguard effects (although if the original attack hits, the target can attempt to redirect the damage as normal).

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.

Squad Assault

This character gets a +4 bonus to Attack if at least 3 allies with the same name as this character are within 6 squares of it.

Squad Cover

This character gets a +4 bonus to Defense if at least 3 allies with the same name as this character are within 6 squares of it.

Squad Firepower

This character gets a +10 bonus to Damage if at least 3 allies with the same name as this character are within 6 squares of it.

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.

Stable Footing

This character can move into terrain that slows movement (such as difficult terrain and low objects) without paying the extra movement cost.

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.

Steal Force

Instead of making its normal attack or attacks, this character chooses an adjacent target with a Force rating. The target loses 1 Force point and this character gains 1 Force point; this can bring the character's Force point total above its starting number. The target must have at least 1 Force point remaining.

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. This character can move up to double speed and attack each enemy whose space it enters instead of using the targeting rules. Roll each attack just before this character enters that enemy's space. This character cannot normally attack any enemy twice in the same turn using Strafe Attack, 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 its speed or less. Prior to using Strafe Attack, this character must designate a legal space to end its move in. Other characters cannot enter this space while this character is using Strafe Attack. This ability is usable only on this character's turn.

Strong-Willed

This character cannot be targeted by any enemy's use of the Jedi Mind Trick Force power.

stun/stunned

This term is used in definitions as shorthand for an effect that causes a character to behave as having been activated this round. In effect, that character skips its turn.

Stun Gas

Instead of making its normal attack or attacks, this character can temporarily stun all adjacent living characters (enemies and allies alike). Each affected character is stunned (see that entry) and cannot make attacks of opportunity this turn. It can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Stun Mortar

Instead of making its normal attack or attacks, this character can target a living enemy within line of sight. This follows all the usual rules for choosing a target. The target and all living characters adjacent to it (enemies and allies alike) are stunned (see that entry). Each potentially affected character can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Surprise Move

(Force; 1 Force point) After initiative is determined, a character can immediately use this Force power to move up to its speed before any other character activates. (This does not count as an activation.) This character can use this Force power only once per round. If multiple characters have Intuition (see that entry) or Surprise Move, resolve these abilities and Force powers in initiative order.

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 combines fire with this character, it grants a +6 bonus to Attack instead of +4.

Synergy

This character gets a +4 bonus to Attack when the specified ally is within 6 squares.

T

Tactics Broker

Once per round before initiative is determined, if this character is in your squad, choose one other character in your squad. Remove the chosen character from play (it counts as defeated) and choose an opponent. That opponent's initiative check result is automatically 1. If a tie requires rerolling initiative, this ability cannot be used again for tie-breaking.

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.

Targeting

Once per turn on its turn, this character can choose an enemy within line of sight, following all the usual rules for choosing a target. The target has -4 Defense until the end of the round. It doesn't take any time to use Targeting; the character can still move and attack normally this turn.

Teräs Käsi Style

Whenever this character would take damage from a melee attack, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made.

Thrawn's Bodyguard

See Bodyguard.

Thud Bug

Instead of making its normal attack or attacks, this character deals 10 damage to one living enemy within 6 squares and temporarily stuns that enemy (see above). The target can avoid both effects with a save of 11. Huge and larger characters can't be stunned.

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 Medium or smaller 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.

Trandoshan

A Trandoshan is any character with the word "Trandoshan" or "Bossk" in its name or that has the Trandoshan special ability.

Transfer Essence

(Force; 1 Force point) A character using this Force power chooses any living ally, who does not have to be a legal target. Remove that ally from play and place this character in any legal square of the space the ally formerly occupied. That ally is immediately defeated and cannot take advantage of any effects that would prevent that result (such as Avoid Defeat). This ability is usable only on this character's turn.

Traps

Enemy characters get -4 Defense while they are within 6 squares of this character.

Triple Attack

This ability works like Double Attack (see that entry), except that this character can make up to three attacks on its turn.

Troop Cart

This special ability is similar to Desert Skiff (see that entry), with the following exceptions. Transported characters do not gain Flight, but they do not provoke attacks of opportunity. Count range from this character for the purpose of making attacks or using commander effects. If this character is defeated, each transported character is also defeated unless it makes a save of 6.

Trooper

A Trooper is any character with the word "trooper" in its name or that has the Trooper special ability. It counts as a Trooper and can benefit from special abilities and effects that help Troopers. If additional keywords are in this character's names or special abilities, they may be

combined with the Trooper keyword. For example, a Sith Guard with the Trooper special ability counts not only as a Sith Guard but also as a Sith Trooper.

turn

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

Turn to the Dark Side

Instead of making its normal attack or attacks, this character can target an enemy with a Force rating up to 6 squares away. This follows all the usual rules for choosing a target. The target takes 20 damage, but can choose to take no damage. If the target chooses not to take the damage, it must instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish. Using this special ability is not an attack and does not require an attack roll.

Twin Attack

This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack; if the original target was defeated by the first attack, this character cannot attack it again. Twin Attack even affects multiple attacks granted by special abilities and Force powers; for example, if Lord Vader uses his Lightsaber Sweep power, he can attack every adjacent target twice! However, the extra attack from Twin Attack does not stack with itself; that is, a character doesn't get another attack after making the extra attack from Twin Attack.

U

Ugnaught

An Ugnaught is any character with the word "Ugnaught" in its name or that has the Ugnaught special ability.

Unique

This character is one of a kind and has a given name, such as Obi-Wan Kenobi. 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," "General Grievous, Supreme Commander," "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 31 of the rulebook).

Unleash the Force [#]

(Force; 4 Force points) This Force power is not usable until an ally with a Force rating is defeated. Instead of making its normal attack or attacks, a character with this Force power deals [#] damage to all other characters within 6 squares (enemies and allies alike). Each potentially affected character can reduce the damage by half with a save of 11.

"unleashed" Force powers

The Force Unleashed set introduced these supercharged Force powers, which have more intense effects depending on the number of Force points spent to activate them. Force powers with unleashed variants list those in italics after the main entry.

Use the Force

(Force; 3 Force points) The next attack made by a character with this Force power is treated as a natural 20. You do not need to make an attack roll.

V

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.

Virulent Poison +[#]

This character gets a +[#] bonus to Damage whenever it hits a living enemy. The target can avoid this extra damage with a save of 16.

Virulent Poison Dart

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

Vonduun Crab Armor [#]

When this character would take damage from any source, it makes a save of [#]. If the save is successful, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made.

W

wall

A wall is terrain that blocks movement and line of sight. See page 28 of the rulebook.

Wall Climber

This character ignores difficult terrain, enemy characters, low objects, and pits when moving, as long as a square it occupies and a square it is moving into are bordered by a wall. This special ability otherwise works just like Flight (see that entry).

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, after moving, 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.

with lightsabers

Certain special abilities, such as Damage Reduction, list exceptions for enemies "with lightsabers." It's usually easy to tell whether or not a character has a lightsaber by checking whether its miniature has a lightsaber in hand, but a few characters do not have visible lightsabers. A character also counts as having a lightsaber if it has the Lightsaber special ability or a Force power whose name contains the word "Lightsaber."

Wookiee

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

wounded

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

X

Xizor's Bodyguard

See Bodyguard.

Y

Ysalamiri

Characters within 6 squares of this character cannot spend Force points. Characters within 6 squares of this character gain Force Immunity (see that entry).

Yuuzhan Vong Collaborator

Any attacking Yuuzhan Vong character gets a cumulative +1 bonus to Attack for each character with this special ability within 4 squares of the attacker's target, whether or not it is in the same squad as the attacker. Yuuzhan Vong characters get this bonus even on attacks of opportunity.

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