

Star Wars Miniatures

Pre-Game and Pre-Round Procedures

There have been many questions about pre-game and pre-round procedures. This is a list of pre-game and pre-round procedures (similar to the step-by-step instructions for attacks) to answer all of them at the same time.

If there are any rules ambiguities regarding pre-game and pre-round procedures that this guide does not answer, please raise the issue in a relevant rules forum.

This is the pre-game procedure from the floor rules:

1. Players begin the pregame procedure by revealing their squads to each other.
2. Players roll to determine which player will choose the map to be played on.
3. The player with the higher roll chooses which map will be played on. The player with the lower roll selects whether to set up first or second. The player who sets up first selects a side and sets up his miniatures, then the other player sets up on the opposite side.
4. Players roll for initiative to determine who will play first.

Here is the detailed version: Beginning of game

1. Players begin the pregame procedure by revealing their squads to each other.
2. Resolve “deferred squadbuilding” abilities that trigger after seeing the opponent’s squad. This includes Reinforcements and the first half of Bribery, for example. Players simultaneously reveal their decisions about bringing in additional characters.
3. Characters that are added to a squad via abilities like Reinforcements and Bribery are added to their squads. (Normally, order will not matter. If it does, order players randomly and resolve their abilities player by player.)
4. Other abilities that trigger after seeing the opponent’s squad activate. This includes Telepathic Insight and Con Artist, for example. Players with these abilities simultaneously reveal their decisions. (Normally, order will not matter. If it does, order players randomly and resolve their abilities player by player.)
5. Players roll to determine which player will choose the map to be played on.

6. The player with the highest roll chooses which map will be played on. The player with the lower roll selects whether to set up first or second. The player who sets up first selects a side and sets up his miniatures. (In a multi-player game, the player with the highest roll chooses the map. The second-highest roll chooses his position in the setup order. Then the third-highest roll chooses her position in the setup order. This continues in order until finally, the player who selected the map takes the remaining unselected position in the setup order.)

7. In setup order, a player sets up by selecting a setup area and then setting up his miniatures. Abilities for that player that trigger during setup activate. For example, this includes Light Tutor, Dark Master, Light Spirit, and Dark Spirit. The player chooses the order to resolve the abilities.

8. If there is a player who has not yet set up, return to step 7 and the next player in setup order sets up.

9. Resolve abilities that trigger after setup. For example, this includes Programmed Target; Lightsaber Trainer; Versatility; the second half of Bribery; and Admiral Gilad Pellaeon's commander effect.

a. All players simultaneously reveal all decisions regarding these abilities, except decisions that require movement.

b. First, abilities that change squad composition are resolved. Old characters are removed from a squad and then new characters are added to the squad. Abilities that change squad composition are resolved in setup order. (Thus, in a multiplayer game, a player setting up first has the first chance to bribe away a character if more than one player wants to bribe the same character.) If a player has more than one of these abilities, the player chooses the order to resolve them. If a player's decision from step (a) cannot be resolved for any reason (e.g. they wanted to use Pellaeon to replace a character that was stolen away by Bribery), that player returns to step (a) and makes another choice.

c. Abilities conferred by Bribery, Versatility, or a similar ability are gained by the relevant characters. If any characters gain abilities that normally would have been resolved before this point during setup (e.g. Con Artist), resolve those abilities immediately. This occurs in setup order. If a player has more than one of these abilities, the player chooses the order to resolve them.

d. Finally, other abilities are completely resolved in setup order. This includes abilities requiring movement (Crix Madine, SpecForce Commander's commander effect). If a player has more than one, he decides the order to resolve the effects. (Note that Battle Ready is not resolved at this time. It is resolved after first round initiative.)

10. Abilities that trigger “immediately before the first initiative roll” activate. This includes adding characters with Queen Allana Solo’s CE and with Local Reserves.

11. A pre-game door check happens (timing is specified in the WotC FAQ: “prior to the first initiative roll”). Note that there is a pre-game door check, but there is no pre-round door check, so doors do not open after abilities such as Intuition or Surprise Move.

Beginning of round

1. Doellin’s Luck and Wager are resolved. Decisions about whether to use those abilities are made simultaneously and secretly (including decision about which ally to activate in the case of Wager). They are resolved simultaneously. Players roll the save for Doellin’s Luck. If both players successfully use one of these abilities, neither ability can affect the initiative roll. However, costs for both abilities are still spent (e.g. activated or defeated characters), and they both still cancel other abilities that affect initiative.

2. Tactics Broker is resolved. Each player with Tactics Broker selects and simultaneously reveals both a character to be defeated and an opponent. The characters are defeated in a randomly determined order. The chosen opponents’ initiative checks will be a 1.

3. Players roll the dice for initiative. A player with Recon (or a similar ability) rolls twice and selects one of them.

4. Players with Tactician, Covenant Watch Circle, or a similar ability add to their die rolls if applicable.

5. If there is a tie for the high roll, Tactics Broker and Tactician are canceled this round. All players return to step 3.

6. Once per round, players with Sense the Future make and simultaneously reveal their decisions about whether to use Sense the Future. Players using Sense the Future spend their Force points.

a. If all players use Sense the Future, initiative remains the same.

b. Otherwise, players who chose to use Sense the Future simultaneously reveal their decisions about who to exchange with (if anyone).

c. In initiative order (as determined in step 4), players using Sense the Future exchange die rolls with the player they selected.

d. Return to step 4.

7. Initiative is determined. The high roll wins initiative unless a player is able to use Master Tactician or a similar ability (such as Darth Sidious, Sith Mastermind's commander effect), in which case that player wins initiative. If multiple players have these abilities, the highest roll wins. In a multi-player game, if there is a tie for highest roll among these players (where they did not tie for the highest roll overall and therefore did not have to reroll), roll again until a winner is determined. These additional rolls do not change players' initiative checks.

8. Once per round, players with Anticipation make and simultaneously reveal their decision about whether to use Anticipation. Players who chose to use Anticipation reroll. (Reroll 2 dice if using Recon or a similar ability.) Return to step 4.

9. Players who gain Reserves simultaneously reveal which pieces they are bringing in. (They are not placed on the board yet.)

10. The player who won initiative decides who goes first. Initiative order proceeds clockwise around the table after the first player.

11. In initiative order, a player resolves all other abilities that trigger after initiative is determined. Abilities are resolved in the order of his choosing. For example, this includes Resol'nare, Ba'Slan Shev'la, Surprise Move, Intuition, and the Covenant Consular's commander effect. (Note that Reserves does not trigger at this time. It triggers immediately before a player's first activation of the round.)

12. If other players have abilities that trigger after initiative is determined, return to step 11.

13. Resolve all other abilities that trigger "immediately before the first activation". The first player is the acting player and decides the order to resolve these abilities. For example, this includes Battle Ready during the first round. For the first player, this also includes placing Reserves and the "return to grid" parts of abilities like Mount.

14. The first phase begins. There is only one activation in the first phase. Two activations in subsequent phases.