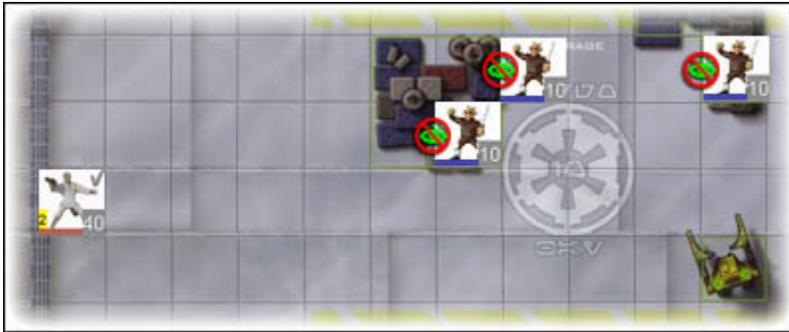
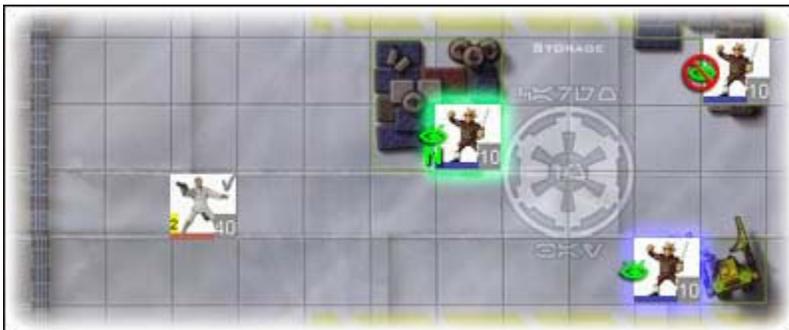


2. MULTIPLE STEALTH



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

3. STEALTH LIMITATIONS



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

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

4. STEALTH AND ACCURATE SHOT



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

Rulebook:

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

5. STEALTH AND NON-STEALTH TARGETS

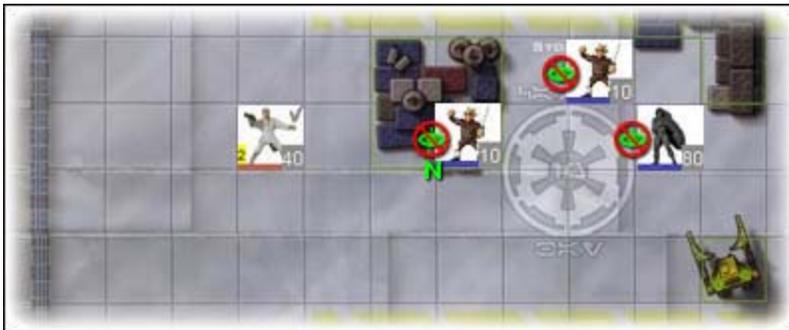


The Grans cannot be targeted because of Stealth. Warmaster could not normally be targeted because he's in Cover and is not the Nearest Enemy. However, Stealth states that the next nearest enemy becomes the Nearest Enemy. So Warmaster becomes the Nearest Enemy and Luke may attack him.

Rulebook:

Stealth: ...If this character would be the nearest enemy, the next-nearest enemy counts as the nearest instead.

6. STEALTH AND THE "SUPER" STEALTH COMMANDER EFFECT



Nom Anor has a Commander effect that further improves the Stealth ability. Although not a game term it's commonly referred to as "Super Stealth":

Nom Anor Stat Card:

Nom Anor CE: Characters in your squad with Stealth (including Nom Anor) who have cover cannot be targeted by nonadjacent enemies.

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

7. SUPER STEALTH CE AND NON-STEALTH TARGETS



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

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

8. SUPER STEALTH CE AND ACCURATE SHOT



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

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

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



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

Black Sun Vigo Stat Card:

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

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

MISCELLANEOUS STEALTH QUESTIONS

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

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

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

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

Last Updated (Saturday, 29 July 2006)