

Balance Committee Changes

FLOOR RULE CHANGES

January 2018-

- Reserves (Do Not Stack) Players may only benefit from one instance of Reserves per Initiative. When a player rolls multiple Reserve numbers during an initiative, they may only add characters via one chosen character's Reserves Special Ability that round.
- Proudful and some Commander Effects both require certain squad building restrictions to be met to activate the benefits. There are also mechanisms by which characters can be added/gained that break those conditions.
 - If squadbuilding restriction are met, you get the bonuses.
 - You lose your bonuses if you intentionally do something to add a character to your squad that breaks the restriction. (character "replacement" effects can undo this ie Pellaeon)
 - This would also include TTTDS, making Rakghouls, bringing in Reserves, etc.
 - It would not include losing your Nimbus (so is defeated and no longer has Independent Outfit).
 - You temporarily lose your bonuses if an enemy joins your squad (but not caused by you), but you get the bonuses back if they're defeated.

- The Bribery and Reinforcements Special Abilities are mutually exclusive (i.e., no character with Bribery can be in a squad alongside another character with Reinforcements), but a squad can contain multiple characters with either of these Special Abilities.
- Mouse Droids gain the following Special Ability for competitive play: Diminutive: [This character does not provide cover or block movement]
- The Rapport Special Ability cannot decrease a piece's Cost below 3.

GLOSSARY CHANGES

January 2018- none

- Add Special Ability: Diminutive: [This character does not provide cover or block movement]
- Aggressive negotiations- the ability will be amended so it's switched off whenever a figure causes damage to an enemy ("...until it makes an attack, -deals damage to or- is targeted by an enemy character").
- Force Ghosts- will be added to the non-living definition (likely by adding "including figures without a Hit Point number/rating" to the non-living description.)
- Heroic Stand: If this character is defeated by an enemy character while this character is within 6 squares of an enemy character (this can be the same or a different enemy), 1 allied character of the stated type may make an immediate attack.

- Sith Battle Manipulation: cannot move characters into pits or other illegal spaces.
- Ysalamiri: Characters within 6 squares of this character cannot spend Force points. Characters within 6 squares of this character gain Force Immunity. **SWMGPA balance update: This character and characters within 6 squares cannot spend Force points or be affected by Force powers

CARD ERRATA

Director Orson Krennic

- Rival now includes First Order
- Rapport 3 instead of Rapport 5.
- Second Commander Effect no longer gives Cunning Attack.
- Third Commander Effect will now be ignored by Attacks with Lightsabers.

Eighth Cortex Shaper

- Exterminate added to list of SA given by Specialization.
- Specialization (Unique Yuuzhan Vong allies gain Evade, Exterminate, Retaliatory Attack and Willing to Serve. Ignore this ability if an ally counts as having the same name as another ally.)

Jango Fett, Mandalore

- Reduce Solitary +4 to Solitary +2

Praetorite Vong Scout

- Remove the Praetorite Vong Warrior special ability

The Father

- Add to A Family in Balance: Followers as a requirement
- A Family in Balance (Your squad must only contain exactly two other characters of any faction; both must be Medium Followers with Force ratings. An ally who spends Force points only once on a turn may spend this character's Force points instead of its own. This character is defeated if it activates with no ally with a Damage value greater than 0.)

Togorian Black Sun Vigo

- CE Changed to, "Black Sun Commanders gain Grenades 30 and Grenade Launcher."

Admiral Daala

- Remove the Rapport and Imperial Reserves 20 Special Abilities.
- Replace the printed Commander Effect with the following: Imperial trooper allies gain Charging Fire.

Commando Droid Officer

- Change to Coordinated Movement: (At the end of this character's turn, 1 follower named Commando Droid or Elite Commando Droid may immediately move up to 2 squares).
- Replace the printed second portion of the Commander Effect with the following: At the end of this character's turn, 1 follower named Commando Droid or Elite Commando Droid within 6 squares may make an immediate attack at +10 Damage.

Domain Lah Warriors

- increase cost to 12(majority BC score).

Imperial Governor

- Change to Instill Fear: (Enemy and allied followers within 6 squares get -2 to save rolls).
- Replace the printed Commander Effect with the following: Each follower within 6 squares may reroll each successful save once.

Klatooinian Assassin

- Cost changed to 17.

Mouse Droids

- gain the following Special Ability for competitive play:
- Diminutive: [This character does not provide cover or block movement]

Neo-Crusader Officer

- No change to the first portion of the Commander Effect; it still affects Mandalorian followers within 6 squares.
- Replace the printed second portion of the Commander Effect with the following: At the end of this character's turn, 1 Neo-Crusader follower without Twin Attack within 6 squares may immediately make all of its attacks.

Panaka of Theed

- Replace the printed Commander Effect with the following: Allies whose names contain Naboo gain Double Attack.

Poggle the Lesser

- Cost changed to 16.

Snowtrooper Officer

- Remove the Rapport 2 Special Ability and replace it with Rapport 1.

Tantive IV Trooper

- Change to Heroic Stand: [When this character is defeated by an enemy while within 6 squares of an enemy, 1 Rebel pilot or trooper ally may make an immediate attack]

Warrior Caste Subcommander

- increase cost to 23 (majority BC score).

Yun-Ne'Shel Priest

- CE changed to unique and it IS disruptable. After setup, choose a Unique Yuuzhan Vong follower. That character gains Avoid Defeat.

Zygerrian Slaver

- Remove the Slave Driver Special Ability.

Change to the Ysalamiri Special Ability on all character cards that currently have it: Characters within 6 squares cannot spend Force points. This character and characters within 6 squares gain Force Immunity.