

Star Wars Miniatures Errata

Updated - June, 2009

This section contains rules corrections and official errata for the Star Wars Miniatures games. These corrections will be incorporated into future editions of the game rules.

Black Sun

Add the following text to the rulebook entry:

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.

Crack Gunner +[#]:

When this character combines fire with adjacent allies with Mounted Weapon, it grants the stated 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.

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.

Lightsaber Reflect

Replace the rulebook entry with the following:

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.

Soresu Style Mastery

Replace the rulebook entry with the following:

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

Blaster [#]

Replace the rulebook entry with the following:

Instead of making its normal attack or attacks, this character can make one attack against a target 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.

Galloping Attack

This ability is usable only on this character's turn.

Ion Gun

Replace the rulebook entry with the following:

Ion Gun +[#]: The character gets a +[#] bonus to Damage against nonliving enemies.

Strafe Attack

This ability is usable only on this character's turn.

AT-AT Imperial Walker

AT-AT Imperial Walker (Imperial, 1/1) Heavy Laser Cannon (1 activation: Make 2 attacks, Attack +6. On a hit, 60 damage to target;

each character adjacent to that target takes 20 damage, save 11. On a miss, 20 damage to the target, save 11; each character adjacent to that target takes 20 damage, save 11.)

Clone Strike Booster Pack

ARC Trooper (Republic, 4/60)

Add the following:

Order 66

Darth Sidious (Separatist, 36/60)

Add the following after Unique:

(Counts as Emperor Palpatine)

General Kenobi (Republic, 12/60)

Add the following after Unique:

(Counts as Obi-Wan Kenobi)

Revenge of the Sith Booster Pack

Yoda, Jedi Master (Republic, 24/60)

Add the following to Force Valor, immediately following Force 2:

replaces attacks

Dark Side Adept (Imperial, 57/60)

Add the following:

Force Powers Force 2

Darth Tyrannus (Separatist, 29/60)

Add the following after Unique:

(Counts as Count Dooku)

Universe Booster Pack

ASP-7 (Fringe, 14/60)

Add the following:

Droid (Immune to critical hits; not subject to commander effects)

Grand Admiral Thrawn (Imperial, 38/60)

The two allies that can be switched with his commander ability must have the same base size; for example, two Huge characters can switch position, but not one Large and one Huge character.

Bounty Hunters Booster Pack

ISP Speeder (Republic, 1/60)

Add the following:

Order 66

Komari Vosa (Fringe, 39/60)

Add the following:

Melee Attack

The Force Unleashed Booster Pack

Kazdan Paratus (Republic, 2/60)

Add the following at the beginning of the rules text for Surprise Move:

Force 1,

Caamasi Noble (Fringe, 48/60)

This character's stat card incorrectly identifies it as belonging to the Rebel faction. It is Fringe, as stated in the checklist and on the miniature's base.

Maris Brood (Fringe, 53/60)

Force Powers is mislabeled as Special Abilities. In addition, the range of Force Push 2 should be 6, not 60.

Force Push 2:

This Force power should specify a target, as stated on the stat cards. The rules insert incorrectly omits the word "target."

Legacy of the Force Booster Pack

Darth Krayt (Sith, 5/60)

Add the following:

Melee Attack

Darth Tyranus (Separatist, 10/60)

Add the following after Unique:

(Counts as Count Dooku)

Knights of the Old Republic Booster Pack

Master Lucien Draay (Old Republic, 5/60)

Add a 1 after Force Renewal, making it Force Renewal 1

Mandalorian Marauder (Mandalorian, 58/60)

Change Defense from 8 to 18

The Clone Wars Booster Pack

Ahsoka Tano (Republic, 2/40)

Replace the definition of Synergy with the following:

(+4 Attack while an allied character whose name contains Anakin is within 6 squares)

Barriss Offee, Jedi Knight (Republic, 6/40)

Replace the definition of Synergy with the following:

(+4 Attack and +4 Defense while an allied character whose name contains Luminara Unduli is within 6 squares)

Captain Rex (Republic, 7/40)

The cost of 33 on the card is correct. The cost of 24 on the figure base is incorrect.

The Clone Wars Map Pack - Assault on Teth

Anakin Skywalker, Jedi (Republic, 1/6)

Force Powers is mislabeled as Commander Effect.

Imperial Entanglements Booster Pack

Emperor Palpatine on Throne (Imperial, 13/40)

Replace the commander effect with the following:

Characters in your squad can spend this character's Force points.

Kyp Durrion (New Republic, 25/40)

Force Powers is mislabeled as Commander Effect.

Thrawn (Mith'raw'nuruodo) (Imperial, 24/40)

The two allies that can be switched with his commander ability must have the same base size; for example, two Huge characters can switch position, but not one Large and one Huge character.

The Clone Wars Map Pack - The Crystal Caves of Ilum

Luminara Unduli, Jedi Master (Republic, 5/6)

Replace the Synergy rules text with the following:

(+4 Attack and +4 Defense while the stated type of character whose name contains Barriss Offee is within 6 squares)

Jedi Academy Booster Pack

Darth Sidious, Sith Master (Sith, 7/40)

The two allies that can be switched with his commander ability must have the same base size; for example, two Huge characters can switch position, but not one Large and one Huge character.