

# Star Wars Starship Battles Errata

## Updated - May, 2007

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### Emperor's Will

This ship can shift the damage taken from a nonadjacent enemy's attack to any adjacent allied fighter. Resolve damage transferred in this fashion immediately rather than during the damage phase.

### in a square

A ship is in a square if any of its space occupies that square. Class 3 and 4 ships each occupy 1 square and class 1 and 2 ships each occupy a space 2 squares on a side.

### initiative check

Each player rolls the d20 for initiative. Whoever rolls highest moves last and attacks first. Reroll ties.

## Frequently Asked Questions

### Move Phase

**Q:** A fighter that moves into a square adjacent to an enemy fighter must stop, but what if the fighter starts adjacent to an enemy fighter?

**A:** It will be able to move at least 1 square. You do not check squares a fighter is leaving, only squares it enters. If any square it enters is adjacent to an enemy fighter (even a fighter it started adjacent to) then it must stop.

**Q:** If a fighter moves through a square occupied by a larger allied starship that is also adjacent to a square containing an enemy fighter, what happens?

**A:** The fighter must stop in this square because it's adjacent to an enemy fighter, but it isn't allowed to stop in a square occupied by another ship. For that reason it is not a legal square to move into, and the fighter cannot move into that square in the first place.

**Q:** When a class 1 or 2 starship displaces an enemy fighter, it says the displaced ship moves the shortest possible distance. Does "moving off the map" have a distance or is displacement only allowed to the nearest square on the map?

**A:** It's the nearest square on the map. You cannot displace enemy fighters off the map.

**Q:** Can a ship capable of diagonal movement end its movement facing diagonally?

**A:** No. There are only four available facings.

**Q:** Can a class 1 or 2 ship turn without moving 1 square, or turn after moving 1 square?

**A:** No. If it is going to turn, it must always turn just prior to a square of forward movement.

## Attack Phase

**Q:** Can a starship fire all its weapons in a round, or do you have to choose just one?

**A:** It may fire all its weapons.

**Q:** Can a front spine or broadside attack fire into a triangular area like those shown in the Targeting and Faces illustration on page 11 of the rulebook, or just into a line of squares as wide as the base of the ship?

**A:** A line of squares as wide as the base of the ship. For example, the Invisible Hand is on a 2-square x 2-square base. Its broadside attack would be 2 squares wide and extend to the edge of the map. It could choose one target ship that is in the affected squares.

**Q:** Does a broadside or front spine weapon hit every enemy in the affected area, or just one?

**A:** Just one. You must choose a target as normal. Broadside and front spine attacks just fire into specified squares instead of the 360-degree arc of standard attacks.

**Q:** Can a single broadside weapon fire twice if there are enemy starships on both the left and right sides of the starship?

**A:** Yes

**Q:** Can any weapon on any starship be used in any order when resolving attacks?

**A:** No. Resolve all Point Defense on all starships first. Then select one starship and resolve all its weapons in any order of your choosing. Continue choosing one ship at a time to resolve its weapons.

## Specific Ship Questions

**Q:** Jango's Slave 1 has Seismic Mines (+4 Point Defense) and also has a PD +4 rating. Are those the same +4 or do they get added together for +8?

**A:** They're the same. Seismic Mines is the reason the class 3 ship gets a PD rating (normally such ships do not have one). The total bonus is +4.

## Fleet Command Options

**Q:** I'm a bit confused about how Command counters are used in the game. Can you give a brief explanation?

**A:** Start with the Command counters on the ship card. Play a counter by removing it from the ship and placing it on the desired option on the Fleet Command chart. You cannot place two counters on the same option--that option can't be used again for the rest of the round. At the end of the round, clear all the counters from the chart. (They are used for the game; they do not get restored to the command ship.)

**Q:** Can a play a Command counter on a ship that has already been destroyed or a fighter that hasn't been launched yet?

**A:** No to a ship that has been destroyed. Yes to a fighter prior to being launched.

## Specific Fleet Command Questions

**Q:** Fly Casual seems to be worded a bit differently from most of the other options. Does Fly Casual allow any ship to avoid a hit (not just class 3 starships)? Can it be used more than once per round?

**A:** No and no.

**Q:** Does Jango's Slave 1 get to use Point Defense on all fighters within 2 squares if the Incoming Fighters Fleet Command Option is in effect?

**A:** Yes.

**Q:** When a Class 2 ship uses Power To Engines to allow diagonal movement, how does that affect the other movement restrictions of Class 2 ships?

**A:** The Class 2 ship can move in all respects like a Class 3 ship. It can move in any direction and then end its move facing any direction.

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