

Changes to sheets/cards/faq:

Full Pages:

Objective Rules:

- Objectives which are represented by a ship base are considered a ship (not friendly or enemy, unless otherwise stated). Objectives which are considered enemy ships may be target locked.
- Objectives which are represented by a ship base are pilot skill 0
- Unless otherwise specified, objectives represented by a ship base do not have a firing arc and therefore never have a ship inside their firing arc.

Controlling an Objective:

- ..has a friendly ship at the specified range...

Objective 1:

Objective Rules:

- If the shuttle is at range 1 of a player's board edge

Objective 3

Special Rules:

- When a ship at range 1-2

Objective 4:

Deployment and Setup

- The player with initiative places the large ship base with only a primary firing arc at any orientation to represent...

Objective 5:

Objective Rules

- If a friend crate token is at the opponent's...

Special Rules

- Crates are considered enemy ships to the player who does not place them

Objective 6:

Objective Rules

- If a freight token is at range 1 of the capturing player's board edge, that player...

Special Rules

- All ships at range 1 of an objective...

FAQ

Objectives and bombs: When you drop an action bomb on a crate, does it detonate? What if you drop it on an objective that cannot take damage (shuttle, transport, etc.)?

Yes, bomb tokens detonate when they overlap any ship base, including an objective. If that objective cannot take damage, it ignores any damage dealt by the bomb.

When an objective is hit by a bomb that rolls attack dice, who is responsible for rolling those dice? Can a player use Cad Bane to make an objective re-roll its dice?

The player to whom the objective is friendly rolls the dice for any bomb damage. If that objective is considered an enemy ship to the controller of Cad Bane, it may be forced to reroll any damage. If neither player is friendly to the objective, the player who dropped the bomb rolls the dice.

In Objective 3, does Omega Leader prevent the evade result being added if she attacks a ship inside the shield? Does Omega Leader prevent the transport in Objective 4 from changing focus results to hits when attacking her?

Yes, a ship target locked by Omega Leader cannot modify dice. As the defender is the ship adding evade results, Omega Leader prevents this from happening. In Objective 4, the transport is considered an enemy ship and cannot modify any dice when attacking an Omega Leader who has target locked it.

In Objective 4, when an effect assigns a damage card as opposed to dealing damage, such as Proton Bombs, Wampa, etc., do crates still take damage? If so, does that still not take any damage cards from the damage deck?

No, crates are not dealt damage cards, any effects which would deal a damage card are ignored.

In Objective 4, can Opportunist give a bonus die against crates?

Yes, as the crate can never have a focus or evade token.

In Objective 4, when a crate moves in the End phase, does it trigger Snap Shot?

Yes, as the objective is considered an enemy ship and is executing a maneuver.

In Objectives 4 and 5, can Agent Kallus crew be used to select a crate or transport objective?

Yes, as the objective is considered an enemy ship.

In Objective 4, do crates roll defense dice when attacks against them are obstructed or at range 3? If so, can Wedge reduce those dice by 1? Can Zuckuss use his ability on a crate and give it a defense die? Who rolls defense dice for crates?

Crates roll defense dice are obstructed or range 3. Wedge only reduces agility, so does not affect the number of dice rolled. Zuckuss pilot can use his ability to force a crate to roll an additional die, and Zuckuss crew can force a crate to reroll any dice.