

STAR WARS MINIATURES

HOUSE RULES

ATTACKS OF OPPORTUNITY

A figure may make an attack of opportunity when an enemy figure enters any square that it can target. A figure with a ranged attack can make an attack of opportunity against a non-adjacent square.

An attack of opportunity always counts as the figure's attack for its next turn. Place a FIRED marker near the figure to indicate that it has already attacked. On its next turn the figure may make a half-move but not attack.

SUPPRESSION

When a figure takes a hit from a ranged attack from a non-adjacent square, the player can attempt to have the figure become suppressed instead. The attacker must reroll the attack and keep the second result. This is not an option against Force powers.

If the targeted figure survives, it is suppressed. Place a SUPPRESSED marker next to the figure to indicate that it is suppressed.

A suppressed figure:

- **Cannot attack.**
- **Cannot move closer to an enemy figure.**
- **Cannot move into a square that would trigger an attack of opportunity.**

A suppressed figure that is behind cover cannot be attacked. A player can choose to voluntarily "suppress" any figure to take advantage of cover.

Removing a suppressed marker takes one full round in which the suppressed figure can do nothing else.

LIGHTSABER DEFENSE

Any character with Force Points and a lightsaber can attempt to block any ranged attack against it. The figure must roll 1d20 + attack bonus. If the roll is equal to or higher than the attack roll, the attack misses. This costs no Force Points and can be attempted on any number of attacks, once per attack.

A character with the Lightsaber Deflect power can opt to spend a Force Point and use it instead. If the figure blocks an attack with the Lightsaber Deflect power, it can redirect it against any enemy figure using the normal attack rules and its own attack bonus. The redirected attack does damage equal to that of the original attacking figure.