

The SWCCG Players Committee Presents *Errata Sheet 2021 Spring*

Official text as of March 19, 2021

DARK SIDE

•Allegiant General Pryde

•Allegiant General Pryde 3

Leader.

Image courtesy of Watus Scraggard @ facebook.com

POWER 3 ABILITY 3 FORCE-ATTUNED

2. Hux is forfeit -3. While with a Resistance character, adds one battle destiny. While Emperor on table, attrition against opponent here is +1 for each First Order character here (limit +3).

Pride Of The Empire 12 E

•Mustafar

10

While Anakin or Vader here, gains one icon and one icon.

MUSTAFAR

Image courtesy of Dylanyass @ deviantart

Bespin (Dark) 7 E

If Vader on table, unless Amidala at a Mustafar location, Force drain -1 here.

•Coarse And Rough And Irritating

•Coarse And Rough And Irritating 4

Tatooine's twin suns cause turbulent storms that strike with little or no warning. Strong winds whip rocks through the air with enormous force.

EFFECT

Deploy on table; shuffle your Reserve Deck, peek at top two cards, and stack them face-up here. During battle, may take a card here into hand to prevent all battle destiny draws from being modified or canceled (each player may draw no more than one battle destiny).

Gravel Storm 0 E

•Stalker

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 7 HYPERSPEED 3

May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot provides ability of 1. Once per game, may follow an opponent's starship that just moved from here (if within range).

Stalker 1 E

Hunt Down And Destroy The Jedi

Deploy Vader's Castle, 13 Visage Of The Emperor, and a site with exactly one 1.

For remainder of game, you may not deploy characters except bounty hunters, droids, and Imperials. Where you have an Inquisitor, your total battle destiny is +1 (+2 if with a 'Hatred' card). Inquisitors are destiny +1.

While this side up, once per turn, may a or Malachor battleground site.

Flip this card if Vader is at a battleground site unless Luke, a Jedi, or a Padawan at a battleground site.

Hunt Down And Destroy The Jedi 13 E

Their Fire Has Gone Out Of The Universe

While this side up, you lose no Force from Visage Of The Emperor. While Vader armed with a lightsaber, opponent's Force drain bonuses are canceled.

Flip this card if Vader not on table or if Luke, a Jedi, or a Padawan at a battleground site; once per game, may take Vader and your cards on him into hand from a site you control.

Their Fire Has Gone Out Of The Universe 13 E

•Lana Dobreed & Sacrifice

•Lana Dobreed & Sacrifice 4

USED INTERRUPT

If your character is about to be hit, use 1 Force (free if by a weapon); for remainder of turn, its forfeit may not be reduced and it may not be used to satisfy attrition. OR Cancel Disarmed. OR Cancel a 'react.'

OR During your move phase, target any or all of your characters at one site to 'transport' (relocate) to an exterior or battleground site. Draw destiny. Use that much Force to 'transport,' or place Interrupt in Lost Pile.

Sacrifice 9 E

Imperial Entanglements

Imperial Entanglements 0

Deploy Tatooine (with Devastator there) and a Tatooine battleground site.

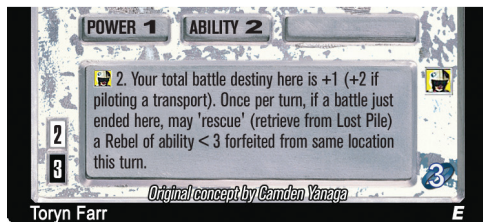
For remainder of game, you may not deploy Sandwhirl, Admiral's Orders, Jabba's Palace sites, non-Imperial characters, non-Imperial starships, or systems.

While this side up, opponent loses no Force to Tatooine Occupation or your Force drains at Tatooine system. Once per turn, may a Tatooine battleground site.

Flip this card if you control three Tatooine sites and opponent controls fewer than three Tatooine sites.

Expand The Empire 1 E

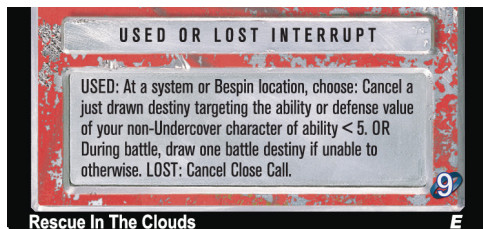
•Toryn Farr



•I Don't Like Sand



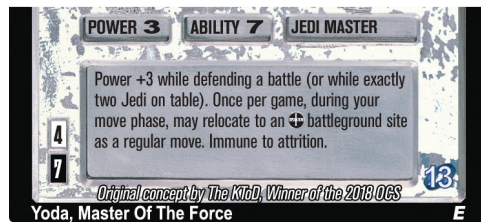
•Rescue In The Clouds



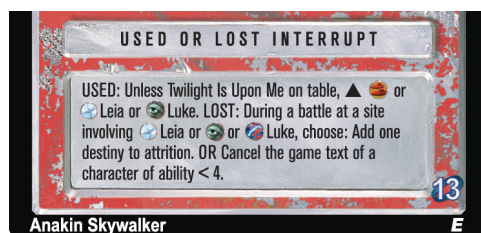
He Is The Chosen One



•Yoda, Master Of The Force



•Anakin Skywalker



•Odin Nesloor & •First Aid



The Galaxy May Need A Legend

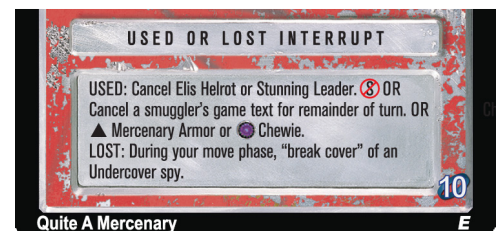


LIGHT SIDE

•A Brave Resistance



•Quite A Mercenary



We Need Luke Skywalker

