

Star Wars Miniatures

Squadbuilding and “In the Squad” Rules Guide

This is a guide to answer questions related to whether or not a character counts as being in a squad for some purpose, and when squadbuilding rules are in effect.

GENERAL QUESTIONS

Q: What is squadbuilding? What is “deferred squadbuilding”?

A: Squadbuilding is what you do when you decide which characters to put in your squad. There are several abilities that affect squadbuilding (e.g. Unique, Rival, Rapport, Affinity). “Deferred squadbuilding” is when you decide which characters to put in your squad after squads are initially revealed at the start of the skirmish. For example, this includes Reinforcements, Bribery, Reserves, Versatility, and the commander effects of Queen Allana Solo, Admiral Gilad Pellaeon, and Hutt Cartel Kadjidii on Hoversled. Abilities that affect squadbuilding also affect deferred squadbuilding. Note that squadbuilding restrictions are ignored for the Out of the Box play format and its variants.

Q: When do you use the Rapport-adjusted cost and when do you use the printed cost?

A: Rapport-adjusted costs are used for squadbuilding (including deferred squadbuilding) and scoring. Otherwise, use the printed cost.

Any ability that is deferred squadbuilding will use the Rapport-adjusted costs (e.g. Admiral Gilad Pellaeon’s commander effect, Reserves, Reinforcements). During the skirmish, if it is not deferred squadbuilding, then abilities that compare cost use only the printed cost. When you score points for defeating enemies, you score points equal to the cost of adding that character to the squad. That means you use the Rapport-adjusted cost, and Reinforcements are worth 0. Also, when determining if a character is eligible to score gambit, you use the Rapport-adjusted cost (and Reinforcements are worth 0).

Q: Is there a difference between a squad “containing” a character (e.g. Talon Karrde’s commander effect) and a character being “in a squad” (e.g. Proudful)?

A: No. But the meaning may be specific to a particular ability (i.e. there may be a clarification in the glossary).

Q: Does a defeated character count as being “in the squad”?

A: Yes, unless specified otherwise in the glossary entry for a particular ability.

Q: Does a defeated character count as an “ally”?

A: No, the word ally only refers to characters on the board.

Q: If a character changes sides (e.g. Betrayal), does the new squad contain that character? Does the old squad?

A: The old squad no longer contains the character. The new squad contains the character.

Q: Do character’s effects continue after they are defeated?

A: Generally, no. Some abilities (e.g. Yaddle’s commander effect) specify that the effect lasts until the end of the skirmish. These effects continue even after the character is defeated. Abilities with effects that continue after the character is defeated generally specify “until the end of the skirmish” on the card. Camaraderie is a notable exception. Its effect lasts as long as the character remains in the squad (even after the character’s defeat), even though it is not stated on the card.

Q: Does a replaced character count as being in a squad?

A: No. If a character is replaced (e.g. Versatility) it no longer counts as being in the squad, and the incoming character does count as being in the squad. Note that some abilities (e.g. Rakghoul Disease) appear to replace a character but instead defeat the old character and then add a new character. In that case, the defeated character remains in its original squad.

SPECIFIC ABILITIES

Q: If a Unique character is defeated, can I bring in another copy of that character through Reserves?

A: No. The defeated character still counts as being in the squad, so you cannot bring in another one.

Q: If a character is defeated, can that turn on Prideful’s bonus or another bonus related to squadbuilding?

A: Usually not, but it depends on the bonus. Defeated characters count as being in the squad, so the squad composition doesn’t change for the purposes of Prideful, My Pets from Myrkr, the commander effects of Talon Karrde, Information Broker or General Leia Organa, or other similar abilities.

However, Specialization and Call for Support specify “allies.” Defeated characters do not count as allies, so the benefits of Specialization or Call for Support may become active due to allies being defeated.

Q: Clan Leader and Camaraderie have basically the same text on the card. Do they work the same way?

A: No, they have different glossary entries. Clan Leader grants its effect only while the character with Clan Leader remains in play. Camaraderie grants its effect as long as the character remains in the squad (including if the character is defeated).

Q: Character A gets a benefit from being in a squad with Character B. Does Character A still get the benefit if Character B is defeated?

A: It depends on the ability. Several abilities specify that a character gets a benefit if a particular ally is in the squad, and the glossary clarifies that the benefit continues if the ally is defeated (e.g. Black Sun, Phoenix Squadron, Wraith Squadron). Camaraderie’s benefit persists as long as the character with Camaraderie remains in the squad – including if the character is defeated.

Other benefits cease when Character B is defeated. Clan Leader, Specialization, Prideful, Synergy, commander effects, etc. all end when the character with the ability is defeated.

Q: Can the benefits of Camaraderie be lost?

A: Yes, but they usually aren’t. The benefits of Camaraderie remain in effect as long as the character with Camaraderie remains in the squad. Versatility removes a character from a squad. Betrayal moves a character from one squad to another. In both of those examples, characters would lose the benefits of Camaraderie when the character with Camaraderie is no longer in the squad. When a character is defeated, it remains in the squad and the benefits of Camaraderie are retained.