

2.0 LEGACY

Rules Addendum Siege of Coruscant

MARCH 2023 – Initial 2.0 Legacy Release of SoC adaption

In this addendum you can find the points per side and rules changes to play Siege of Coruscant in 2.0 Legacy. If not mentioned here the rules in the scenario booklet apply as written.

Squad points

The Republic player can play lists up to 350 points. The Separatists Player can play lists up to 320 points.

Scenario rule changes

“The Invisible Hand” [rules chapter, paragraph 3, sentence 2]

Should read: “Ships can perform **special and** primary attacks targeting the *Invisible Hand* at range 0-3.”

(Added ability to perform attack with special weapons).

“The Invisible Hand” [rules chapter, paragraph 3, sentence 3]

Should read: “While the *Invisible Hand* defends, if it has no iontokens, during the Neutralize Results step, **if the attack would hit and there is more than one ✱/✱ result remaining, one ✧ result is added to cancel one result.**”

(Added reinforce-like wording instead of plain ✧).

“The Full Might of The Confederacy” [rules chapter, sentence 1]

Should read: “Starting in the second round, at the start of each Planning Phase, the Separatist player may choose one destroyed **Hyena-class Droid Bomber, Vulture-class Droid Starfighter or Droid Tri-Fighter.**”

(Replaced Contingency Protocol upgrade with specific ship types)

“The Full Might of The Confederacy” [rules chapter, sentence 3]

Should read: “Then the ship gains 1 stress token, **a damage card, a disarm token** and the player sets a maneuver for the ship.”

(Added extra penalties for balance purpose)

“This is Where the Fun Begins” [rules chapter, paragraph 2, sentence 1]

Should read: “If an *Eta-2 Actis* or a *Nimbus-class V-wing* or a **Delta-7 Aethersprite** is placed by this rule, you may attach a *Sylliure-class Hyperspace Ring* miniature to the ship miniature”

(Added *Delta-7 Aethersprite*).