

ERRATA

p. 18 – Squadron Tactics Talent

The ace pilot's Squadron Tactics talent can be used only to confer non-attack pattern maneuvers on your squadron.

p. 25 – Corellian Slip

The *Corellian slip* maneuver allows you to make an attack as a free action (not a swift action) when you enter your target's square.

p. 31 – Fighter Groups

Joining a fighter wing ends your actions for the round; any unused actions (including readied actions) are lost. If you choose to delay on the fighter group's turn, you automatically leave the group.

Once the leader of a fighter group is chosen, it can be changed only once per round on the group's turn. When the first fighter joins another to form the wing, the first leader is chosen at that time.

Fighter groups can use starship maneuvers only if every member of the fighter group has that maneuver. When the maneuver is used, every member of the fighter group uses it. If a member of the group has an attack pattern maneuver active when it joins the group, its effects are lost (the fighter group is, itself, like an attack pattern).

p. 47 – Table 3-5: Weapon Systems

The footnote in the table should read: "1 Colossal (frigate) or larger starships only".

p. 47 – Table 3-7: Starship Accessories

Extended range should have an EP cost of 1.

p. 52 – Table 3-8: Stock Ship Types

The Strength scores for the following stock ships should be changed as noted:

Battlecruiser: 100

Cruiser: 94

Frigate: 60

Corvette: 58

Heavy Freighter: 56

p. 100 – Interdictor Cruiser

Under the entry for the gravity well projector, the area of effect should be a 3x3 square starship-scale area, not 4x4.

p. 158-159 – Y-Wing

All three Y-Wing models should have SR 25.