

**Star Wars Roleplaying Game: Clone Wars Errata and Official Clarifications**  
**Updated - January 2009**

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## **Clone Wars Campaign Guide Errata v1**

By Rodney Thompson

**p. 21 – Protection** Add the following text to the end of the talent’s description: “Characters that use this talent or the Draw Fire talent cannot be targeted by or benefit from this talent. You may not benefit from this talent at the same time as the Misplaced Loyalty talent (Scum and Villainy, page 14).”

**p. 22 – Improved Consular’s Vitality** Add the following line to the end of this talent:  
*Prerequisite:* Consular’s Vitality

**p. 26 – Stick Together** Remove the phrase “as a move action” from the second sentence of this talent.

**p. 29 – Expert Droid Repair** Add the phrase “(minimum 2) after the phrase “Intelligence bonus.”

**p. 40 – Higher Yield** Change the word “Demolitions” to “Mechanics” in the Prerequisites line.

**p. 40 – Focused Force Talisman** Add the phrase “all your expended uses of” before the phrase “that spent Force power” in the last sentence of the talent’s description.

**p. 46 – Tech Savant** Add the following text to the end of the talent’s description: “Any droid or vehicle can only benefit from this talent once per round.”

**p. 76 – G9 Rigger** Grp modifier should be +34

**p. 81 – Dagger-class Starfighter** Add the following line beneath the Cargo line: Hyperdrive x2 (3 pre-programmed hyperspace jumps)

**p. 138 – Daystar Craft DC0052 Intergalactic Speeder** Change the Fighting Space to 2x2

**p. 172 – Nu-class Shuttle** Add the following line beneath the Cargo line:

**Hyperdrive** x1, navicomputer

**p. 173 – Y-Wing** DR should be 10, not 100.

**p. 209 – Subjugator-class Heavy Cruiser** Crew should be 25,350.

**p. 221 – Sabaoth Starfighter** Pilot modifier should be +12

## **Clone Wars CG Clarifications v1**

**p. 61-63 – Ranged Weapons** The weapons in this section have the following ammunition capacities:

- BlasTech 500 “Espo” Riot Gun, BlasTech DT-12, Czerka Adventurer, Merr-Sonn Model 434, SoroSuub Firelance: 50 shots.
- BlasTech DH-23 “Outback” Blaster Pistol: 100 shots
- BlasTech DLT-20A: 30 shots

**p. 40 – Rapid Reload** Add the phrase “or power pack” after the phrase “energy cell.”

**p. 46 – Sabotage Device** Add the phrase “or power pack” after the phrase “energy cell.”

**p. 64 – Shadowsuit** Replace the full text of this entry with the following:

### **Shadowsuit**

#### **Light Armor**

Used by assassins and burglars, the shadowsuit manufactured by Ayelixe/Krongbing textiles is little more than a black body stocking covering the wearer’s entire body. Shadowsuits are made from a tough but soft material known as shadowsilk that absorbs light and sound. The hands and feet of the shadowsuit have sound-dampening pads that reduce the noise made by the wearer. A shadowsuit grants a +5 equipment bonus to Stealth checks whenever the wearer has concealment from darkness or low-light conditions. If any armor or clothing is worn over the shadowsuit, this bonus is lost.

Replace the Shadowsuit entry on Table 5-4: Armor with the following:

Shadowsuit 2 600 +1 +1 +5 – – 2 kg Military

**p. 94 – Creating a Squad** Add the following bullet point to the end of the list:

The squad’s CL is equal to the CL of the base creature +2.