

# STAR WARS

---

## LEGION

## BATTLE FORCE RULES

---

In *STAR WARS: LEGION*, Battle Forces represent groups of units that fought side by side in the *STAR WARS* galaxy. These forces are themed around unique sub-groups and can range from a rag tag group of Mercenaries to the main invasion force of the Empire.

Battle Forces provide players with an alternative way to build and field an army. Each Battle Force has its own list of specific units that it is allowed to field, its own rank requirements for both standard and skirmish armies, and its own special rules, which may affect how that Battle Force is built, set up, or plays.

## ECHO BASE DEFENDERS

---

This document provides all the rules and components necessary to field your Rebel Alliance army as the Echo Base Defenders Battle Force, including allowed units, rank requirements, new command cards, and special rules.

## SPECIAL RULES

---

An Echo Base Defenders Battle Force is part of the Rebel Alliance faction.

The Field Commander keyword can not be used in an Echo Base Defenders army.

## ARMY BUILDING

---

### ALLOWED UNITS

---

**Commander:** Leia Organa, Luke Skywalker, Han Solo, Rebel Officer

**Operative:** Chewbacca, R2-D2 (C-3PO)

**Corps:** Rebel Veterans, Mark II Medium Blaster Trooper


**Support:** 1.4 FD Laser Cannon Team, Tauntaun Riders

**Heavy:** T-47 Airspeeder


**Unique Upgrades Allowed:** Wedge Antilles

### RANK REQUIREMENTS

---

 **Commander/Operative:** Each army must include one to four commander and operative units. At least one unit must be a commander.



 **Corps:** Each army must include three to six corps units.




**Support:** Each army must include one to four support units.




**Heavy:** Each army may include up to two heavy units.

### SKIRMISH RANK REQUIREMENTS

---

 **Commander/Operative:** Each army must include one to three commander and operative units. At least one unit must be a commander.



 **Corps:** Each army must include two to four corps units.



**Support:** Each army must include one to three support units.



**Heavy:** Each army may include up to one heavy unit.

# COMMAND CARDS

**DELAYING TACTICS**  
ECHO BASE DEFENDERS



**1 UNIT**

*Echo Base Defenders only.*  
At the end of the Command Phase, your opponent must choose 1 of their non- units that has a faceup order token, if able and return it to their order pool.

**COURAGE OF THE REBELLION**  
ECHO BASE DEFENDERS



**2 UNITS**

*Echo Base Defenders only.*  
Each friendly trooper unit that is issued an order using this card may recover.

**HOLD AT ANY COST**  
ECHO BASE DEFENDERS



**3 ▲ UNITS**

*Echo Base Defenders only.*  
Each friendly  unit gains 1 aim token.  
Each friendly emplacement trooper unit gains 1 standby token.