

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 ragtag 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.



TEMPEST FORCE



This document provides all the rules and components necessary to field your Galactic Empire army as the Tempest Force Battle Force, including allowed units, command cards, rank requirements, and special rules.

SPECIAL RULES

A Tempest Force Battle Force is part of the Galactic Empire faction.

Vehicles in this army gain Scout 2.

Units that are not in command range of a friendly  unit and do not have a  upgrade equipped remove 1 less suppression during the Remove Tokens step.

During Setup, at the start of the Deploy Units step, you may set aside 1 friendly  or  unit, marking the unit with a condition token. When you draw an order token with a rank that matches a friendly set aside unit, if you cannot choose a unit on the battlefield with a matching rank, you must place that set aside unit onto the battlefield, beyond range 2 of all enemy units if able. That unit is treated as activated and its order token is placed facedown.

ARMY BUILDING

ALLOWED UNITS

Commander: Imperial Officer

Special Forces: Scout Troopers (No Strike Teams)






Corps: Stormtroopers

Support: 74-Z Speeder Bikes






Heavy: AT-ST, Major Marquand

Unique Upgrades Allowed: None

RANK REQUIREMENTS

-  **Commander:** Each army must include one to two commander units.
-  **Special Forces:** Each army must include two to six special forces units.
-  **Corps:** Each army must include one to three corps units.
-  **Support:** Each army may include up to three support units.
-  **Heavy:** Each army may include up to three heavy units.

SKIRMISH RANK REQUIREMENTS

-  **Commander:** Each army must include one to two commander units.
-  **Special Forces:** Each army must include one to four special forces units.
-  **Corps:** Each army must include one to two corps units.
-  **Support:** Each army may include up to two support units.
-  **Heavy:** Each army may include up to two heavy units.



TEMPEST FORCE

DRIVE THEM OUT
TEMPEST FORCE

1 VEHICLE

Tempest Force only.

Friendly vehicles gain **DEMORALIZE 1** this round. This round, the first time a friendly vehicle with a faceup order token displaces an enemy unit during its activation, roll a white defense die for each miniature in the enemy unit. For every \heartsuit or \spadesuit result the enemy unit suffers one wound.

WE NEED REINFORCEMENTS
TEMPEST FORCE

2 TROOPERS

Tempest Force only.

Friendly units that have a faceup order token gain **DISENGAGE** this round.

CONSTANTLY ALERT
TEMPEST FORCE

3 UNITS

Tempest Force only.

When a unit is issued an order with this card, it gains 1 aim token for each enemy unit at range 1. If it did not gain any aim tokens, it gains a standby token.

GUNNER, INFANTRY!
MAJOR MARQUAND

MAJOR MARQUAND

During his activation, Major Marquand reduces his speed by 1, to a minimum of 1. Major Marquand gains **TACTICAL 1** this round, and his weapons gain **SUPPRESSIVE** this round.

SQUADRON, ON ME
MAJOR MARQUAND

MAJOR MARQUAND

At the start of Major Marquand's activation, each other friendly vehicle unit at range 1 of him may perform a free pivot. Then, they may make a speed-1 move.

ARMORED CAVALRY
MAJOR MARQUAND

3 VEHICLES

When another friendly vehicle begins its activation at range 1 of Major Marquand, it may choose one of the following effects: If it is in his front arc, it may gain 1 dodge token. If it is in his side arc, it may gain 1 aim token. If it is in his rear arc, it may perform a speed-1 move.

MAJOR MARQUAND
TEMPEST SCOUT 2

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ARMOR
ARSENAL 2
DIRECT: VEHICLE
FIELD COMMANDER (After a friendly neutral command card is played, you can be nominated as a commander.)
WEAK POINT: REAR 1
SPECIAL ISSUE: TEMPEST FORCE

GRENADE LAUNCHER 88 TWIN LIGHT BLASTER MS-4 TWIN BLASTER CANNON

FIXED: FRONT, BLAST **FIXED: FRONT, IMPACT 1** **FIXED: FRONT, IMPACT 3**

MAJOR MARQUAND
TEMPEST SCOUT 2

WEAPON KEYWORDS

FIXED: FRONT (The defender must be inside your front arc.)
IMPACT X (While attacking a unit that has **ARMOR** or **ARMOR X**, change up to X \star results to \star results.)