

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.

BRIGHT TREE VILLAGE

This document provides all the rules and components necessary to field your Rebel Alliance army as the Bright Tree Village Battle Force, including allowed units, rank requirements, and special rules.

SPECIAL RULES

A Bright Tree Village Battle Force is part of the Rebel Alliance faction.

This Battle Force may take any number of Mercenary units. These units do count toward the minimum number of ranks required and the army may include any number of Mercenaries at each rank. This Battle Force must take at least 2 non- Rebel units.

During the End Phase,  units in this army remove one fewer suppression token during the Remove Tokens step.

ARMY BUILDING

ALLOWED UNITS

Commander: C-3PO, Han Solo, Leia Organa, Logray, Wicket

Operative: Chewbacca

Special Forces: Ewok Slingers, 0-2 Rebel Commandos (No Strike Teams)

Corps: Ewok Skirmishers, 0-2 Rebel Troopers

Heavy: Chewbacca

Unique Upgrades Allowed: Call to Arms, Herbal Medicine, Onwards to Victory, Secret Ingredients

RANK REQUIREMENTS

-  **Commander/Operative:** Each army must include one to five commander or operative units. At least one unit must be a commander.
-  **Special Forces:** Each army may include up to three special forces units.
-  **Corps:** Each army must include three to six corps units.
-  **Support:** Each army may include up to two support units.
-  **Heavy:** Each army may include up to two heavy units.

SKIRMISH RANK REQUIREMENTS

-  **Commander/Operative:** Each army must include one to four commander or operative units. At least one unit must be a commander.
-  **Special Forces:** Each army may include up to three special forces units.
-  **Corps:** Each army must include two to four corps units.
-  **Support:** Each army may include up to one support unit.
-  **Heavy:** Each army may include up to one heavy unit.