

# STAR WARS

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## LEGION

## BATTLE FORCE RULES

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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.

## IMPERIAL REMNANT

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

## SPECIAL RULES

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A Imperial Remnant Battle Force is part of the Galactic Empire faction.

The following units count as ▲ units for the purposes of army building: Scout Troopers, Imperial Death Troopers.

When building an army, an Imperial Remnant battle force cannot take more than 1 of each unit with a ▲ rank until at least 1 of each has been taken. This army may not include detachments.

When issuing orders, a nominated ♣ unit can only issue orders at range 1-2. Units beyond range 2 of a friendly ♣ unit gain Independent: Aim 1 or Dodge 1. Units may only use the courage value of a friendly ♣ unit at range 1-2 instead of 1-3.

Any non-droid Trooper unit in this army with a ⚙ upgrade icon may equip a ⚙ upgrade with one of the following unit requirements, ignoring that requirement: Stormtroopers only, Shoretroopers only, Scout Troopers only, Imperial Death Troopers only.

## ARMY BUILDING

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### ALLOWED UNITS

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**Commander:** Moff Gideon, Imperial Officer

**Special Forces:** Scout Troopers (No Strike Teams), Imperial Death Troopers

**Corps:** 1-2 Stormtroopers, 1-2 Shoretroopers

**Support:** 74-Z Speeder Bikes, E-Web Heavy Blaster Team

**Heavy:** Imperial Dark Troopers

**Unique Upgrades Allowed:** The Darksaber

## RANK REQUIREMENTS

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- ♣ **Commander/Operative:** Each army must include one to two 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 may include up to two support units.
- ⚙ **Heavy:** Each army may include up to two heavy units.

## SKIRMISH RANK REQUIREMENTS

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- ♣ **Commander/Operative:** Each army must include one to two 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 may include up to one support unit.
- ⚙ **Heavy:** Each army may include up to one heavy unit.