

# 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.

## EXPERIMENTAL DROIDS

---

This document provides all the rules and components necessary to field your Separatist Alliance army as the Experimental Droids Battle Force, including allowed units, command cards, rank requirements, and special rules.

## SPECIAL RULES

---

An Experimental Droids Battle Force is part of the Separatist Alliance faction.

The following unit counts as a ▲ unit for the purposes of army building and battle cards: IG-100 MagnaGuard (Prototype Assassin Droids).

At the start of each Activation Phase, choose up to 1 of your ♠ units. If you do, put 3 surge tokens on that unit's unit card. Once during its activation, a friendly ♠, ▲, or ♣ unit that has the AI keyword may perform a free action to spend a surge token on the chosen ♠ unit, if it is at range 3. If it does, choose one of the following:

- Increase their speed by 1 during their next move action this turn.
- Gain 1 aim token or 1 dodge token.
- Add one black die and one white die to their attack pool during their next attack action this turn.
- Remove up to 2 suppression tokens.

## ARMY BUILDING

---

### ALLOWED UNITS

---

**Commander:** Super Tactical Droid, T-Series Tactical Droid

**Special Forces:** BX-Series Droid Commandos (No Strike Teams), IG-100 MagnaGuard (Prototype Assassin Droids)

**Corps:** 0–2 B1 Battle Droids, 0–2 B2 Battle Droids

**Support:** Droidekas

**Heavy:** NR-N99 *Persuader*-class Tank Droid (Prototype Tank Droid)

**Unique Upgrades Allowed:** None.

### RANK REQUIREMENTS

---

- ♠ **Commander:** Each army must include one to two commander units.
- ♠ **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 three support units.
- ♣ **Heavy:** Each army may include up to two heavy units.

### SKIRMISH RANK REQUIREMENTS

---

- ♠ **Commander:** Each army must include one to two commander units.
- ♠ **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.



# EXPERIMENTAL DROIDS

**NR-N99 PERSUADER-CLASS TANK DROID**  
PROTOTYPE TANK DROID

145 **ARMOR**  
**ARSENAL 3**  
**COMMAND NODE:** (During the Command Phase, this unit may issue an order to a ▲ unit at range 1).  
**PROGRAMMED**  
**REPOSITION**  
**WEAK POINT 1: SIDES**  
**SPECIAL ISSUE: EXPERIMENTAL DROIDS**


GROUND VEHICLE

11  
7

EXPERIMENTAL ION CANNONS    HEAVY REPEATING BLASTERS

1-2    1-4

ION 1, FIXED: FRONT    FIXED: FRONT



**IG-100 MAGNAGUARD**  
PROTOTYPE ASSASSIN DROIDS

60 **AI: DODGE, MOVE**  
**CHARGE** (After you perform a move action, you may perform a free melee attack action.)  
**IMMUNE: MELEE PIERCE**  
**UNHINDERED** (You ignore the effects of difficult terrain.)  
**SPECIAL ISSUE: EXPERIMENTAL DROIDS**

DROID TROOPER

1  
1

ELECTROSTAFF    PRECISION LASER DART

1-2



**NR-N99 PERSUADER-CLASS TANK DROID**  
PROTOTYPE TANK DROID

**WEAPON KEYWORDS**  
**FIXED: FRONT** (The defender must be inside your front arc.)  
**ION 1** (A vehicle or droid trooper wounded by this attack gains 1 ion token.)



**IG-100 MAGNAGUARD**  
PROTOTYPE ASSASSIN DROID

Fearsome assassin droids created by Holowan Mechanicals. MagnaGuards are able to fight Jedi in single combat using energized electrostuffs that can withstand lightsaber blades or even stop a heart with a well-placed blow.

