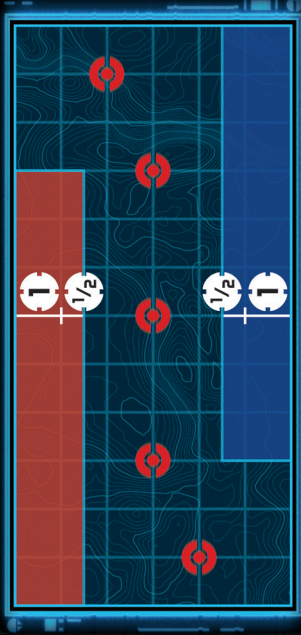


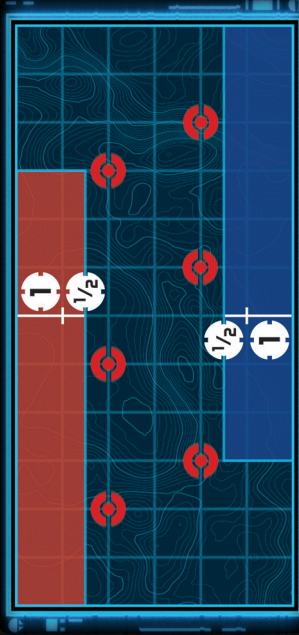
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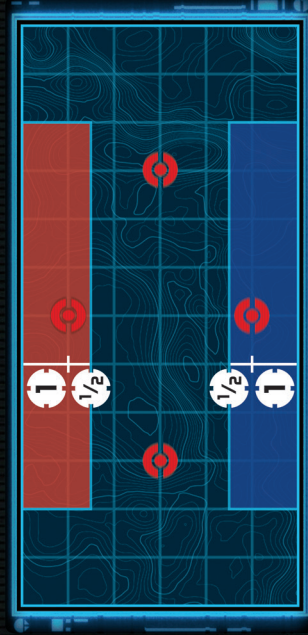
SHIFTING PRIORITIES



RECOVER THE RESEARCH



INTERCEPT SIGNALS



SHIFTING PRIORITIES

ΔΩΖΥΠΛ↓1ΥΥ

Setup: Place 5 Priority Targets (POI) as shown on the Shifting Priorities Map Card.

Scoring: Starting in the second round, during each End Phase, players score 1 VP for each Priority Target they secure.

Special Rules: Starting in the second round, at the end of each End Phase, players take turns placing each Priority Target secured by their opponent at 1/2 of its current position, starting with the blue player. Each Priority Target may be placed this way only once per round.

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RECOVER THE RESEARCH

ΔΩΖΥΠΛ↓1ΥΥ

Setup: Place 6 Labs (POI) as shown on the Recover the Research Map Card.

Scoring: Starting in the second round, during each End Phase, players score 1 VP if friendly units contest 2 Labs, 2 VPs if friendly units contest 3 Labs, and 3 VPs if friendly units contest 4 or more Labs.

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INTERCEPT SIGNALS

ΔΩΖΥΠΛ↓1ΥΥ

Setup: Place 4 Comms Towers (POI) as shown on the Intercept Signals Map Card.

Starting with the blue player, each player chooses 3 friendly units. Then each player chooses 2 of the enemy units that their opponent chose, starting with the blue player. Each of the chosen enemy units gains an Intel token.

Scoring: Starting in the second round, during each End Phase, players score 1 VP for each Comms Tower beyond friendly territory that meets 1 or more of the following conditions:

- That Comms Tower is contested by a friendly unit with an Intel token.
- That Comms Tower is secured by that player.

Special Rules: At the end of each End Phase, if a player is securing a Comms Tower, up to 2 friendly units contesting that Comms Tower may each gain an Intel token. Each player can have a maximum of 2 units with Intel tokens at any given time.

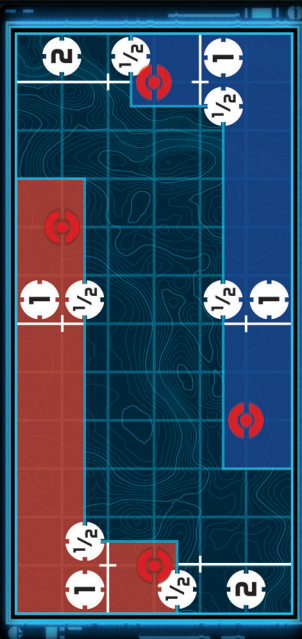
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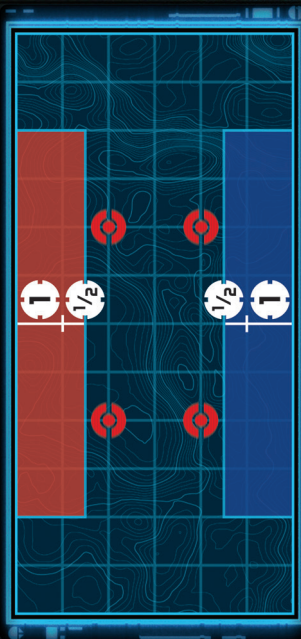
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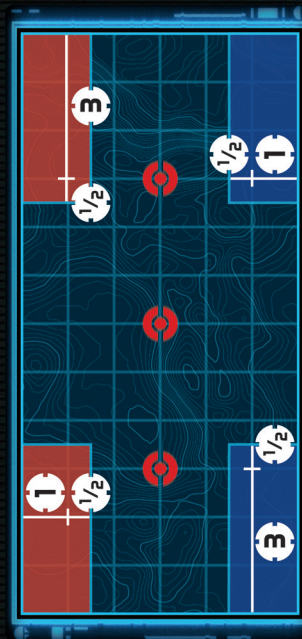
BREAKTHROUGH



BUNKER ASSAULT



CLOSE THE POCKET



BREAKTHROUGH

ΔΣΖΥΠΛΔ1ΥΥ

Setup: Place 4 Checkpoints (POI) as shown on the Breakthrough Map Card.

Scoring: Starting in the second round, during each End Phase, players score 1 VP for each Checkpoint within friendly territory that is not contested by an enemy unit. Additionally, players score 2 VP for each Checkpoint within enemy territory they secure.

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BUNKER ASSAULT

ΔΣΖΥΠΛΔ1ΥΥ

Setup: Place 4 Bunkers (POI) as shown on the Bunker Assault Map Card. The 2 Bunkers set up furthest from friendly territory are enemy Bunkers.

Scoring: Starting in the second round, during each End Phase, players score 1 VP for each Bunker they secure. Additionally, players score 3 VPs for each enemy Bunker that was destroyed during that End Phase.

Special Rules: Starting in the second round, at the start of the End Phase, each player places 1 wound token on each enemy Bunker they secure, starting with the blue player. Then for each enemy Bunker a player secures, if at least 1 of the contesting units is a friendly ▲, ▲, or ▼ unit, place an additional wound token on that Bunker. Then each Bunker that has 3 or more wound tokens on it is destroyed and removed from the battlefield.

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CLOSE THE POCKET

ΔΣΖΥΠΛΔ1ΥΥ

Setup: Place 3 Stockpiles (POI) as shown on the Close the Pocket Map Card.

Scoring: Starting in the second round, during each End Phase, players score 2 VPs if they secure the center Stockpile and score 1 VP for each non-center Stockpile they secure.

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RECON MISSION

SWHDA7KV

Setup: Starting with the blue player, each player chooses 1 friendly unit. Each chosen unit gains a friendly Scanner (asset).

Scoring: Starting in the second round, at the end of each friendly unit's activation, if that unit is holding a Scanner and if that unit's unit leader is at **3** and has LOS to 2 or more enemy units, that friendly unit's controlling player scores 1 VP. Each player can score a maximum of 1 VP in this way each round.

Special Rules: Each unit gains **CLAIM (SCANNER)**. Units cannot claim enemy Scanners.

If a friendly unit is holding a Scanner, at the end of that unit's activation, each enemy unit at **3** and in LOS of that friendly unit's unit leader gains 1 observation token.

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DESTROY ENEMY BASE

SWHDA7KV

Setup: Starting with the blue player, each player places 1 friendly Base (POI) beyond **1** of all edges of the battlefield. Then, starting with the blue player, each player chooses 1 friendly unit. Each chosen unit gains a Bomb (asset).

Scoring: During each End Phase, players score 4 VPs if the enemy Base was destroyed during that End Phase.

Special Rules: Each unit gains **CLAIM (BOMB)**. Each unit can hold only 1 Bomb.

At the start of the End Phase, if one or more friendly units holding a Bomb are contesting an enemy Base that you are securing, remove all Bomb tokens held by friendly units contesting that Base from the game. Then that Base is destroyed and removed from the battlefield.

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SURFACE SCAN

SWHDA7KV

Setup: Starting with the blue player, each player chooses 2 friendly units. Each chosen unit gains a friendly Scanner (asset).

Scoring: Starting in the second round, during each End Phase, if a player controls 2 units that are each holding a Scanner, are beyond friendly territory, and are not contesting a POI that is within friendly territory, they score 1 VP.

During the End Phase, if a friendly unit holding a Scanner is contesting an unclaimed enemy Scanner, that unit's controlling player scores 2 VPs. Each player may score a maximum of 2 VPs in this way per game.

Special Rules: Each unit gains **CLAIM (SCANNER)**. Units cannot claim enemy Scanners. Each unit can hold only 1 Scanner at a time.

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MARKED TARGETS

SWHDA7KV

Setup: Starting with the blue player, each player chooses 2 friendly units and 2 enemy units. A player may not choose a unit that has already been chosen. Then the chosen units each gain a Marked Target token.

Scoring: When a unit with a Marked Target token is defeated, after the effect is resolved, that unit's opposing player scores 1 VP.

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BRING THEM TO HEEL

SWHDA7KV

Scoring: Starting in the second round, during each End Phase, if more enemy units than friendly units have a number of suppression tokens equal to or greater than their courage, score 1 VP.

Once per round, per player, when a unit gains a suppression token, the opposing player may mark one of their unmarked spaces on the chart below if the condition listed in the leftmost column of that space's row is met.

	Blue Player	Red Player
An enemy unit is panicked.	2 VPs	2 VPs
All enemy units that can gain suppression tokens have 1 or more suppression tokens.	2 VPs	2 VPs

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SWEEP AND CLEAR

SWHDA7KV

Scoring: Once per round, per player, when an enemy unit is defeated by an attack made by a friendly unit, that friendly unit's controlling player may mark 1 of their unmarked spaces below. A player may only mark a space corresponding with a territory the attacking unit's unit leader is at.

	Blue Player	Red Player
Any Territory	1 VP	1 VP
Friendly Territory	1 VP	1 VP
Contested Territory	1 VP	1 VP
Enemy Territory	2 VPs	2 VPs

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2024 BATTLE CARD UPDATES

STRAFING RUN



Special Rules: Once per game, at the end of the Command Phase, you may place a friendly Air Support token (advantage) on the battlefield.

At the beginning of the End Phase, if a friendly Air Support token is on the battlefield, measure from it to any position at 2 of it and note the miniatures overlapped by the range tool. Then roll 4 black attack dice. Each unit that contains 1 or more miniatures that were overlapped by the tool or overlap the token gains 1 suppression token for each 6 and 8 result rolled. Then remove that Air Support token from the game.

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— Erick Efata

ORDNANCE



Special Rules: Once per game, at the end of the Command Phase, you may place a friendly Ordnance token (advantage) on the battlefield.

At the beginning of the End Phase, if a friendly Ordnance token is on the battlefield, roll 3 black attack dice. Each unit at 1 of that token that has the **ARMOR** or **ARMOR X** keyword or has the vehicle unit type suffers 2 wounds for each 6 result and 1 wound for each 8 result rolled. Each other unit at 1 of that token gains 1 suppression token for each 6 and 8 result rolled. Then remove that Ordnance token from the game.

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— Carlos Justing

GARRISON



Setup: During Setup, choose up to 1 of your 1 units without **PREPARED POSITION**. The chosen unit gains **PREPARED POSITION** this game.

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— Polar Engine

ADVANCED INTEL



Special Rules: At the start of the first Activation Phase, add 1 pass token to your pass pool.

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— Anton Solovianchik

CUNNING DEPLOYMENT



Special Rules: At the start of the first Activation Phase, choose 3 friendly units. Each chosen unit gains 1 dodge token.

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— Wilmar Ballestri Escarp

FORTIFIED POSITION

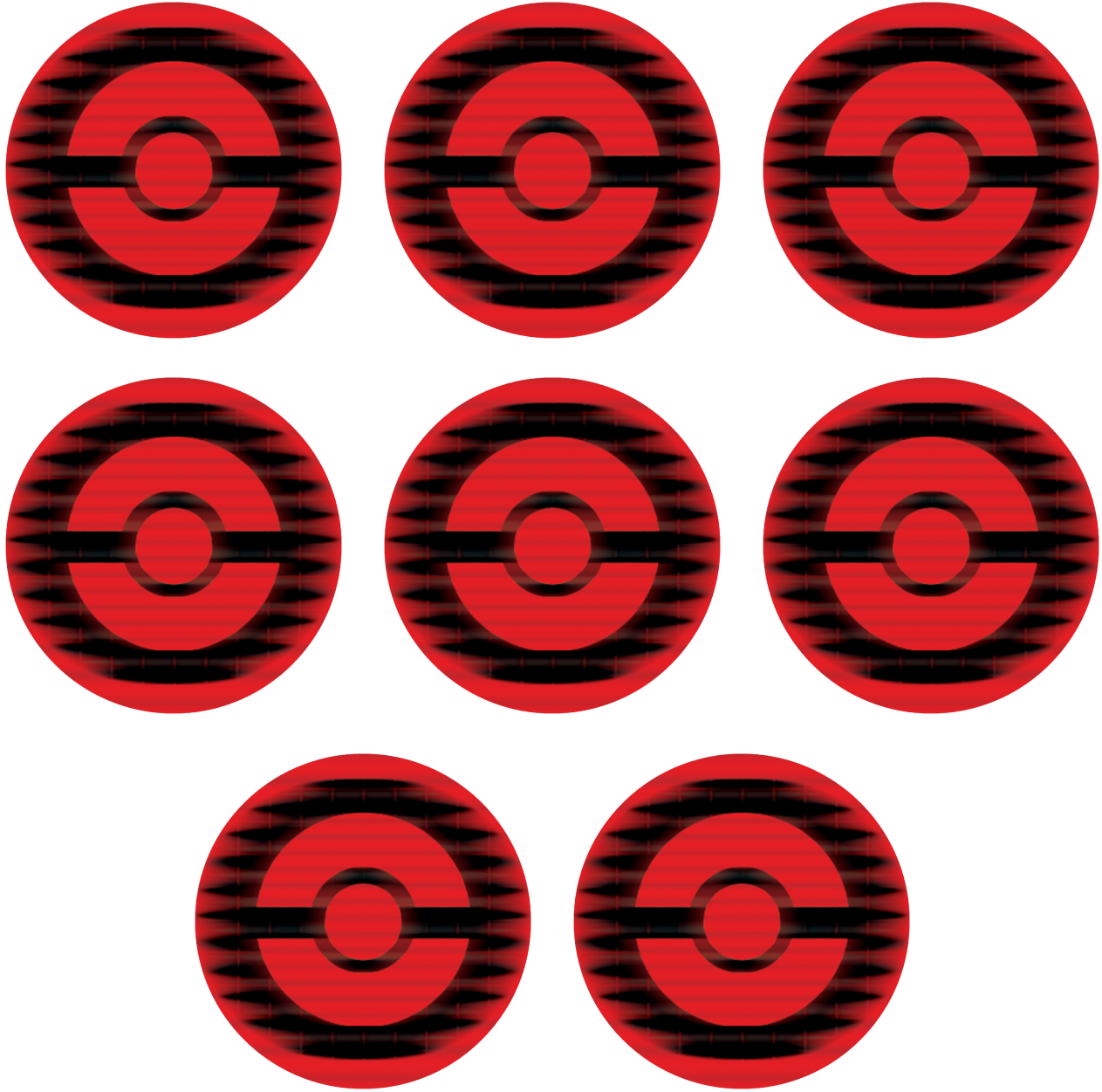


Setup: During Setup, you may place up to 3 barricades within friendly or contested territory and beyond 1 of each other.

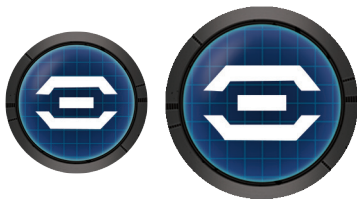
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— Kevin Sidharta

POI Tokens



Blue Player



Red Player



Round Tracker



Half Range Ruler



OBJECTIVE
ΔΣΔΔΔΔΔΔΔΔ

OBJECTIVE MAP
ΔΣΔΔΔΔΔΔΔΔ

SECONDARY
OBJECTIVE
ΔΣΔΔΔΔΔΔΔΔ

PLAYER

PLAYER

ROUND

1

Σ

Σ

4

4

Σ

VICTORY POINTS

1

Σ

Σ

4

Σ

Σ

6

7

8

9

10

11

12

ADVANTAGE
KZYKKAJJKDM

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