STAR WARS: LEGION

BATTLE FORCE RULES

In *Star Wars™*: Legion, Battle Forces represent groups of units that fought side by side across 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 ❸. 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: 0–2 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: *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.

2024 Experimental Droids Updates

Persuader-class Tank Droid
Prototype Tank Droid
GROUND VEHICLE — 1

Armor 5. Arsenal 3

Direct: ▲ Trooper Unit

Programmed

Reposition

Special Issue: Experimental Droids

Weak Point 1: Sides

Prototype Ion Cannons	#1-2	1	1
Fixed: Front. Impact 1. Ion 1			

Heavy Blasters	#1-4	1 2	2
Critical 1. Fixed: Front			

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Persuader-class Tank Droid
Prototype Tank Droid
GROUND VEHICLE — **130**

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IG-100 MagnaGuard
Prototype Assassin Droids
TROOPER — 4

AI: Dodge, Move

Charge

Immune: Melee Pierce

Special Issue: Experimental Droids

Unhindered

Electrostaff	✖	1	1

Precision Laser Dart	#1-2	1	1

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IG-100 MagnaGuard
Prototype Assassin Droids
DROID TROOPER — **56**

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