STAR WARS™

LEGION™

CORE RULEBOOK

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CREDITS

ATOMIC MASS GAMES

Lead Game Development: Will Pagani

Game Development Manager: Michael Plummer

Game Development: Andrew Dursum, Ben Ransom, and William Rutan

Managing Producer: Andi Lowe

Associate Producer: Summer Ditona

Editing: Scheherazade Anisi and Stacey Janssen

Proofreading: Seth Rourk

Graphic Design: Ryan Furey, Dan Gerlach, Antonio Monge, Justus Morchauser, and Brianna Winters

Photography: Leah Rosen

Photography Manager: Matt Ferbrache

Graphic Design Director: Jessy Stetson

Cover Art: Mariusz Gandzel

Interior Art: Carlos Justino, Romain Kurdi, and Blake Rottinger

Miniatures Hobby Specialist: Tony Konichek

Concept Artist: Joshua Huy Nguyen

Art Direction: Josh Colón and Preston Stone

Sculpting: Bexley Andrajack, Cory DeVore, David Ferreira, Mike Jones, Evan Kang, Dave Kidd, and Kevin Kircus

Sculpting Coordinator: Mike Jones

Engineering: Bexley Andrajack, Alex Edinger, Bryan Pierce, Nicholas Smith, and Chris Tiemeyer

Engineering Manager: Kevin Kircus

Sculpting Direction: Evan Kang and Marco Segovia

Organized Play & Event Project Manager: Andrea Wallace

Marketing: Jessa Dressel and Anne Richmond

Director of Marketing: Ross Thompson

Office Manager: Jeremy Button

Product Line Management: Brandon Anderson

Creative Director: Dallas Kemp

VP Creative Development & Strategy: Will Shick

Head of Studio: Simone Elliott

ASMODEE NORTH AMERICA

Licensing Coordination: Kira Hartke

Licensing Approvals Manager: Kaitlin Souza

Production Coordination: Emily Frenchik, Estelle Gavin, John Hannasch, Chris Jensen, and Samuel McGrath

Production Engineer: Michael Blomberg

Production Management: Justin Anger and Austin Litzler

Team Leader Publishing Services: Thomas Gallecier

SVP, Lifestyle Games: Bill Altig

EVP Publishing: Steve Horvath

LUCASFILM LIMITED

Licensing Approvals: Brian Merten

LEAD PLAYTESTERS

Zachary Burley, Nick Coleman, Charlie Dahlberg, Michal Koscielak, Finn Peemüller, Ben Rasband, Eric Roos, Seth Rourk, Dennis Schadt, and Jake Witt

CONTENTS

COMPONENTS

Unit Card

Counterpart Card

Dice

Upgrade Card

Command Card
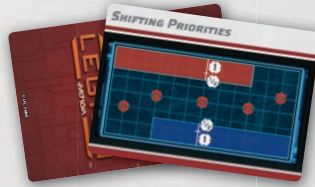
Map Card
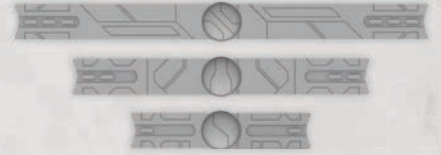
Movement Tools

Objective Card

Secondary Objective Card

Advantage Card

Five-Part Range Ruler

Observation Token

Smoke Token

Suppression Tokens

Panic Token
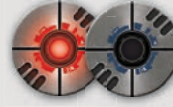
Asset Token

POI Token

Round Tracker Token

Incognito Token

Wheel Mode Token

Standby Token

Aim Token

Dodge Token

Surge Token

Vehicle Damage Token

Player Marker Tokens

Score Tracker Tokens

Order Tokens

Ion Token

Poison Token

Immobilize Token

Unit ID Tokens
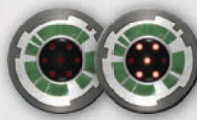
Advantage Tokens

Active and Inactive Shield Tokens
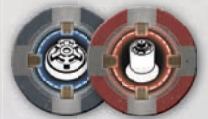
Charge Tokens

Deployment Marker

Commander Token

Wound Tokens

Red and Blue Graffiti Tokens

Bane Tokens

GAME OVERVIEW

In *Star Wars™*: Legion, players build, paint, and command entire armies from the various factions of the *Star Wars* galaxy. Each of these characters is represented on the tabletop by a highly detailed hobby miniature. Before the game, players assemble and paint their miniatures to create an army of *Star Wars* characters that is truly their own. Each miniature brings with it a host of rules and abilities for players to use in order to complete their mission and achieve victory.

KEY CONCEPTS

This section describes the fundamental concepts around the miniatures and basic gameplay.

RULES PRIORITY

This rulebook contains the core rules of *Star Wars*: Legion. Some special rules, keywords, or cards may contradict these rules. When they do, the special rule takes precedence over the core rules found in this rulebook.

Some rules state that things "can" happen, while others say that things "cannot." If two such rules occur at the same time, the "cannot" overrides the "can."

OBJECTS/THE BATTLEFIELD

Miniatures, tokens, and terrain are all objects. The table or surface being played on is the battlefield.

OVERLAPPING OBJECTS

Objects can rest on top of each other only in the following ways:

- Terrain can be placed resting on top of other terrain but cannot be placed resting on top of tokens or miniatures.

- Tokens that are on the battlefield can be placed resting on top of terrain and other tokens but cannot be placed resting on top of miniatures.

- Miniatures can be placed resting on top of both tokens and terrain but cannot be placed resting on top of each other.

BASES AND BASE CONTACT

Each miniature in *Star Wars*: Legion is modeled on a base. A unit's base depends on its unit type: troopers, clone troopers, droid troopers, and Wookiee troopers are on small bases. Everything else is on notched bases of various sizes.
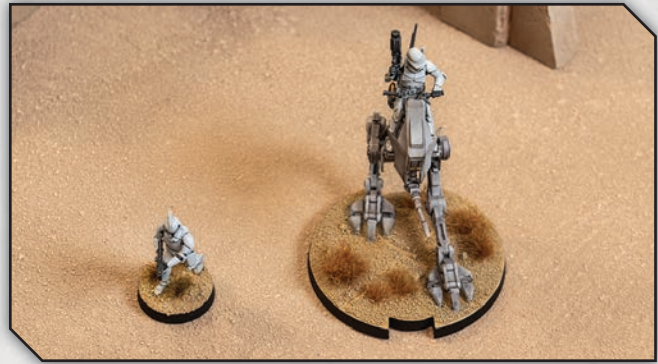
Many rules in *Star Wars*: Legion use the term "base contact," which means that the miniature's base must be touching whatever the rule is referencing. This includes another miniature's base, a piece of terrain, or a token.

Miniatures cannot move into base contact with miniatures from enemy units unless the unit leader has a melee weapon (⊗). If the unit leader does, the unit leader can perform a move into base contact with an enemy miniature to start a melee. For more information on melee combat, see pg. 28.

Because an object can be placed on top of uneven terrain, there are situations in which another miniature cannot be placed into physical base contact with the object because of a difference in elevation between the two bases. In these situations, if the following two conditions are met, the miniature and object are treated as if they are in base contact: when viewed from above, there is no space between the miniature's base and the object, such that if they were not on differing elevations or were both flat on the battlefield, the miniature's base and the object would be touching, and the vertical distance between the miniature's base and the object is no greater than the height of either object's silhouette. For more information on silhouettes, see pg. 30.

DICE

Star Wars: Legion uses dice rolls to determine the results of the actions the players' armies perform on the battlefield—most commonly attacking and defending. *Star Wars*: Legion uses five different kinds of dice: three for attacking and two for defending. For attacking, players roll red, black, or white attack dice; while defending, they roll red or white defense dice.

Attack dice have the following symbols: Hit (✸), Attack Surge (⌀), Critical (✿).

Defense dice have the following symbols: Block (▼), Defense Surge (⏶).

Die faces that are blank are blank results.

The faces of each die are as follows:

- » ✷: Hit
- » ✵: Critical
- » ⬙: Attack Surge
- » ⏶: Defense Surge
- » ▼: Block
- » Blank

• There are three colors of attack dice: red, white, and black. Each attack die is represented on cards by the following icons:

- » Red attack die
- » White attack die
- » Black attack die
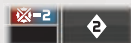
• There are two colors of defense dice: red and white. Each defense die is represented on a unit's card by the following icons:

- » Red defense die
- » White defense die

The dice used by a unit to attack and defend are listed on its Unit Card, or occasionally an Upgrade or Command Card.

UNITS

Miniatures in an army are organized as units that move and fight together. The rules for each unit in a player's army can be found on their Unit and Upgrade Cards.

Each unit in *Star Wars: Legion* is led by a unit leader that has a unique miniature.

Units must always be in cohesion. For more information on cohesion, see pg. 23.

CARDS

Star Wars: Legion uses a variety of cards to present the rules for different miniatures as well as track various game effects.

GAME EFFECTS

Game effect refers to any instance, occurrence, or trigger of any rule, card text or effect, unit ability, keyword, or other special rule.

CARD EFFECTS

Card effect refers to any effect that originates from the text or rule on any card. Keywords are card effects. Keywords can be found in the Keyword Glossary on pg. 45.

REMINDER TEXT

Some cards contain italicized text in parentheses called reminder text. Reminder text is NOT rules text and is only there to remind players how the rule or ability functions. For full rules text, players must consult the Keyword Glossary on pg. 45.

TIMING

Some rules refer to the active player; the active player is the player whose turn it is.

Sometimes effects will occur at the same time. The player with priority always resolves their effects first. If neither player has priority, the blue player resolves their effects first. If a player has multiple effects that occur at the same time, they choose the order in which to resolve effects.

Sometimes an effect happens after something is resolved, which means that the effect happens immediately after that thing has been totally completed.

CARD ANATOMY

BATTLE CARDS

Battle Cards form a Battle Deck and are used in Setup, where players work together to build the mission for that game. Battle Cards are divided into three categories: Objective Cards that have a paired Map Card (Red), Secondary Objective Cards (Yellow), and Advantage Cards (Green).

OBJECTIVE CARDS

Objective Cards contain the card title, setup instructions, special rules, and details on how to score Victory Points for that objective. An Objective Card is paired with a Map Card that has the same Card Title.
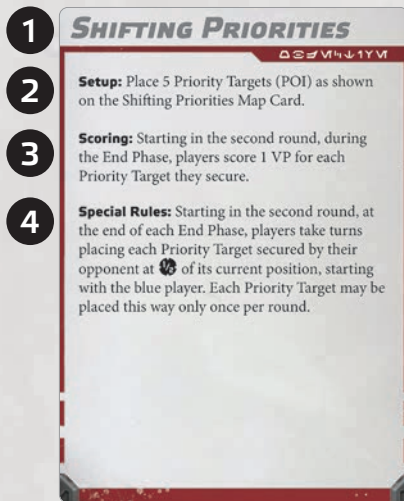
1. **Card Title:** The title of this objective.

2. **Setup:** Instructions for setting up this objective.

3. **Scoring:** Details for scoring Victory Points.

4. **Special Rules:** Special rules associated with this objective.

MAP CARDS

Map Cards show player territories and objective placement on a gridded map. Each side of each grid square is ❶. Each player will be assigned one of the player territories during Setup.
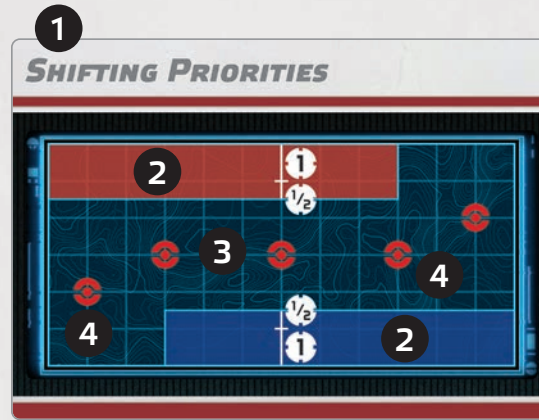
1. **Card Title:** The title of the objective that is paired with this Map Card.

2. **Player Territory:** Limits where units can deploy.

3. **Contested Territory:** The area of the battlefield that is not part of any player's territory.

4. **POI Placement:** Shows where to place a POI on the battlefield during Setup.

SECONDARY OBJECTIVE CARDS

Secondary Objective Cards contain additional rules for scoring Victory Points.
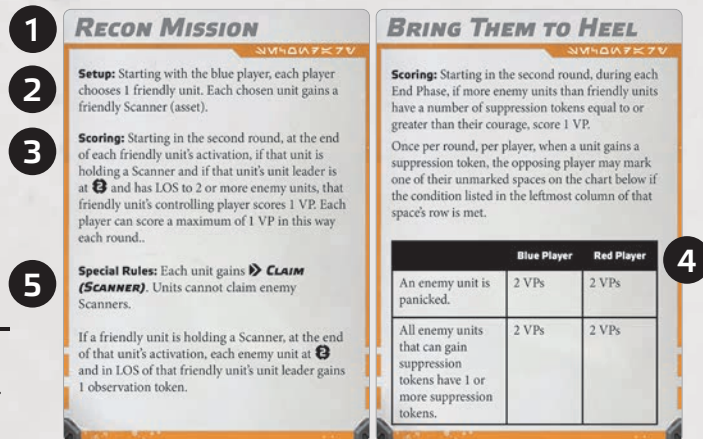
1. **Card Title:** The title of this secondary objective.

2. **Setup:** Instructions for setting up this secondary objective.

3. **Scoring:** Details for scoring Victory Points.

4. **Scoring Table:** Some secondary objectives have a scoring table. Scoring tables have a column for blue player and a column for red player. When a space in a player's column is marked, that player scores the VPs shown there.

5. **Special Rules:** Special rules associated with this secondary objective.

ADVANTAGE CARDS

Advantage Cards contain additional special rules a player with that advantage can use during a game.

CUNNING DEPLOYMENT

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

GARRISON

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

1. **Card Title:** The title of this advantage.

2. **Setup:** Instructions for setting up this advantage.

3. **Special Rules:** Special rules associated with this advantage.

UNIT CARDS

Unit Cards show the special rules and stats of a unit. Every unit in an army has its own Unit Card, an example of which is shown below.

•LUKE SKYWALKER
HERO OF THE REBELLION
TROOPER

➤ JUMP 1
BLOCK
CHARGE
IMMUNE: PIERCE
INSPIRE 2
SHARPSHOOTER 1

ANAKIN'S LIGHTSABER — IMPACT 2, PIERCE 1

LUKE'S BLASTER #1-2 — LONG SHOT, PIERCE 1

•LUKE SKYWALKER
HERO OF THE REBELLION
TROOPER — 120

1. **Name:** The unit's name.

2. **Subtitle:** The unit's subtitle, if it has one. Rules may reference a unit by its subtitle.

3. **Faction:** The unit's faction. For more information on factions, see pg. 16.

4. **Unit Rank:** The unit's rank. For more information on ranks, see pg. 16.

5. **Points Value:** The unit's point cost. Points are used in Army Building. See pg. 16 for more information on Army Building.

6. **Number of Miniatures:** The number of miniatures in the unit.

7. **Unit Type:** The unit's type. For more information on unit types, see pg. 39.

8. **Upgrade Bar:** The types of upgrades, if any, that are available to the unit.

9. **Unit Keywords:** The unit's keywords. Each unit keyword provides special rules and abilities to the unit. Keywords can be found in the Keyword Glossary on pg. 45.

10. **Wound Threshold:** The unit's wound threshold. This is the maximum number of wound tokens each miniature in the unit can have before they are defeated.

11. **Courage Value:** The unit's courage value. See pg. 15 for more information on suppression and courage.

12. **Speed:** The unit's speed. A unit's speed indicates the longest movement tool the unit may use while moving.

13. **Weapons:** The unit's weapons. For more information on weapons, attacks, and dice pools, see pg. 31.

14. **Defense:** The type of defense die the unit rolls when defending against attacks. For more information on rolling defense dice, see pg. 34.

15. **Surge Chart:** The unit's surge chart. For more information on surge results, see pg. 33-34.

UPGRADE CARDS

Upgrade Cards can be added to units and give them additional rules and/or miniatures. The parts of an Upgrade Card are shown below.
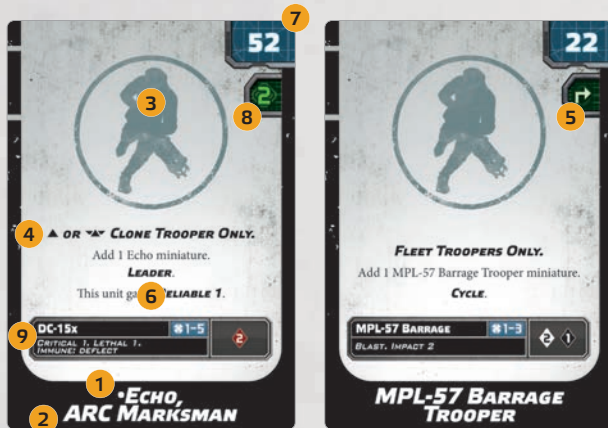
1. **Card Title:** The upgrade's title.

2. **Subtitle:** The upgrade's subtitle, if it has one. An upgrade's subtitle is separated from its card title by a comma. Rules may reference an upgrade by its subtitle.

3. **Upgrade Type:** The upgrade's type.

4. **Restriction:** The restrictions on which units can take the upgrade, if any. Restrictions may include a unit's name, rank, type, or faction.

5. **Expend/Exhaust:** Some Upgrade Cards require the card to be expended or exhausted. See pg. 17 for more information on exhaust and expend.

6. **Effect:** The upgrade's effect.

7. **Points Value:** The upgrade's point cost.

8. **Wound Threshold:** The wound threshold of any additional miniatures added to the unit with the upgrade. If no wound threshold is specified, the additional miniatures added with the upgrade have the same wound threshold as the unit it is added to.

9. **Weapon:** Some Upgrade Cards add additional weapons for the upgraded unit to use. The card shows the range at which attacks may be made with this weapon, and the dice this weapon contributes to the dice pool when used in attacks. For more information on weapons, attacks, and dice pools, see pg. 31.

COMMAND CARDS

Command Cards form a player's command hand and are used in the Command Phase to determine player priority, issue orders to units, and grant powerful game effects.

1. **Card Title:** The title of the Command Card.

2. **Pips:** The number of pips this Command Card has. Pips are used in Army Building and when determining player priority.

3. **Restriction:** Some Command Cards are restricted to a certain commander, faction, unit, or Battle Force, which is listed here.

4. **Orders:** The units the nominated commander can issue orders to with this card.

5. **Effect:** The effect of the Command Card.

6. **Weapon:** Some Command Cards allow miniatures to use a weapon on the Command Card.

KEYWORDS

Bolded words are special rules called keywords. There are four types of keywords: command, unit, upgrade, and weapon. Their full rules text is written in the Keyword Glossary instead of on the cards. Keywords are found in the Keyword Glossary on pg. 45.

X KEYWORDS

Some keywords have a numerical value, presented as "X" in the Keyword Glossary. These keywords stack with themselves and can be any type of keyword. If a unit gains multiple instances of a keyword with a numerical value, add those values together.
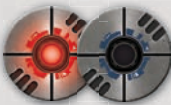
For example, Stormtroopers have the **Precise 1** keyword on their Unit Card. If they equip the Targeting Scopes gear upgrade, which gives them **Precise 1**, they will have **Precise 2**.

TOKENS

Star Wars: Legion uses a variety of tokens to track game effects and rules. Below is a list of all the different types of tokens and a summary of their effects.

Token	Rules
Aim	Used when attacking to reroll up to two attack dice. Aim tokens are green tokens.
Dodge	Used when defending to cancel incoming hit results. Dodge tokens are green tokens.
Surge	Used when attacking or defending to convert surges to hits or blocks. Surge tokens are green tokens.
Standby	Used to move or attack after an enemy performs an action.
Observation	Used when attacking to reroll one attack die.
Smoke	Improves cover of nearby units.
Suppression	Used to track the amount of suppression on a unit.
Panic	Used to track units that are panicked.
Wound	Used to track the number of wounds a miniature has suffered.

Token	Rules
Vehicle Damage	Used to track the penalties suffered by a vehicle that has sustained significant damage.
Order	Used in the Command Phase to issue orders to units and to form the order pool. Used in the Activation Phase to track which units have activated.
Commander	Used to track who is the active commander and when a commander is field promoted.
Ion	Used to track the effects of the **Ion** keyword.
Poison	Used to track the effects of the **Poison** keyword.
Immobilize	Used to track the effects of the **Immobilize** keyword.
Shield	Used to track the **Shielded** keyword.
Charge	Used by certain upgrade and Command Cards in conjunction with the **Arm** keyword.
Wheel	Used to track the **Wheel Mode** keyword.
Incognito	Used to track the **Incognito** keyword.

Bane	Used by Cad Bane and his Command Cards.
Graffiti	Used by Sabine Wren and her Command Cards.
POI	A 2-inch token used to mark the location of point-of-interest objectives on the battlefield.
Asset	A 1-inch token used to represent asset objectives.
Advantage	A 1-inch token used to represent the effects of Advantage Cards. They are also used to form the pass pool.

MEASUREMENT

Star Wars: Legion uses two kinds of measuring tools: movement tools and range tools. Any distance can be measured at any time, but players may use only one movement tool and one range tool at a time.

There are three movement tools, from shortest to longest: the speed-1 tool, the speed-2 tool, and the speed-3 tool.
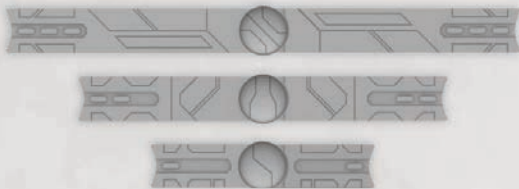
Movement Tools

Range Ruler Segments

Half-Range Tool

A range tool can be made up of any number of connected 6-inch segments as well as up to one 3-inch half-range tool.

- » ⊗: Melee
- » ½: Half-Range
- » ❶: Range 1
- » ❷: Range 2
- » ❸: Range 3
- » ❹: Range 4
- » ❺: Range 5
- » ✣: Beyond range 5

AREA RANGE

Range icons that are yellow indicate area weapons. For the full rules on area weapons, see Area Weapons in the Keyword Glossary.

Sometimes, more than one number is shown—in this case, the first number represents the minimum range, and the second number represents the maximum range. If only a single number is shown, then that is the maximum range for that effect.

Range is always measured as the shortest distance possible between two objects. To measure range between two objects, take the range tool and place it flat on the battlefield so that one end is touching the object being measured from. Then add segments until the total length of the range tool is longer than the distance between the two objects. The segment of the range tool that object is inside is equal to the range between the two objects. When measuring to or from miniatures, always measure from the miniature's base, ignoring the miniature itself.

Melee range is not measured with the range tool; instead, two miniatures are in melee range with one another if they are in base contact. For more information on melee, see pg. 28.

MEASURING RANGE

When measuring range between two objects, only take the horizontal distance into account—never the vertical distance. A measurement tool should always be flat on the battlefield; if this isn't possible (due to terrain, for example), hold the measuring tool above the battlefield and check positions based on the measurement tool.

AT, WITHIN, AND BEYOND

Some abilities require two objects to be at, within, or beyond a certain distance from each other.

An object is at a range of another object if any portion of it is inside that range as measured by the range tool. For a unit to be at a specified range, only one miniature in the unit must be at the given range. An object is always at any range of itself.

An object is within a range of another object if it is entirely inside that range as measured by the range tool. For a unit to be within a range, all miniatures in the unit must be within the given range. A unit that is within a certain range is also at that range.

An object is beyond a range of another object if it is entirely outside that range as measured by the range tool. For a unit to be beyond a range, all miniatures in the unit must be beyond the given range.

EXAMPLE: AT, WITHIN, AND BEYOND

The Clone Trooper unit is at ❶ of Obi-Wan Kenobi because it has at least 1 miniature whose base is at least partially inside the first segment of the range tool. The AT-RT is within ❶ of Obi-Wan Kenobi because its base is entirely inside the first segment of the range tool. The B1 Battle Droids are beyond ❶ of Obi-Wan Kenobi because all of their miniatures' bases are entirely outside the first segment of the range tool.

UNDEPLOYED UNITS

If a unit is not on the battlefield because it has not yet deployed this game, it is undeployed. An undeployed unit is within any distance and in LOS of each friendly undeployed unit and is beyond any distance and not in LOS of each enemy unit and each unit on the battlefield.

TERRAIN

The scenery and features that make up the battlefield are terrain. Terrain serves more of a purpose than simply being aesthetically pleasing—the terrain over which armies fight can have as dramatic an impact on the course of battle as the abilities of the armies themselves. Players should always discuss terrain before the game starts. There are three types of terrain: scatter terrain, area terrain, and obstacle terrain.

SCATTER TERRAIN

Scatter terrain represents small terrain features such as crates, planters, or lamp posts. It is up to the players to determine the height, special rules, and the type of cover that scatter terrain provides.

BARRICADES

Barricades are a specific type of scatter terrain found in some *Star Wars*: Legion Core Sets and in their own expansion pack. Barricades are open terrain and provide trooper units that are not creature troopers with heavy cover.

Barricades cannot be placed overlapping objective or advantage tokens and cannot have objective or advantage tokens placed on them. A trooper miniature can never partially overlap a barricade at any time.

AREA TERRAIN

Some terrain features consist of an area of terrain containing multiple terrain elements inside a boundary or footprint, like a forest, craters, ruined buildings, or piles of rubble. The individual elements and their locations inside the area terrain are not relevant, only the boundary.

When determining the size of area terrain, imagine a silhouette beginning at the bottom of the area terrain and extending upwards to the tallest point of the terrain. The volume of this silhouette is all part of the area terrain. It is up to the players to determine the height, the boundaries, special rules, and the type of cover that area terrain provides.
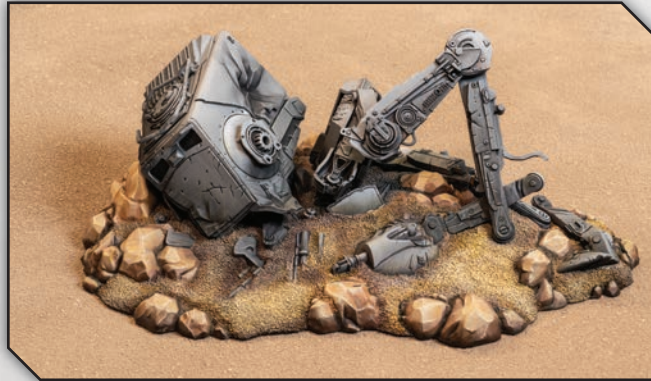
OBSTACLE TERRAIN

Obstacle terrain represents large or tall terrain features such as buildings, cliffs, or high walls. When a trooper miniature wants to move through or onto an obstacle terrain feature, it may have to perform a climb based on the obstacle terrain's height.

TERRAIN RESTRICTING MOVEMENT

In addition to being scatter, area, or obstacle terrain, a terrain feature is also open, difficult, or impassable.

Open terrain represents parts of the battlefield that are relatively easy to traverse and free from obstacles or obstructions. Open fields, lamp posts, planters, tall grass, or sandy desert are all open terrain. Open terrain does not restrict movement.

Difficult terrain restricts but does not completely prevent movement. Craters, ruins, woods, piles of rubble, and swamps are all examples of difficult terrain. Difficult terrain reduces the maximum speed of a unit moving through or into it by 1 to a minimum of 1.

Impassable terrain completely prevents movement. Miniatures cannot move through or end a movement on impassable terrain unless they have a special rule which allows them to do so.

Some larger and more complex pieces of terrain are made up of various parts that each restrict movement differently. For example, the walls of a piece of obstacle terrain may be impassable, but a miniature may be able to move through a door or window that is open terrain. Players should discuss the parts of terrain and agree on how they are to be played before the game begins.

EXAMPLE: DIFFERENT TYPES OF TERRAIN

The Clone Trooper unit is preparing to move. The battlefield and barricades are open terrain and do not restrict the Clone Trooper unit's movement. The building is impassable terrain, and the Clone Troopers may not move through it unless they have a special rule that allows them to do so.

FITTING ON TERRAIN

When a trooper miniature's base is overlapping a piece of obstacle terrain, it must be completely overlapping that terrain. Trooper miniatures cannot end a movement or be placed in a way that would cause their base to only partially overlap a piece of obstacle terrain and may not have any part of part of its base hanging off the terrain. Trooper miniatures cannot be deployed in a way where any part of their base is only partially overlapping a piece of obstacle terrain.

EXAMPLE: FITTING ON TERRAIN

When placing miniatures on obstacle terrain, a miniature's base must completely overlap the terrain. Because the 2 Clone Troopers are hanging off the balcony and only partially overlapping the piece of obstacle terrain, they cannot be placed there and must be placed in such a way that their bases completely overlap the obstacle terrain like the other 2 Clone Troopers.

TERRAIN PROVIDING COVER

The main purpose of terrain is to block line of sight between miniatures and provide them with cover. Terrain provides either light, heavy, or no cover. What kind of cover, if any, a piece of terrain provides is ultimately for players to decide. Before the game begins, players should agree on what kind of cover each piece of terrain on the battlefield provides.

TERRAIN HEIGHT

Each piece of terrain has a height characteristic. To measure this, take the range tool and put one end on the battlefield, orienting the range tool vertically. Then add segments until the end of the range tool is taller than the piece of terrain. The segment of the range tool that the top of the terrain is inside is equal to that object's height.

Some terrain might have various pieces at multiple heights. When determining the height of the terrain for the purposes of performing a movement or a climb, measure the height of the part of the terrain the miniatures are moving or climbing to, subtracting the height of any terrain the miniatures may be on.

EXAMPLE: MEASURING HEIGHT

Sarah wants to measure the height of this building to determine how it will impede the movement of her Clone Troopers. To do so, she takes the range tool and places one end on the battlefield, holding the range tool upright. Because the roof of the building is entirely inside the first segment of the range tool, the building is considered height 1.

Later in the game, Sarah measures the height of another building. Because this building has multiple levels, it consists of different heights. The first roof is completely inside the first segment of the range tool, so that part of the building is height 1. However, the second roof of the building is inside the second segment of the range tool, so that part of the building is height 2.
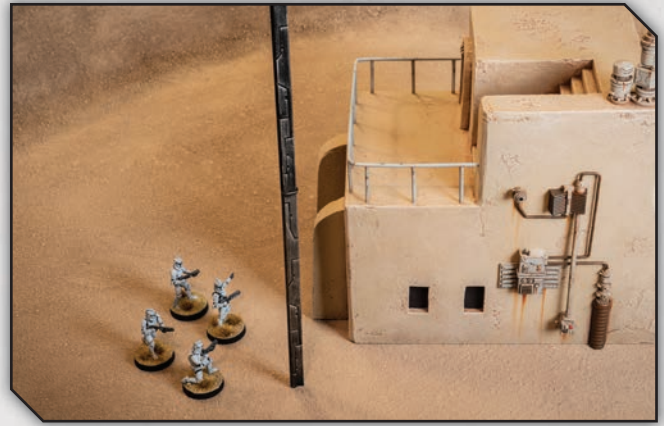
To determine how the building affects the movement of her Clone Troopers, Sarah only considers the part of the building her Clone Troopers wish to move to—they may perform a climb onto the height 1 part of the building but are unable to move onto the height 2 part from the battlefield. If they begin their movement while on the height 1 part of the building, then they may climb onto the height 2 part of the building.

THE GOLDEN RULE OF TERRAIN

Ultimately, the type of terrain and the rules used are up to the players and should be discussed before the game begins.

COVER

Cover helps miniatures defend themselves from attacks. Cover is divided into three categories: light, heavy, and no cover, and is determined during the attack sequence. Some rules refer to cover having a numerical value that is improved or reduced—light cover has a value of 1, heavy cover has a value of 2, and no cover has a value of 0. The numerical value of cover cannot be increased above 2 for any reason. Resolve effects that improve cover before effects that reduce cover.

For more information on determining cover, see pg. 33.

ACTIONS

Actions are how units of miniatures move and fight their way across the battlefield. A unit will typically perform two actions during its activation. The following actions are available to every unit.

- **Aim:** The unit gains an aim token, which allows it to reroll up to two dice when attacking.

- **Attack:** The unit attacks with its weapons.

- **Dodge:** The unit gains a dodge token, which allows it to cancel incoming results when defending.

- **Card Action** ➤: The unit performs an action listed on its Unit Card or one of its Upgrade Cards. Card actions have this symbol ➤. A unit may perform more than one card action, as long as they are different. A card action with ➤➤ requires two actions to perform.

- **Free Card Action** ⏩: The unit performs an action listed on its Unit Card or one of its Upgrade Cards. Free card actions do not cost the unit any actions to perform. Free card actions have this symbol ⏩. A unit may perform more than one free card action, as long as they are different. A unit may only perform free actions during their Perform Actions step and may only perform each instance of a free action once per activation. Free actions do not allow a unit to perform a non-move action more than once during its activation.

- **Move:** The unit moves.

- **Standby:** The unit gains a standby token, which allows it to perform certain actions after an enemy unit performs an action.

- **Recover:** The unit removes any number of suppression tokens and readies any exhausted Upgrade Cards.

EXAMPLE: CARD ACTIONS AND FREE ACTIONS

*Luke Skywalker has the ➤ **Jump 1** card action on his Unit Card. During his activation, he may spend 1 of his actions to perform the Jump action.*

Luke Skywalker also has the Force Reflexes Upgrade Card equipped. Once per activation as a free action, he may exhaust the card to gain a dodge token. This is in addition to the two actions he is allowed per activation, but he may only perform the Force Reflexes free action when he would normally be allowed to perform an action. A unit may perform any number of different free actions during its activation.

SUPPRESSION

Suppression represents the morale and combat effectiveness of a unit—the more suppression it has, the less effective it is on the battlefield. Suppression is tracked during the game with suppression tokens. Vehicles do not suffer suppression.

Suppression Tokens
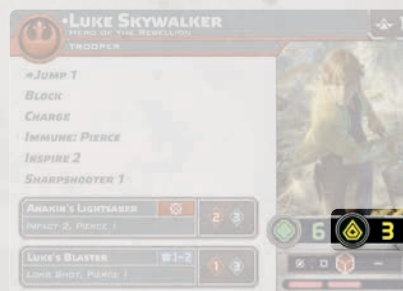
Trooper units have a courage value on their Unit Card. When a unit has a number of suppression tokens equal to or greater than its courage value, it is suppressed. If a unit has a number of suppression tokens that is equal to or greater than double its courage value, it is panicked. A suppressed unit performs one less action each activation, while a panicked unit suffers additional effects. For more information on the effects of suppression, see pg. 24.

GETTING READY TO PLAY

BUILD AN ARMY, A COMMAND HAND, AND A BATTLE DECK

Before the game begins, each player builds an army using the *Star Wars*: Legion miniatures in their collections. In addition to their miniatures, each player prepares a command hand, a Battle Deck, and the Unit and Upgrade Cards containing the rules for their units.

FACTIONS, LIGHT SIDE, AND DARK SIDE

Units in *Star Wars*: Legion are grouped together in factions: the Galactic Empire (Empire), the Rebel Alliance (Rebel), the Separatist Alliance (Separatist), and the Galactic Republic (Republic). A unit's faction is shown by the faction icon printed in the top left corner of its Unit Card. All units in an army must share the same faction, unless otherwise specified by a special rule.

Occasionally a rule references the Light Side or the Dark Side. The Rebel Alliance and the Galactic Republic are the Light Side, and the Galactic Empire and the Separatist Alliance are the Dark Side. Armies not built using these factions state whether they are part of the Light Side or the Dark Side in their rules text.

POINTS

Each army is made up of a collection of miniatures organized into units. These units may further be equipped and customized with Upgrade Cards. Each unit and upgrade have a point cost printed on the corresponding card. The total point cost of all units and Upgrade Cards in an army cannot exceed 1,000 points. An updated list containing the points for all Unit and Upgrade cards can be found at https://www.atomicmassgames.com/swlegiondocs/.

RANKS AND RANK REQUIREMENTS

Each unit in *Star Wars*: Legion has a rank. When building an army, a player is restricted on the number of units of each rank they may include as follows:

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

Operative: Each army may include up to two operative units.

Corps: Each army must include three to six corps units.

Special Forces: Each army may include up to three special forces units.

Support: Each army may include up to three support units.

Heavy: Each army may include up to two heavy units.

UPGRADE CARDS

Upgrade Cards contain additional rules that can be equipped by units during Army Building. Upgrades vary between additional miniatures, weapons, equipment, or even special training or programming.

The types of upgrades available for a unit to equip are shown on the unit's upgrade bar.

The types of upgrades are as follows:

- Heavy Weapon
- Personnel
- Force
- Command
- Hardpoint
- Gear
- Grenades
- Programming
- Comms
- Pilot
- Training
- Generator
- Armament
- Crew
- Ordnance
- Squad Leader

For each icon on the unit's upgrade bar, the unit may equip one Upgrade Card with a matching icon. Points listed on the Upgrade Card are counted towards an army's points total. A unit may not equip the same Upgrade Card twice. Some Upgrade Cards have restrictions on which units may equip them. Any restrictions for an Upgrade Card are listed on the card.

Cards with the ⬤, ⬤, or ⬤ icons add a miniature armed with the weapon shown on the Upgrade Card to the unit in addition to any weapons on the Unit Card. Only the miniature added to the unit by the Upgrade Card may use the weapon on the Upgrade Card.

Cards with the ⬤, ⬤, ⬤, ⬤, ⬤, ⬤, or ⬤ icons add an additional weapon, as shown on the Upgrade Card. Any miniature in a unit with an ⬤, ⬤, ⬤, ⬤, or ⬤ Upgrade Card equipped may use the weapon on the Upgrade Card. Only one miniature may use the weapon on a ⬤ Upgrade Card per attack sequence.

EXHAUST AND EXPEND

Most Upgrade Cards provide a static game effect, but some cards must be exhausted or expended after being used. A card that must be exhausted or expended after use has the exhaust or expend icon on the card. Cards that exhaust or expend start the game readied, and only readied cards may be exhausted or expended.

When a card is exhausted, turn the card 90° to the right so that it is sideways. Exhausted cards may not be used for an effect that would exhaust them until they are readied.

When a card is expended, turn the card 180° so that it is upside down. Once a card is expended, it cannot be used for the rest of the game. Expended cards cannot be unexpended or readied.

After a miniature adds a weapon on an exhaust or expend Upgrade Card to an attack pool, exhaust or expend the Upgrade Card. If the weapon is an ⬤ upgrade that exhausts or expends, then any number of miniatures in the unit may add the weapon to the attack pool.

The ⬤ and ⬤ icons indicate that an Upgrade Card is exhausted after that action or free action is resolved.

When a unit recovers, it readies all of its exhausted cards. When a card is readied, turn it 90° to the left so it is in its original orientation. The card is no longer exhausted.

EXAMPLE: EXHAUST AND EXPEND

The Fleet Trooper unit adds the MPL-57 Barrage Trooper's weapon to an attack pool, exhausting the card once the dice are added. It cannot be added to another attack pool until it is readied.

Luke Skywalker expends Burst of Speed to increase his speed. The card is expended and cannot be used for the rest of the game.

UNIQUE AND LIMITED

Some units and upgrades represent specific characters, weapons, or equipment. Unique or limited cards are identified by a number of bullets (•) in front of their name. Unique cards have one bullet, and limited cards have more than one bullet. The number of bullets indicates the maximum number of unique and limited cards a player can field that share the same name. This restriction also applies across card types. For example, if a name has two bullets in front of it, the player could field two units with that name, two upgrades with that name, one Unit Card and one upgrade with that name, etc.
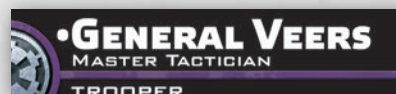
DEFEATING UPGRADE CARD MINIATURES AND DISCARDING UPGRADE CARDS

When a miniature added by an Upgrade Card is defeated, the unit it was added to can no longer use or benefit from any rules on the Upgrade Card, with the exception of additional upgrade icons granted to the unit.

If an Upgrade Card that adds a miniature to a unit is discarded, but the miniature is not defeated, the miniature is not removed, but the unit can no longer use or benefit from any rules on the discarded Upgrade Card.

DUAL-SIDED UPGRADE CARDS

Some Upgrade Cards are dual-sided. When building an army, only count the points cost on one of the sides of the card. When a unit with a dual-sided Upgrade Card equipped deploys, the unit's controlling player decides which side is faceup. Only the rules on the faceup side of the card can be used.

FORCE UPGRADE CARDS

If a unit has a 🙂 Upgrade Card equipped, measure the range of any effects on the card from the unit's unit leader.

BUILDING A COMMAND HAND

Each player prepares a command hand of exactly seven Command Cards. A player must include two 1 pip cards, two 2 pip cards, and two 3 pip cards, with no duplicates. Additionally, players must always include the 4 pip card "Standing Orders."

Some Command Cards require certain units. The required unit must be in a player's army for these Command Cards to be included in a command hand. Occasionally, a Command Card requires a player to be fielding an army from a certain faction or Battle Force to be included in the command hand. These restrictions are printed on the Command Card.
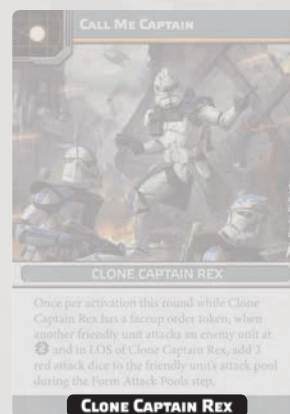
SECRET INFORMATION

The contents of a player's command hand are secret information and are never shared with their opponent. However, the number of cards in a player's command hand is not secret, nor is the contents of a player's discard pile. Non-secret information must be freely shared between players at all times.

BUILDING A BATTLE DECK

Each player must prepare a Battle Deck of nine cards before the game begins, consisting of exactly three Objective Cards, three Secondary Objective Cards, and three Advantage Cards with no duplicates. A player must also prepare the three Map Cards that pair with the Objective Cards in their Battle Deck.

ESTABLISH THE BATTLEFIELD AND PREPARE COMPONENTS

Once players have built their armies, they must establish the battlefield. *Star Wars*: Legion uses a 6 ft x 3 ft (72" x 36") battlefield.

Players then gather any tokens, measuring tools, cards, or other game components they might need and place them near the battlefield.

DECLARE AND PLACE TERRAIN

Players determine what pieces of terrain to use in their game and their rules. Players should be sure to agree with their opponent on the rules for each terrain piece before the game begins.

Once players have determined what terrain is being used and any applicable rules, they then cooperatively set up terrain on the battlefield.

DETERMINE BLUE PLAYER

In *Star Wars*: Legion, a player is either the red player or the blue player. Each player rolls five black attack dice to determine who will start building a mission as the blue player. The blue player is the player with the most ✪ results. If there is a tie, the player with the most ✖ results is the blue player. If there is still a tie, the player with the most attack ⚡ results is the blue player. If there is still a tie at this point, the players reroll the dice and follow the above rules until the tie is broken.

BUILDING A MISSION

Now that the blue player is determined, it is time to build the mission. Place the game dashboard with the mission side face up near the table. Then each player separates their Battle Deck by type—Advantage, Objective, and Secondary Objective—and shuffles each of their three decks, placing them near the Mission Dashboard.

Place a token on the Mission Dashboard to indicate which player is the blue player. The blue player then chooses to reveal the top card of either their Objective Deck or Secondary Objective Deck, placing the revealed card in the designated

space on the Mission Dashboard. Their opponent reveals the top card of either their Objective Deck or Secondary Objective Deck, whichever was not already placed, and places it on the designated space on the Mission Dashboard. Then each player reveals the top card of their Advantage Deck and places it on the designated space on their side of the dashboard.

Then, starting with the blue player, players alternate modifying the mission. A player can modify the mission in the following ways:

- Reveal the top card of your Objective Deck, discard the current card on the objective space of the Mission Dashboard, and replace it with the newly revealed Objective Card.

- Reveal the top card of your Secondary Objective Deck, discard the current card on the secondary objective space of the Mission Dashboard, and replace it with the newly revealed Secondary Objective Card.

- Reveal the top card of your Advantage Deck, discard the current card on your advantage space on the Mission Dashboard, and replace it with the newly revealed Advantage Card.

- Your opponent reveals the top card of their Advantage Deck, discards the current card on their advantage space on the Mission Dashboard, and replaces it with the newly revealed Advantage Card.

- Move the token indicating the blue player to your side of the Dashboard. You are now the blue player.

- Pass. There is no effect.

After each player has modified the mission twice, the mission is built. Before the first round, the players set up the mission in the following order:

1. The blue player chooses one of the long edges of the battlefield as their side. The red player gets the opposite side. The player territory that shares an edge with a player's side is that player's friendly territory and the other player's territory is enemy territory.

2. Follow any setup instructions on the Objective Card.

3. Follow any setup instructions on the Secondary Objective Card.

4. Starting with the blue player, each player follows any setup instructions on their Advantage Card.

EMPTY DECKS

When a player would reveal a card from a deck that no longer contains any cards, shuffle all of that player's previously discarded cards of that type, including the card just discarded, to form a new deck. Then reveal the top card of that deck.

RESOLVE SETUP EFFECTS

Starting with the blue player, players resolve any abilities and effects that occur during Setup.

DEPLOY IN PREPARED POSITIONS

Starting with the blue player, players alternate placing units with the Prepared Position keyword on the battlefield.

OBJECTIVE TOKENS

Units in *Star Wars*: Legion use objective tokens to score victory points. Objective Cards and Secondary Objective Cards specify which objective tokens are used and how to score victory points with them. Miniatures can move through objective tokens.

TYPES OF OBJECTIVE TOKENS

There are two types of objective tokens:

1. **Asset Tokens:** Assets are valuable objects that can be carried around.

2. **Point-of-Interest Tokens:** Also referred to as POIs. POIs represent critical locations, vantage points, or particularly interesting areas that armies attempt to secure throughout a battle.

   - When determining the number of obscured miniatures and determining cover during an attack sequence, treat POIs as a piece of area terrain consisting of the volume of their silhouette that provides heavy cover. The silhouette for a POI is a cylinder as wide as the token and ⅓ tall. For all other rules purposes, POIs do not block LOS.

   - Miniatures, advantage tokens, and other objective tokens cannot overlap or be overlapped by POIs.

   - POIs can be represented by a miniature on a 2-inch base instead of using a token. A POI represented by a miniature still counts as a token and does not count as a miniature for all rules purposes.

CONTESTING OBJECTIVE TOKENS

A unit is contesting an objective token if its unit leader is at ⅓ of the objective token and the unit is not panicked.

CLAIMING ASSET OBJECTIVE TOKENS

Battle Cards describe which units are eligible to claim asset tokens in that mission by granting them a Claim free action. An eligible unit can claim an unclaimed asset token it is contesting by performing that free action. When a unit claims an asset objective token, remove that token from the battlefield and place it on that unit's Unit Card. That unit is now holding that asset token. When a unit drops an asset token it is holding, the opponent of that unit's controlling player places that token on the battlefield at ⅓ of that unit's unit leader. While an asset objective token is on the battlefield, it is unclaimed.

When a unit panics, it drops all asset tokens it is holding. When a unit is defeated, it drops all asset tokens it is holding before removing its unit leader miniature from the battlefield.

SECURING OBJECTIVE TOKENS

Some objective tokens can be secured. If an objective token can be secured, the player with the most units contesting that objective token is securing it.

PLACING OBJECTIVES

Objective tokens must meet the following conditions when they are placed:

- Objective tokens cannot be placed overlapping impassable terrain.

- Objective tokens cannot be placed partially overlapping a non-area terrain feature.

- Objective tokens cannot be placed overlapping obstacle terrain that is height 2 or greater.

During Setup, if an objective token should be placed at a position where the above conditions are not met, players must adjust terrain placement in a mutually agreeable manner so that the conditions are met. After Setup, if an objective token must be placed and there is not a position in range where the above conditions are met, that token is placed in the closest position that meets the above conditions instead.

WINNING THE GAME

Each game of *Star Wars*: Legion ends when one of the following conditions has been met:

- If, at the end of the End Phase of any round, a player has 12 or more Victory Points (VPs) and has more VPs than each opponent, they win the game.

- If, at any time, only one player has undefeated units, they immediately win the game.

- At the end of the fifth round, the player with the most VPs is the winner. If both players have the same number of VPs, each player totals the point value of defeated units in their army. Whichever player has the lowest point value of defeated units in their army wins the game. If the game is still tied, the game ends in a draw.

GAME MECHANICS

Star Wars: Legion is played over a series of five rounds. Each round is divided into turns, taken by each player. The following sections contain the rules that specify the parts of each round and how to play them.

PARTS OF A ROUND

Each of the five rounds in a game of *Star Wars*: Legion are divided into the following phases:

1. The Command Phase
2. The Activation Phase
3. The End Phase

THE COMMAND PHASE

During the Command Phase, players select a Command Card from their command hand, reveal and resolve their Command Cards, determine priority, issue orders, and create the order pool.

PARTS OF THE COMMAND PHASE

1. Select and Play Command Cards
2. Resolve Command Cards
3. Determine Priority
4. Nominate Commanders and Issue Orders
5. Create the Order Pool
6. Create the Pass Pool

SELECT AND PLAY COMMAND CARDS

Each player secretly chooses a Command Card to play from their hand and places it facedown on the battlefield. If a player does not have at least one undefeated ⬦ or ⬠ unit, they may not play any Command Cards this round.

Some units have several unique Command Cards, which may only be played if that unit is included in a player's army and is not defeated. Those Command Cards belong to that unit. When that unit's name is included in the effects section of that Command Card without specifying friendly or enemy, it refers to only friendly units with that name.

RESOLVING COMMAND CARD EFFECTS

1. Command Card effects that occur when the Command Card is revealed, starting with the Blue Player
2. Command Card effects that do not have a specific timing, starting with the Blue Player
3. Command Card effects that occur when a unit issues orders, starting with the player with priority.
4. Command Card effects that occur at the start of the Activation Phase, starting with the player with priority.
5. Command Card effects that occur during the Activation Phase, starting with the player with priority.

RESOLVE COMMAND CARD EFFECTS

After both players have played a Command Card facedown, they then reveal their Command Cards by flipping them faceup and proceed to resolve the effects of the Command Cards. Fully resolve the effect of each Command Card before moving to the next Command Card. If both players have an effect that occurs at the same time, the blue player resolves their Command Card effect first.

DETERMINE PRIORITY

Once players have resolved all relevant Command Card effects, compare the number of pips on the Command Cards that were played this round. The player whose card has the least number of pips has priority for the round.

If both players reveal Command Cards with the same number of pips, one player rolls a red defense die. If the result is a ▼, that player has priority. On any other result, the other player has priority.

If one player was unable to play a Command Card due to not having a ⬦ or ⬠ unit, the other player automatically has priority. If neither player played a Command Card, one player rolls a red defense die to determine priority.

EXAMPLE: PLAYING A COMMAND CARD AND DETERMINING PRIORITY

Michael and Kevin are choosing their Command Cards for the turn. They each secretly choose a card from their hands to play, then they reveal their cards at the same time. Michael has played a 3-pip card, Assault, and Kevin has played a 1-pip card, Ambush. Because Kevin played the card with the fewest number of pips, he gains priority for the round.

ASSAULT	**AMBUSH**
3 UNITS	1 UNIT

STANDING ORDERS

1 UNIT

At the end of the Command Phase, return this card to your hand.

Sarah and Michael are choosing Command Cards for the turn. Both of them play the 4-pip card Standing Orders. Because they revealed cards with the same number of pips, 1 of them rolls a red defense die. Michael rolls the die and rolls a blank. Because he did not roll a ▼, Sarah has priority for the round.

NOMINATE COMMANDERS AND ISSUE ORDERS

After determining priority, players nominate commanders and issue orders to their units.

If the played Command Card corresponds to a specific unit, that unit must be nominated as the commander. Otherwise, players may nominate any one ▲ unit to be their commander.

Once all players have nominated a commander, they issue orders to their units, starting with the player who has priority. The number of orders and the units they can be issued to is listed on each Command Card. For a commander to issue an order to a unit, the following must be true:

- The unit cannot have already received an order during the current Command Phase.

- The unit must match the type (if any) listed on the Command Card.

When a unit is issued an order, take an order token that corresponds to the unit's rank and place it faceup next to the unit. A commander must issue all the orders allowed by the Command Card, if able. If a commander cannot issue all the orders allowed by the Command Card, any excess orders are lost. Once both players have issued orders, they then proceed to create the order pool.

OTHER WAYS TO ISSUE ORDERS

Some rules or abilities allow units to be issued orders from sources other than the nominated commander. These units do not have to follow the above criteria when they are issued orders in this way, instead following the rules of the effect granting that order. A unit cannot be issued more than one order each round.

CREATE THE ORDER POOL

After issuing orders, each player creates their order pool by taking one order token that matches the rank of each undefeated unit that was not issued an order and shuffling those order tokens together.

CREATE THE PASS POOL

After creating the order pool, each player counts the number of undefeated units they control. The player with fewer undefeated units adds a number of advantage tokens to their pass pool equal to 1 fewer than the difference in those counts. Once players have created their pass pools, if any, the Command Phase is over, and the Activation Phase begins.

EXAMPLE: CREATE THE PASS POOL

Nick has 8 undefeated units and Ben has 12. The difference between the counts is 4. 1 fewer than that is 3, so Nick adds 3 advantage tokens to his pass pool.

THE ACTIVATION PHASE

During the Activation Phase, players activate their units and may perform actions with them.

Starting with the player who has priority, players take turns activating their units one at a time.

PARTS OF THE ACTIVATION PHASE

1. Resolve Abilities or Effects at Start of Activation Phase

2. Choose a Unit to Activate or Pass

3. Activate Unit

   a. Resolve Any Abilities or Effects at the Start of a Unit's Activation

   b. Rallying

   c. Perform Actions

   d. Resolve Any Abilities or Effects at the End of a Unit's Activation

4. Place Order Token

5. Resolve Abilities or Effects at End of Activation Phase

CHOOSE A UNIT TO ACTIVATE OR PASS

The active player chooses to either activate a friendly unit with a faceup order token or to draw an order token randomly from the order pool and activate a unit matching that order token's rank that does not have an order token. Alternatively, a player may be able to pass. When a player passes, they do not activate a unit and their turn ends.

If a player draws an order token with a rank that does not have any corresponding undefeated friendly units that do not have an order token, remove that token from the game. Then that player may pass. If they do not pass and still have units to activate, they must choose to either activate a friendly unit with a faceup order token or to draw another order token randomly from the order pool.

If a player did not pass on their previous turn this round, they may spend an advantage token in their pass pool. If they do, they pass.

If a player does not have any units they can activate, they pass.

ACTIVATING A UNIT

When a unit is chosen to activate, it first attempts to rally, and then the unit may perform actions. After the unit has completed its actions, flip the unit's faceup order token facedown or assign it the drawn order token facedown.

PARTS OF A UNIT'S ACTIVATION

1. Resolve Any Abilities or Effects at the Start of a Unit's Activation

2. Rallying

3. Perform Actions

4. Resolve Any Abilities or Effects at the End of a Unit's Activation

5. Assign Order Token

UNIT COHESION

When a unit leader miniature changes position in any way, all other miniatures in the unit must be put into cohesion. For a miniature to be in cohesion, all of the following must be true:

• Each miniature must be at ½ of its unit leader. When measuring cohesion, the range tool may not overlap impassable terrain.

• Each miniature must have LOS to its unit leader.

• Each miniature must be within a vertical distance equal to the height of the unit leader's silhouette of its unit leader.

If a miniature cannot be put into cohesion, place it as close as possible to its unit leader instead.

RALLYING

Each time a unit activates, it has a chance to rally and remove suppression tokens. To rally a unit, its controlling player rolls one white defense die for each suppression token the unit has. Then its controlling player removes one suppression token for each ▼ or ❖ result rolled.

After rallying, if a unit begins its Perform Actions step while suppressed, it performs one fewer action during its Perform Actions step.

If a unit begins its Perform Actions step while panicked, it cannot perform any actions or free actions. Then, if a unit did not perform any actions or free actions due to panic, at the end of the unit's activation, it removes suppression tokens equal to its courage value.

EXAMPLE: SUPPRESSED AND PANICKED

On Ryan's turn, he chooses to activate a Rebel Trooper unit with 2 suppression tokens. After resolving any effects at the start of the Rebel Trooper unit's activation, he performs the unit's Rally step and rolls 2 white defense dice, 1 for each suppression token. Unfortunately, he rolls 2 blanks and does not remove any suppression tokens from the unit. Because the Rebel Troopers have a courage value of 1 and have a number of suppression tokens equal to or greater than their courage value, they are still suppressed and must perform 1 fewer action during the Perform Actions step of their activation.

Additionally, because the Rebel Troopers have suppression equal to or greater than double their courage value, they are still panicked as well as suppressed. Therefore, they perform no actions or free actions, and at the end of their activation, they remove suppression tokens equal to their courage value.

COMMANDERS AND CHECKING FOR PANIC

When a unit checks to see if it is panicked, instead of using its own courage value, it may use the courage value of a friendly 🔺 unit at ❸. For example, a unit with 3 suppression tokens and courage value 1 would not be panicked if it chooses to use the courage value of a friendly 🔺 at ❸ that has a courage value of 2 or greater.

NULL COURAGE VALUE

Some units have a null courage value, or "-." These units can never gain or be assigned suppression tokens and cannot be suppressed or panicked. If a unit gains a null courage value through a special rule, it loses any suppression tokens it has, if any.

If a 🔺 unit has a null courage value, then friendly units at ❸ may choose to use that 🔺 unit's courage value and, therefore, never panic, regardless of the number of suppression tokens they might have.

PERFORM ACTIONS

During the Perform Actions step, a unit may perform up to 2 of the actions below. A unit may only perform each action once per activation, except for the move action.

- Aim: A unit that performs an aim action gains an aim token which it can use to reroll dice during attacks.

- Attack: The unit makes an attack with its weapons.

- Card Action ➡: The unit performs an action listed on its Unit Card one of its Upgrade Cards, a Command Card, or a Battle Card. A unit may perform more than one card action, as long as they are different. A card action with ➡ ➡ requires two actions to perform.

- Dodge: A unit that performs a dodge action gains a dodge token. Units may spend dodge tokens to cancel ✴ results during attacks.

- Free Card Action ⏩: The unit performs an action listed on its Unit Card, one of its Upgrade Cards, a Command Card, or a Battle Card. Free card actions do not cost the unit any actions to perform. Free card actions have this symbol ⏩. A unit may perform more than one free card action, as long as they are different. A unit may only perform free actions during its Perform Actions step and may only perform each instance of a free action once per activation. Free actions do not allow a unit to perform a non-move action more than once during its activation.

- Move: When a unit performs a move action, it performs a standard move or climb.

- Recover: A unit that performs a recover action removes any number of suppression tokens from the unit and readies any number of the unit's exhausted Upgrade Cards.

- Standby: The unit gains a standby token, which it can use to perform actions in response to enemy actions. Only trooper units and ground vehicles can perform the standby action.

DEPLOYING UNITS

When an undeployed unit performs a move, it deploys. When a unit deploys in this way, measure the start of the move with both prongs of one end of the movement tool touching the portion of the edge of the battlefield within friendly territory. When a unit deploys, the unit leader measures the vertical distance changed during that move starting from the portion of the edge of the battlefield the movement tool is touching. When an undeployed unit activates, it must deploy and may not perform any action that is not a move until it deploys. Only undeployed units can deploy.

MOVEMENT

When a unit performs a move action, it performs a standard move or climb. Miniatures have one of two types of bases—notched or unnotched. What kind of base a miniature has determines how that unit performs moves. Creature troopers, emplacement troopers, and vehicles all have notched bases. For more information on unit types, see pg. 39.

LEAVING THE BATTLEFIELD

Units may not voluntarily end a movement with any of its miniature's bases partially or fully outside the battlefield. A miniature may leave the battlefield temporarily if it ends its movement with its base fully inside the battlefield, such as when a unit with a notched base moves along the movement tool. If this is not possible, the miniature stops its movement when it contacts the edge of the battlefield, then it loses any remaining actions and may not perform any free actions.

STANDARD MOVE

To perform a standard move, take a movement tool of lower or equal speed of the moving unit and place it flat on the battlefield so that one end wholly touches the base of the unit's unit leader. Then, the player may adjust the joint of the movement tool as they wish. After the movement tool has been adjusted, pick up the unit leader miniature and place it on the battlefield in contact with any portion of the movement tool. A unit may choose to use a movement tool of a lower speed when performing a move unless otherwise specified.

After placing the unit leader miniature, pick up any other miniatures in the unit and place them in cohesion. If for any reason a miniature cannot be placed in cohesion at the end of a move, place it as close as possible to the unit leader.

EXAMPLE: PERFORMING STANDARD MOVES

Marco is activating an undeployed unit of B1 Battle Droids. He declares a move action to deploy them by performing a standard move. As the Battle Droids are speed-2, he may choose either the speed-1 or speed-2 movement tool. Marco chooses the speed-2 movement tool and places it flat on the battlefield so that both prongs of one end of the movement tool touch the edge of the battlefield within friendly territory. Then, he may adjust the movement tool at its joint as he wishes. After he is content with the placement and position of the movement tool, Marco picks up the Battle Droid's unit leader and places it back down on the battlefield in contact with any portion of the movement tool. Then he picks up the rest of the miniatures in the Battle Droid unit and places them so that they are all at ⓥ/₂ *of their unit leader.*

With their first action complete, Marco declares the second action of the B1 Battle Droids will be another move action. Because the Battle Droids are now deployed, he places the movement tool on the battlefield so that one end wholly touches the unit leader's base. He then adjusts the movement tool and places his unit leader in contact with it. Finally, he picks up the rest of the miniatures in the Battle Droid unit and places them so that they are all at ⓥ/₂ *of their unit leader.*

NOTCHED BASE MOVEMENT

Units on notched bases follow all the above rules for movement. Additionally, a unit on a notched base must execute the following steps to perform a standard move:

1. The player may rotate the unit leader's base up to 90° to the left or right, keeping the center of the base in the same place.

2. The player takes a movement tool less than or equal to the unit's speed characteristic and places it flat on the battlefield so that one end is wholly inside the front notch of the unit leader's base.

3. The player may adjust the movement tool at its joint as they wish.

4. The player decides to perform either a full move and step 6 or a partial move and step 5. Unlike normal bases, notched bases cannot be placed anywhere along the movement tool and instead move along the tool with different requirements based on this decision.

5. To execute a partial move, pick up the unit leader miniature and move it along the movement tool, taking care to keep the movement tool lined up with the front and rear notches on the base. The player may choose to stop this movement anywhere along the path created by the movement tool, moving the movement tool out of the way and placing the miniature on the battlefield. The miniature must be placed in such a way so that the line of the front and back notches on its base are parallel to the section of the movement tool the miniature reached at the farthest part of its move.

6. To execute a full move, pick up the unit leader miniature and move it along the movement tool, taking care to keep the movement tool lined up with the front and rear notches on the base. The player places the miniature so that the other end of the movement tool is inserted in the back notch of the miniature's base.

7. When a miniature performs a full or partial move, if the base of the miniature is impeded by an object while moving along the movement tool, it must stop its movement prematurely unless it can legally move through, over, or on top of the obstructing object. Move the movement tool out of the way and place the miniature on the battlefield accordingly.

8. After placing the unit leader miniature, pick up any other miniatures in the unit and place them in cohesion. Miniatures with notched bases must be placed in the exact same directional orientation as their unit leader's base. If for any reason a miniature cannot be placed in cohesion at the end of a move, place it as close to the unit leader as possible.

NON-STANDARD MOVES

All of the following are not standard moves: climb, pivot, reverse, and strafe. These moves each have a separate rules entry describing how they are performed.

EXAMPLE: MOVING WITH NOTCHED BASES

Simone chooses to perform a standard move with her Swoop Bike Riders. Since the Swoop Bike Riders have the Speeder X keyword, she cannot rotate the unit leader's base. She then chooses to use the speed-3 movement tool since the Swoop Bike Riders are speed-3. She places the movement tool in the front notch of the Swoop Bike Riders unit leader's base. Next, she adjusts the movement tool as she wishes, then decides if she wants to perform a full or partial move. She decides to perform a full move and picks up the miniature and moves it along the movement tool, making sure to keep the tool lined up with the front and rear notches on the miniature's base. She then places the miniature so that the rear notch is on the opposite end of the movement tool.

If Simone wishes to perform a partial move instead, she simply stops the miniature's movement along the movement tool at the desired point and places it on the battlefield in such a way so that the front and rear notches on its base are parallel to the section of the movement tool the miniature reached at the farthest part of its move.

If terrain impedes a full or partial movement, the miniature must stop prematurely. Because the tower is stopping the Swoop Bike Riders movement, it ends its movement even though it has not traveled the full distance of the movement tool.

MINIATURES PHYSICALLY INTERFERING WITH MOVEMENT

While moving a miniature, treat the non-base portion of all miniatures as if they do not exist. A miniature's movement cannot be impeded by the non-base parts of itself or another miniature.

MOVING THROUGH MINIATURES

Miniatures can move through and overlap other miniatures during a move, but they cannot end a move overlapping other miniatures.

ABILITIES THAT PROVIDE MOVES

Some abilities provide standard moves, often of certain speeds. A move provided by an ability is not a move action unless specifically stated.

MOVING THROUGH TERRAIN

Battlefields in *Star Wars*: Legion are often covered with terrain that impedes troops' movements.

When a unit performs a standard move, if it begins or ends a move with any of its miniatures in difficult terrain, or the movement tool overlaps a piece of difficult terrain, the unit reduces its speed by 1 to a minimum of 1. This may force the unit to use a movement tool of a lower speed than it originally intended.

Miniatures can make standard moves onto or through obstacle terrain that is shorter than the height of the moving unit's silhouette. When placing the movement tool, it may not overlap an obstacle terrain feature that is taller than the moving miniature's silhouette. When a unit is overlapping an obstacle terrain feature, it may perform a standard move if the vertical distance changed is not greater than the height of the moving unit's silhouette. If they wish to move onto, off of, or through obstacle terrain greater than the height of their silhouette, they must instead perform a climb. Miniatures on notched bases may not climb.

Impassable terrain completely prevents movement. Miniatures cannot move or climb onto or through impassable terrain unless they have a special rule which allows them to do so.

EXAMPLE: PERFORMING A STANDARD MOVE THROUGH TERRAIN

Evan declares a move action with his Clone Trooper unit and chooses to perform a standard move with them. As the clones are speed-2, he may choose either the speed-1 or speed-2 movement tool. However, because the Clone Troopers are starting their move on difficult terrain, their speed is reduced by 1 to a minimum of 1, meaning they cannot use the speed-2 movement tool. Because their speed is reduced to a minimum of 1, moving over the barricade will not reduce their speed further.

If Obi-Wan Kenobi wishes to move into the same piece of difficult terrain as the Clone Troopers, he will reduce his speed by 1 to a minimum of 1 and must use the speed-1 movement tool because the movement template will overlap the difficult terrain.

CLIMBING

Sometimes units maneuver onto or through tall pieces of obstacle terrain. This is accomplished by performing a climb. Miniatures on notched bases may not climb.

To perform a climb, a unit performs a move as normal, except that it must use the speed-1 tool. A miniature may move a vertical distance up to height 1 when making a climb and may place the movement tool overlapping obstacle terrain that is up to height 1 taller than the height of the moving unit's silhouette and any terrain the unit may be on.

EXAMPLE: PERFORMING A CLIMB

Sarah wishes to move her Clone Trooper unit on top of the building. She measures the height of the building and determines that it is taller than the Clone Trooper's silhouette, meaning that the Clone Troopers cannot reach the top by performing a standard move. Instead, Sarah performs a climb with the Clone Troopers. The Clone Troopers move as normal, except they must use the speed-1 movement tool when climbing, and they may move up to a vertical distance of height 1 when making a climb.

MELEE

Melee is close ranged, hand-to-hand combat between two or more units. When two miniatures controlled by opposing players are in base contact, those units are in melee.

MOVING INTO MELEE

The only way a unit can move or be placed into base contact with an enemy miniature is to move into melee. While a unit that has at least one weapon with a melee range is moving or being placed, it can move into melee by moving or placing that unit's unit leader into base contact with an enemy miniature. When a unit moves into melee, the following steps must be performed:

1. After the unit leader of the unit moving into melee is placed, place the other miniatures in that unit into base contact with enemy miniatures in the unit that their unit leader is now in melee with.

2. If the opponent's unit leader is not in base contact with an enemy miniature, that miniature's controlling player places it into base contact with a miniature in the unit that moved into melee.

3. The opposing player places the other miniatures in their unit that are not currently in base contact with an enemy miniature or are not in cohesion into base contact with miniatures from the enemy unit that moved into melee.

If any miniatures cannot be placed into base contact with enemy miniatures during this process, they must still be placed in cohesion. Miniatures may never move or be placed in such a way that they would be in base contact with multiple enemy units, though it is possible for a unit to be in melee with multiple enemy units if another unit joins the melee later.

EXAMPLE: MOVING INTO MELEE

Will decides that he wants to move his Clone Trooper unit into melee with Tony's Battle Droids. Because they have a melee weapon, the Clone Troopers may move into base contact with the Battle Droids. To do this, Will performs a move with the Clone Troopers' unit leader that ends with the Clone Troopers' unit leader in base contact with 1 of the Battle Droids. Then, ensuring that all of the Clone Troopers remain in cohesion, Will places the rest of the Clone Troopers so that they are also in base contact with the Battle Droids. The unit leader of the Battle Droids is in base contact with an enemy miniature, so it does not move. Tony then places the Battle Droids that are not in base contact into base contact with Will's Clone Troopers while maintaining cohesion. The Clone Troopers and Battle Droids are engaged and in melee.

ENGAGED

When two or more trooper units are in melee with one another, those units are engaged. Only trooper units can be engaged. An engaged unit cannot perform moves, form attack pools containing ranged weapons, and cannot be targeted by attack pools containing ranged weapons.

WITHDRAW

An engaged unit may withdraw during its activation to leave melee. To withdraw, a unit must make a move action. Reduce the units speed to 1 during this move action. A unit with a maximum speed of 0 cannot withdraw. A unit cannot move into melee during an activation that it withdraws. A unit cannot perform a standby action or an attack and withdraw during the same activation.

ATTACK

Attacks are usually made by units as part of an attack action but can be made as part of another rule. A unit may make multiple attacks a turn but can only perform one attack action per turn, regardless of whether the attack action is a free action.

ATTACK TIMING

1. Declare Defender
2. Form Attack Pool
   a. Determine Eligible Miniatures
   b. Choose Weapons and Gather Dice
3. Declare Additional Defender
4. Roll Attack Dice
   a. Roll Dice
   b. Reroll Dice
   c. Convert Attack Surges
5. Apply Dodge and Cover
   a. Determine Number of Obscured Miniatures
   b. Determine Cover
   c. Roll Cover Pool
   d. Apply Cover
   e. Apply Dodge
6. Modify Attack Dice
7. Roll Defense Dice
   a. Roll Dice
   b. Reroll Dice
   c. Convert Defense Surges
8. Modify Defense Dice
9. Compare Results
10. Assign Suppression Token to Defender
11. Choose Additional Attack Pool

LINE OF SIGHT

Line of sight (LOS) is used to see if one miniature can "see" another miniature. A player determines LOS from the perspective of their miniatures. This is done by creating a cylinder rising from the miniature's base called a silhouette. A miniature's silhouette includes the miniature's base and the area above it up to the height of the silhouette. When determining LOS between two miniatures, if an unobstructed straight imaginary line can be drawn from any part of one miniature's silhouette to any part of the other miniature's silhouette, those miniatures have LOS to each other.

To determine the height of a miniature's silhouette, use the following rules:

- Trooper units and all their subtypes use a standardized silhouette template to determine LOS. Place the side with the white mark touching the miniature's base, moving the template around if needed. The notched base trooper silhouette template is not as wide as a notched base, so it will need to be moved around to measure LOS to various parts of the silhouette. Miniatures in trooper units with small bases use the small base trooper silhouette template, and miniatures in trooper units with notched bases use the notched base trooper silhouette template.
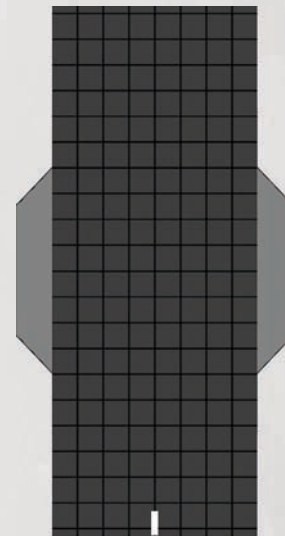
Notched Base Trooper Silhouette
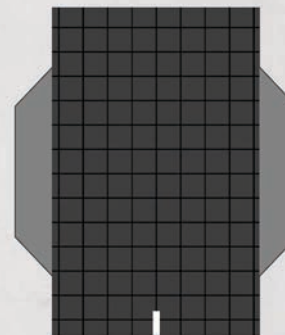
Small Base Trooper
Silhouette

- Unlike trooper units, vehicles do not use silhouette templates when determining LOS. To determine a vehicles silhouette, create a cylinder rising from the vehicle miniature's base all the way to the top of the vehicle's hull—do not include things like antennas, weapons, or crew

members when creating this cylinder. Players should discuss vehicle silhouettes before the game begins.

BLOCKING LOS

Regardless of which silhouettes are used to determine LOS, several things may block LOS by preventing an imaginary straight line from being drawn between the silhouettes of the two miniatures:

- The silhouettes of miniatures in vehicle units block LOS. For rules on vehicles, see pg. 40.

- Terrain that the players have determined blocks LOS.

- The silhouettes of miniatures in trooper units and all their subtypes **do not** block LOS.

TERRAIN BLOCKING LOS

Terrain can block LOS between miniatures by preventing an unobstructed imaginary straight line from being drawn between their silhouettes. This usually is due to the terrain's size or shape creating a barrier between the two silhouettes. Additionally, some terrain also blocks LOS due to its nature of being concealing or obscuring—an example of this would be a billowing smokestack, a foggy marsh, or a burning ruin. Terrain like this should be identified by the players before the game begins.

EXAMPLE: DRAWING LINE OF SIGHT AND BLOCKING LOS
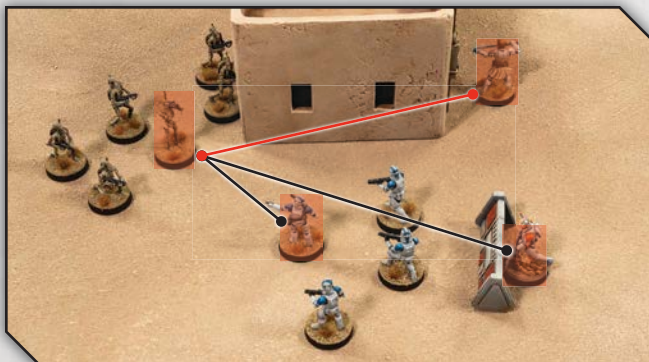
The Battle Droids can draw LOS to the Clone Troopers because they can draw an imaginary straight line from their unit leader's silhouette to at least 1 of the Clone Trooper's silhouettes.

The Battle Droids can draw LOS to Clone Commander Cody because the silhouette of the Clone Troopers does not block LOS.

The Battle Droids do not have LOS to Obi-Wan Kenobi, because the building blocks an unobstructed straight imaginary line from their unit leader's silhouette to any part of his silhouette.

WEAPONS

Each unit is equipped with weapons that miniatures may contribute to attack pools. Every weapon has a range and dice it contributes to an attack pool when used by a miniature during an attack. Some weapons have keywords associated with them,

called weapon keywords. Weapons on Upgrade or Command Cards sometimes have their own surge charts.

A weapon with a ⊗ is a melee weapon, and a weapon with a blue range icon is a ranged weapon. A weapon with both a melee icon and one or more blue ranged icons can be used as a melee weapon or a ranged weapon, chosen when the weapon is added to an attack pool—treat the weapon as that type for the duration of the attack sequence.

An attack pool that contains melee weapons is a melee attack, while an attack pool that contains ranged weapons is a ranged attack.

BACKUP

A trooper unit with the ◁△▷ or △ rank benefits from backup if it is at 🔵 and has LOS to the unit leader of a unit that provides backup. A unit must meet the following requirements to provide backup:

- The unit has the △ rank.

- The unit is a trooper unit.

- The unit does not have a number of suppression tokens equal to or greater than its courage.

When a unit that is benefiting from backup is attacked by a ranged attack and the attacking unit's unit leader is beyond 🔵 of it, it may cancel up to two ✶ results during the Modify Attack Dice step of the attack sequence.

DECLARE DEFENDER

The first stage in the attack sequence is choosing an enemy unit to attack. The attacking player declares they are performing an attack action with their unit against an enemy unit, which becomes the defending unit. Then, measuring from the attacking unit's unit leader, the attacking player checks to see that the defending unit is at range of at least one of the attacking unit's weapons and has at least one miniature in LOS to the attacking unit leader. If either of these conditions cannot be met, the attack or attack action cannot be made.

EXAMPLE: DECLARE DEFENDER
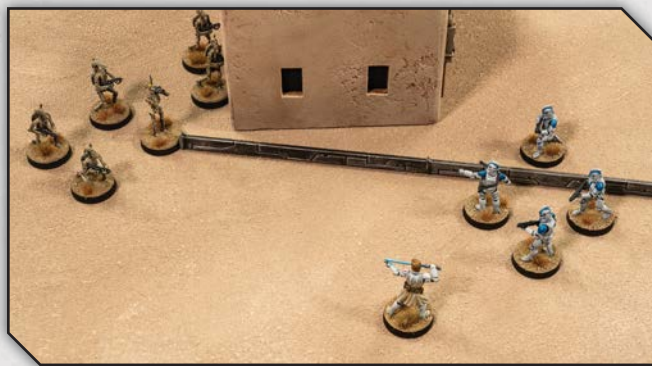
Sarah has declared an attack action with her unit of Battle Droids. The first step of the attack sequence is to declare a defender. Measuring from the Battle Droids' unit leader, Sarah chooses an enemy unit that is in range of at least one of the Battle Droid's weapons and that has at least 1 miniature in LOS. In this case, since the Battle Droids' weapons are ❶–❸, Sarah must choose an enemy unit at ❸ of the Battle Droids' unit leader that is also in LOS. Since the Battle Droid unit leader has LOS to both Obi-Wan Kenobi and the Clone Troopers, and both are in range of at least 1 of the Battle Droids' weapons, Sarah can choose either as the defending unit.

FORM ATTACK POOL

The attack pool consists of all the attack dice the attacking unit rolls against the defending unit. To form the attack pool, the attacking player performs the following steps:

1. **Determine Eligible Miniatures:** A miniature in the attacking unit is eligible to add dice to the attack pool if that miniature has LOS to any miniature in the defending unit.

2. **Choose Weapons and Gather Dice:** For each eligible miniature, the attacking player may choose up to one weapon available to the miniature to add to the attack pool, along with any weapon keywords that weapon may have.

- A miniature must meet any requirements to choose a weapon.

- A miniature may only add a weapon to an attack pool once throughout the entire attack sequence.

- Weapons provided by a 🔱, 🔱, or 🔱 upgrade or Command Card can only be used by the miniature indicated on the card.

- A weapon cannot be chosen if the defending unit is at a range less than the weapon's minimum range or greater than the weapon's maximum range, as measured from the attacking unit leader to the closest miniature in the defending unit.

- A ranged weapon cannot be chosen if the defending unit is in melee with the attacking unit.

- An attack pool cannot contain both melee and ranged weapons.

- An attack pool can consist of different weapons.

- All weapons with an identical name must go in the same attack pool and cannot be split among multiple attack pools.

- An attack pool must consist of at least one weapon.

After the attacking player is done forming the attack pool, they gather all the dice for that attack pool and place them on the battlefield next to the defending unit.

EXAMPLE: FORMING ATTACK POOLS

Summer has declared an attack with her unit of Battle Droids and ensured that the defending unit of Clone Troopers are in range and LOS. Next, Summer determines eligible miniatures by checking LOS from each individual Battle Droid in the unit. A miniature is eligible to contribute dice to an attack pool if it has LOS to any miniature in the defending unit. Summer determines that all but 1 of Battle Droids are eligible miniatures. Then, for each eligible miniature, Summer chooses 1 of the weapons available to the unit for that miniature to contribute to the attack pool. A miniature must meet all requirements, if any, to choose a particular weapon. Finally, Summer cannot choose any weapons if the Clone Troopers would be closer than the weapon's minimum range or beyond the weapon's maximum range.

Since the Clone Troopers are at ❷ and Summer has 4 eligible Battle Droids, she decides to add 4 ❶–❸ blaster rifles to the attack pool. She gathers the dice for these weapons and places them together on the battlefield next to the defending unit.

ATTACKING IN MELEE

Miniatures that are not in base contact with an enemy miniature can still contribute dice to an attack pool with a melee weapon if they belong to a unit in melee. A melee weapon cannot be in the same attack pool as a non-melee weapon.

DECLARE ADDITIONAL DEFENDER

If there are any remaining weapons available to a unit that have not been added to an attack pool, and there are eligible miniatures that have not yet added a weapon to an attack pool, the attacking player may repeat steps 1–2 of the attack sequence, forming a new attack pool targeting a different defending enemy unit than any other attack pool. Weapons cannot be added to an attack pool if a weapon with the same name has already been added to a different attack pool.

EXAMPLE: DECLARE ADDITIONAL DEFENDER

In the previous example, Sarah put all the Clone Troopers' weapons into the same attack pool. If she wishes, she may leave the heavy weapon out of the attack pool and instead form a pool with only the 4 blaster rifles, leaving an eligible miniature that has not contributed a weapon to an attack pool. After she has formed the first attack pool, she may then choose to declare a new defender and repeat steps 1–2 of the attack sequence, forming a new attack pool with the heavy weapon against a different defending unit.

ROLL ATTACK DICE

The attacking player chooses an attack pool and resolves the following steps in order:

1. **Roll Dice:** The attacking player rolls the dice in the attack pool.

2. **Reroll Dice:** The attacking player can resolve any abilities or spend any aim tokens that allow the attacking unit to reroll attack dice. A unit may spend any number of aim tokens while it is attacking to reroll up to two different attack dice for each aim token spent. If a unit has multiple aim tokens, that unit can choose to spend each aim token after determining the results of any previous rerolls granted by aim tokens. A unit may reroll the same die multiple times by spending multiple aim tokens, but each die may only be rerolled once per aim token.

3. **Convert Attack Surges:** The attacking player changes any ⚡ results to the result indicated on the Unit Card. Additonally, the attacking player may spend any number of surge tokens on the attacking unit to convert one ⚡ result to a ✸ result for every surge token spent. If no result is indicated, turn the die to a blank result.

EXAMPLE: ROLL ATTACK DICE

Simone has an attacking unit of Snowtroopers with an attack pool that consists of 5 white dice. She rolls the dice and gets 1 ✹, 1 ✸, 1 ⚡, and 2 blank results. Having rolled the dice, Simone then resolves any abilities that let her reroll dice. The Snowtroopers do not have any reroll abilities, but they do have an aim token. Simone chooses to use the aim token to reroll up to 2 dice of her choice. Both dice must be rerolled at the same time; she cannot reroll 1 and then reroll it again with the same aim token. Simone chooses to reroll both blank dice, getting 1 ⚡ and 1 blank result, bringing the final dice results to 1 ✹, 1 ✸, 2 ⚡, and 1 blank

result. Next, she converts attack surges. Since the Snowtroopers have ⚡:✸ on the surge chart on their Unit Card, Simone changes the 2 ⚡ results to ✸ results. If the Snowtroopers did not have ⚡:✸, she would have turned the ⚡ results to blank results instead. The final dice results for the attack are therefore 1 ✹, 3 ✸, and 1 blank result.

CANCELING RESULTS

When a result in an attack pool is canceled, remove that result from the pool.

APPLY DODGE AND COVER

1. **Determine Number of Obscured Miniatures:** If the attack is not a ranged attack, skip to the Apply Dodge step below. If the attack is a ranged attack, the attacking player checks LOS from the attacking unit leader to each miniature in the defending unit. If LOS to a miniature is completely blocked, the miniature is obscured. If LOS from any part of the attacking unit leader's silhouette to any part of the defending miniature's silhouette is blocked by terrain that the attacking unit leader is not in base contact with and that terrain is at ½ of the defending miniature, the defending miniature is obscured. Repeat this process for every miniature in the defending unit.

2. **Determine Cover:** If at least half of the miniatures in the defending unit are obscured, the defending unit has cover. The type of cover is determined by whatever is obscuring the defending unit, providing either heavy or light cover based on the players' discussion of terrain before the game. If a unit has cover and at least one of the miniatures in the defending unit is obscured by terrain that provides heavy cover, the unit has heavy cover. If the defending unit has cover but does not have heavy cover, it has light cover.

   While a unit is suppressed, it improves its cover by one: a unit with no cover gains light cover, and a unit in light cover gains heavy cover.

3. **Roll Cover Pool:** If the defending unit has cover, the defending player rolls one white defense die for every ✸ result in the attack pool.

4. **Apply Cover:** If the defending unit has light cover, it cancels one ✸ result in the attack pool for each ▼ result in the cover pool. If the defending unit has heavy cover, it cancels one ✸ result in the attack pool for each ▼ and each ✷ result in the cover pool instead.

5. **Apply Dodge:** If the defending unit has one or more dodge tokens, the defending player may spend any number of them. For each dodge token spent, cancel one ✸ result in the attack pool. Units may spend dodge tokens even if there are no ✸ results in the attack pool.

EXAMPLE: APPLYING COVER

Summer's Clone Troopers are attacking Brian's unit of 7 Battle Droids with a ranged attack; she has rolled 1 ✪ and 3 ✺ results. Summer then checks LOS from the Clone Troopers' unit leader to each miniature in the Battle Droid unit. Summer has LOS to every miniature in the Battle Droid unit, but part of the silhouette of 5 Battle Droids is blocked by terrain. Brian then measures the distance between those Battle Droids and the obscuring terrain. Since 4 of them are at ½ of the obscuring terrain, those 4 miniatures are obscured.

Because at least half of the Battle Droids are obscured, the Battle Droids have cover. Before the game, Brian and Summer determined that the building provides heavy cover and the crates provide light cover. Because at least 1 of the Battle Droids is obscured by the building, the Battle Droids have heavy cover.

Brian then rolls 3 white defense dice in the cover pool, 1 for each ✺ result. Brian rolls 1 blank result and 2 ⚔ results.

Because the Battle Droids have heavy cover, 2 ✺ results are canceled in the attack roll, 1 for each ▼ and ⚔ result in the cover pool. That leaves 1 ✪ and 1 ✺ result in the attack pool.

Brian's Battle Droids do not have any dodge tokens, so the Apply Dodge and Cover step of the attack is over.

MODIFY ATTACK DICE

The attacking player may resolve any effects that modify the attacking unit's attack dice. Then the defending player may resolve any effects that modify the attacking unit's attack dice.

ROLL DEFENSE DICE

The defending player rolls defense dice by following the below steps.

1. **Roll Defense Dice:** For every remaining ✺ and ✪ result remaining in the attack pool, the defender rolls one defense die, using the die pictured on the defending Unit Card.

2. **Reroll Defense Dice:** The defending player can resolve any effects that allow the defending unit to reroll defense dice.

3. **Convert Defense Surges:** The defending player changes any ⚔ results to the result indicated on the Unit Card. If no result is indicated, turn the die to a blank result. The defending player may spend any number of surge tokens on the defending unit to convert one ⚔ result to a ▼ result for each surge token spent.

EXAMPLE: ROLLING DEFENSE DICE

Summer has attacked Brian's Battle Droids and has a dice pool of 1 ✪ and 1 ✺ result after applying dodge and cover. Since Battle Droids have white defense dice, Brian rolls 2 white defense dice, 1 for each ✺ and ✪ result remaining. He rolls 1 ▼ and 1 ⚔ result.

After rolling defense dice, Brian may use any abilities that allow him to reroll defense dice. The Battle Droids do not have such an ability, so he proceeds to convert defense surges. Since Battle

Droids do not have ⚔:▼ on their Unit Card, he changes the ⚔ he rolled to a blank, resulting in a final roll of 1 ▼ and 1 blank result.

MODIFY DEFENSE DICE

The defending player may resolve any effects that modify the defending unit's defense dice. Then the attacking player may resolve any effects that modify the defending unit's defense dice.

COMPARE RESULTS

The attacking player counts the number of ✺ and ✪ results. Then the defending player counts the number of ▼ results and subtracts the total number of ▼ results from the total number of ✺ and ✪ results. The defending unit suffers a number of wounds equal to the difference.

EXAMPLE: COMPARING RESULTS

Summer has rolled 1 ✪ and 1 ✺ result after applying cover in her attack against Brian's Battle Droids, and he has rolled 1 ▼ and 1 blank result in defense. Summer counts her ✺ and ✪ results for a total of 2. Brian counts his ▼ results for a total of 1. The players subtract Brian's total from Summer's total for 2-1=1. Since the defending unit suffers a number of wounds equal to the difference in the attacking and defending results, Brian's Battle Droids suffer 1 wound.

SUFFERING WOUNDS AND DEFEATING MINIATURES

When a player's unit suffers wounds, that player chooses a miniature from that unit and assigns wound tokens to it until either all wounds have been suffered or the miniature is defeated.

A miniature is defeated when it has a number of wound tokens assigned to it equal to its wound threshold. If there are unassigned wounds remaining after a miniature has been defeated, the player chooses another miniature from the same unit and repeats the process until either all wounds have been assigned or all miniatures in the unit have been defeated. When a unit suffers wounds from a ranged attack, if the attacker has LOS to only some of the miniatures in the defending unit, the defending unit cannot suffer wounds greater than the total wound threshold of miniatures that are in LOS.

A unit leader cannot be assigned wounds unless it is the only miniature in the unit.

A miniature or unit with at least one wound token is wounded. When assigning wound tokens, the wounded miniature with the most wound tokens must be chosen before any others when assigning wounds and must be assigned wounds until it is defeated. If more than one miniature has the same number of wound tokens assigned, choose one of those miniatures to assign wounds to.

When a miniature is defeated, remove it from the battlefield. If a unit leader is defeated and there are still undefeated miniatures in the unit, the unit's controlling player must immediately choose another miniature in that unit to become the unit leader, replacing that miniature with the unit leader miniature.

When all of the miniatures in a unit are defeated, the unit is defeated. Remove all order tokens for that unit from the battlefield.

REMOVING MINIATURES IN MELEE

When miniatures in melee are defeated, space may be created for the attacking miniatures to advance. After the attack is resolved, the attacking player performs the following steps to place their miniatures back into melee:

1. That player places each friendly unit leader miniature that is no longer in base contact with an enemy miniatures into base contact with an enemy unit their unit was in melee with before the attack was resolved.

2. That player places each friendly miniature that is not in cohesion or no longer in base contact with an enemy miniature into cohesion and into base contact with an enemy unit their unit was in melee with before the attack was resolved.

Then the defending player performs the steps above. If any miniature cannot be placed into base contact with an enemy miniature during this process, they must still be placed into cohesion.

If, for any reason, miniatures cannot be placed back into base contact with an enemy miniature and none of the miniatures belonging to that unit are in base contact with an enemy miniature, those miniatures do not move and that unit is no longer in melee.

EFFECTS THAT DEAL OR ASSIGN WOUNDS

Some effects deal or assign wounds without going through the attack sequence. These effects are not attacks, so no defense dice are rolled, nor are any suppression tokens assigned. The player that controls the unit suffering wounds assigns the wounds as normal.

Some effects explicitly state that a certain miniature in a unit suffers wounds. In this case, the player who controls the effect may assign any wounds suffered in this way, ignoring the normal rules for assigning wounds.

EXAMPLE: ASSIGNING WOUNDS AND DEFEATING MINIATURES

After comparing results, Dallas' unit of 5 Clone Troopers has suffered 3 wounds from an attack. He then assigns 1 of the wounds to a miniature in the unit. Since all the miniatures in the Clone Trooper unit have a wound threshold of 1, the miniature that Dallas assigned a wound to is defeated. Since there are 2 unassigned wounds remaining, Dallas chooses another miniature from the same unit and repeats the process until either all wounds have been suffered or all miniatures in the unit have been defeated. Since each Clone Trooper only has a wound threshold of 1 and the unit suffered 3 wounds, this means that 3 Clone Troopers are defeated, leaving 2 Clone Troopers remaining.

After comparing results, Chris' unit of 3 unwounded Wookiees has suffered 4 wounds. He then assigns 1 of the wounds to a miniature in the unit. Because Wookiees have a wound threshold of 3, the Wookiee is not defeated when it is assigned the wound, and Chris has 3 more wounds left to assign. However, because the Wookiee has at least 1 wound token assigned to it, it is wounded, and Chris MUST choose to assign it any additional wound tokens since it has more wound tokens assigned to it than any other miniature in the unit. Chris is forced to assign the next 2 wounds to the Wookiee until it reaches its wound threshold of 3 and is defeated, leaving 1 wound left to be assigned. Chris must choose a non-unit leader Wookiee to assign the wound to. In the future, because the wounded Wookiee has more wound tokens than the other, Chris must assign wounds to it first, and must continue to do so until it is defeated.

ASSIGN SUPPRESSION TOKEN TO DEFENDER

After resolving steps 1–9 of the attack sequence, if there were any ✹ or ✿ results in the attack pool during the Roll Attack Dice step of the attack sequence and the attack was a ranged attack, the defending unit gains one suppression token.

CHOOSE ADDITIONAL ATTACK POOL

After resolving steps 1–10 of the attack sequence, if the attacking unit still has attack pools to resolve, the attacking player chooses another attack pool to resolve against a defending unit, performing an attack against it by repeating steps 4–11 of the attack sequence.

Once all of an attacking unit's attack pools have been resolved, the attack action ends.

FULL ATTACK SEQUENCE EXAMPLE

Simone has declared an attack action with her unit of Snowtroopers. The first step of the attack sequence is to declare a defender. Measuring from the Snowtroopers' unit leader, Simone chooses an enemy unit that is in range of at least 1 of the Snowtrooper's weapons and that has at least 1 miniature in LOS. In this case, since the maximum range on the Snowtrooper's weapons is 3, Simone must choose an enemy unit at ❸ of the Snowtrooper unit leader that is also in LOS. The Snowtroopers cannot see Luke Skywalker because they do not have LOS to him.

Instead, Simone declares the Rebel Troopers as the defending unit, as they are at 🔵 *of the Snowtroopers unit leader and are in LOS.*

Next, Simone determines eligible miniatures by checking LOS from each individual Snowtrooper in the attacking unit. A miniature is eligible to contribute dice to an attack pool if it has LOS to any miniature in the defending unit. Simone determines that all but 1 of the Snowtroopers are eligible miniatures. Then, for each eligible miniature, Simone chooses 1 of the weapons available to the unit for that miniature to contribute to the attack pool. A miniature must meet all requirements, if any, to choose a particular weapon. Finally, Simone cannot choose any weapons if the Rebel Troopers would be closer than the weapon's minimum range or beyond the weapon's maximum range.

Since the Rebel Troopers are at 🔵 *and Simone has 5 eligible Snowtroopers, Simone decides to add 5* 🔵–🔵 *blaster rifles to the attack pool. Simone gathers the dice for these weapons and places them together on the battlefield next to the defending unit.*

The attack pool consists of 5 white dice. Simone rolls the attack dice and gets 1 ✪*, 1* ✷*, 1* 🔲*, and 2 blank results. Having rolled the dice, Simone then resolves any abilities that let her reroll dice. The Snowtroopers do not have any reroll abilities, but they do have an aim token. Simone chooses to use the aim token to reroll up to 2 dice of her choice. Both dice must be rerolled at the same time, she cannot reroll 1 and then reroll it again with the same aim token. Simone chooses to reroll both blank dice, getting 2* 🔲 *results, bringing the final dice results to 1* ✪*, 1* ✷*, and 3* 🔲 *results. Next, she converts attack surges. Since the Snowtroopers have* 🔲:✷ *on their Unit Card, Simone changes the 3* 🔲 *results to* ✷ *results. If the Snowtroopers did not have* 🔲:✷*, she would have turned the* 🔲 *results to blank results instead. The final dice results for the attack are therefore 1* ✪ *and 4* ✷ *results.*

The next step of the attack is to apply dodge and cover. To do so, Simone checks LOS from the Snowtrooper's unit leader to each miniature in the Rebel Trooper unit. If LOS to any part of a Rebel Trooper's silhouette is blocked by terrain that the Snowtroopers' unit leader is not in base contact with, and that terrain is at ½ *of that Rebel Trooper, it is obscured. Simone checks LOS and determines that 5 Rebel Troopers are obscured.*

Because at least half of the Rebel Troopers are obscured, the Rebel Troopers have cover. Before the game, Will and Simone determined that the crates provide light cover. Because over half of the Rebel Troopers are obscured by the crates, the Rebel Troopers count as having light cover.

Will then rolls 4 white defense dice in the cover pool, 1 for each ✷ *result. Will rolls 2 blank results, 1* 🔰 *result, and 1* ▼ *result.*

Because the Rebel Troopers have light cover, 1 ✷ *result is canceled for each* ▼ *result in the cover pool. Will only rolled 1* ▼ *result, so he cancels 1* ✷ *result in Simone's dice roll, leaving the attack pool at 1* ✪ *and 3* ✷ *results.*

Will's Rebel Troopers do not have any dodge tokens, so the attack moves to the next step.

Since Rebel Troopers have white defense dice, Will rolls 4 white defense dice, one for each ✷ *and* ✪ *result remaining. He rolls 1* ▼*, 1* 🔰*, and 2 blank results.*

After rolling defense dice, Will may use any abilities that allow him to reroll defense dice. The Rebel Troopers do not have such an ability, so he proceeds to convert defense surges. Since Rebel Troopers have 🔰:▼ *on their Unit Card, he changes the* 🔰 *he rolled to a block, resulting in a final roll of 2* ▼ *and 2 blank results.*

Simone has rolled 1 ✪ *and 3* ✷ *results after applying cover in her attack against Will's Rebel Troopers, and he has rolled 2* ▼ *and 2 blank results in defense. Simone counts her* ✷ *and* ✪ *results, for a total of 4. Will counts his* ▼ *results for a total of 2. The players subtract Will's total from Simone's total for 4-2=2. Since the defending unit suffers a number of wounds equal to the difference in the attacking and defending results, Will's Rebel Troopers suffer 2 wounds.*

Will must now assign the wounds to miniatures in the Rebel Trooper unit. Since all the miniatures in the Rebel Trooper unit have a wound threshold of 1, each miniature that Will assigns a wound to is defeated. Will chooses a Rebel Trooper to assign the wound to, and that miniature is defeated. There is still 1 unassigned wound remaining, so Will chooses another miniature from the same unit and repeats the process until either all wounds have been suffered or all miniatures in the unit have been defeated. Since each Rebel Trooper only has a wound threshold of 1 and the unit suffered 2 wounds, 2 Rebel Troopers are defeated, leaving 3 Rebel Troopers left.

Because there were ✷ *or* ✪ *results in the attack pool during the Roll Attack Dice step of the attack sequence, and the attack was a ranged attack, the Rebel Trooper unit gains 1 suppression token.*

STANDBY

A trooper or ground vehicle unit can perform the standby action to gain a standby token. Place it on the battlefield near the unit's unit leader. A unit cannot perform an attack action and a standby action in the same activation. A unit can only have one standby token at a time.

During the Activation Phase, after an enemy unit at 🔵 and in LOS of any miniature in a friendly trooper or friendly ground vehicle unit with a standby token performs an attack, move, or action, if it is not that friendly unit's activation and that attack, move, or action was not caused by an effect of that friendly unit's controlling player, that friendly unit may spend a standby token to perform a free move action or a free attack action. The only unit that can be declared as a defender during a free attack action made in this way is the enemy unit that performed the attack, move, or action that triggered the standby.

If a unit performs a move, an attack, an action, or gains a suppression token, it removes any standby tokens it has.

A standby token is spent before any effects that trigger after an attack, attack action, move, or move action. A unit cannot spend a standby token until all of an attacking unit's attack pools have been resolved.

EXAMPLE: STANDBY

Melissa's Battle Droid unit performs the standby action and gains a standby token. Later in the round, the enemy Clone Trooper unit activates and performs an action. Because the Clone Trooper unit is at ❷ of the Battle Droids and in LOS, after the action is complete the Battle Droids may spend their standby token to perform a free move or attack action after the Clone Trooper's action is resolved.

PLACE ORDER TOKEN

Once the active player has resolved any end of unit activation effects, if the unit has a faceup order token, flip it facedown or assign it the drawn order token facedown. The unit's activation and active player's turn have ended, and the other player becomes the active player. They take their turn, repeating steps 2–3 of the Activation Phase.

RESOLVE END OF ACTIVATION PHASE EFFECTS

When all units on the battlefield have been activated, both players' order pools are empty, and neither player has order tokens on Command Cards, resolve any effects that occur at the end of the Activation Phase.

Once any end of Activation Phase effects have been resolved, the Activation Phase is over and players proceed to the End Phase.

THE END PHASE

During the End Phase, players prepare for the next round by scoring VPs, discarding Command Cards, removing certain types of tokens, updating the order pool, resolving any effects, and advancing the round counter.

PARTS OF THE END PHASE

1. Resolve Any Abilities or Effects that happen at the Start of the End Phase

2. Score VPs

3. Discard Command Cards

4. Remove Tokens

5. Update Order Pool and Promote

6. Resolve Any Abilities or Effects at End of End Phase

7. Advance Round Counter

SCORE VICTORY POINTS

Players score VPs as described on the Objective Card. Then players score VPs as described on the Secondary Objective Card.

DISCARD COMMAND CARDS

Each player discards their revealed Command Cards from this round into their discard pile. These cards cannot be used again this game.

REMOVE TOKENS

Players remove all aim, dodge, surge, and standby tokens from their units. Then, they remove one suppression token from each of their units, if able. Finally, each player removes all advantage tokens from their pass pool.

PROMOTE

If all of a player's ◬ units are defeated, and they do not control a unit with the Field Commander keyword with a commander token, starting with the player with priority, players must promote a trooper unit to change its rank and become a ◬ unit. The unit's original order token is discarded and is replaced by a ◬ order token. The unit counts as a ◬ unit for all trooper unit. If a player has no trooper units to promote and does not control a unit with the Field Commander keyword with a commander token, then they no longer have a ◬ unit and cannot play Command Cards.

EXAMPLE: PROMOTE

Earlier in the round, the last ◬ unit in Josh's army was defeated. At the Update Order Pool and Promote step of the End Phase, he must choose a trooper unit to become a ◬. The unit's original order token is discarded, and he replaces it with a ◬ order token. The promoted unit counts as a ◬ for all rules purposes. If Josh doesn't have any trooper units to promote, then he no longer has a ◬ and cannot play Command Cards for the rest of the game.

ADVANCE ROUND COUNTER

Set the round counter to the next highest number. The current round is over, and a new round begins. After the fifth game round, the game ends.

APPENDIX A: NOTCHED BASES

Some miniatures in *Star Wars: Legion* have notched bases. Units on notched bases follow all of the rules detailed in this section.

MOVING WITH NOTCHED BASES

Miniatures with notched bases have a number of additional movement options available to them:

PIVOT

Some miniatures that have notched bases can pivot. If a unit can pivot, it is noted in the rules for its unit type.

When a unit that can pivot performs a move action, it may choose to pivot instead of performing another movement. To pivot, rotate the unit leader's base up to 90° to the left or right, keeping the center of the base in the same place. If a unit contains multiple miniatures, each miniature in the unit must pivot so that the directional orientation of its base is the same as the unit leader's.

REVERSE

Some miniatures on notched bases can reverse. Only certain unit types may reverse.

When a unit performs a move action, it may choose to reverse instead of making another movement. When performing a reverse, follow the normal rules for moving with a notched base with the following exceptions:

- When performing a partial reverse, instead of placing the movement tool wholly in the front notch of the unit leader's base at the start of a move, place the movement tool wholly in the rear notch.

- When performing a full reverse, instead of placing the movement tool in the front notch of the unit leader's base, place it in the rear notch. Then place the front notch of the unit leader's base on the other end of the movement tool.

- While reversing, a unit reduces its speed by 1 to a minimum of 1.

ATTACKING WITH NOTCHED BASES

Miniatures with notched bases have four different arcs represented by lines sculpted on their bases: front, two sides, and rear. These arcs are referenced by certain rules, such as the **Fixed** and **Weak Point** keywords.

APPENDIX B: UNIT TYPES

Each unit in *Star Wars: Legion* has a unit type indicated on their Unit Card. All units are either troopers or vehicles, and each type has a number of subtypes with their own special rules.

TROOPER

Trooper is the most common unit type in *Star Wars: Legion*. Trooper units may have the following subtypes, each with their own additional rules:

- Clone Trooper
- Creature Trooper
- Droid Trooper
- Emplacement Trooper
- Wookiee Trooper

Rules that affect a trooper unit affect all its subtypes. Subtypes must follow all the rules of normal troopers unless otherwise stated.

CLONE TROOPER

- While attacking or defending, a clone trooper unit may spend one aim, dodge, or surge token belonging to another friendly clone trooper unit at ❷ and in LOS as if the attacking or defending unit had that token.

CREATURE TROOPER

- Creature troopers have notched bases.
- Creature troopers can reverse.
- Creature troopers can pivot, even while they are engaged.
- Creature troopers do not receive cover from barricades.
- Creature troopers can attack and withdraw during the same activation.

DROID TROOPER

- Droid troopers cannot be suppressed, though they can still be panicked.
- Droid troopers cannot gain or resolve poison tokens.

EMPLACEMENT TROOPER

- Emplacement troopers have notched bases.

- Emplacement troopers can reverse.

- Emplacement troopers can pivot, even while they are engaged.

WOOKIEE TROOPER

- Wookiee troopers have no additional special rules, other than being referenced by their unit type for certain rules and abilities.

VEHICLES

There are many types of vehicles in *Star Wars*: *Legion*, from lumbering tanks to soaring airspeeders and everything in between. Every vehicle unit in *Star Wars*: *Legion* also has one of the subtypes listed below with their own special rules:

- Ground Vehicle

- Repulsor Vehicle

Rules that affect a vehicle unit affect all its subtypes unless otherwise stated. Regardless of subtype, all vehicles have the resiliency rules listed below.

RESILIENCY

Vehicles do not have a courage value. Instead most, but not all, have a resilience value. A vehicle that does not have a resilience value has a "-" on their Unit Card where the resilience value should be.

When a vehicle with a resilience value has a number of wounds equal to or more than its resilience value, after the effect causing this is resolved, the vehicle gains a vehicle damage token.

When a player activates a vehicle unit with a vehicle damage token, roll a white defense die. On a blank result that vehicle performs one fewer action during its activation.

A vehicle can only have one vehicle damage token at a time and can only gain a vehicle damage token in this way once per game.

EXAMPLE: VEHICLE DAMAGE

Nicholas' AAT Tank has already suffered 3 wounds and suffers 3 more from an attack. After the attack is resolved, Nicholas' AAT Tank gains a vehicle damage token.

Because a vehicle can only ever gain a vehicle damage token when it has damage equal to its resilience once per game, if Nicholas removes the vehicle damage token from his AAT Tank and it suffers further wounds, he does not gain another vehicle damage token.

GROUND VEHICLES

- Ground vehicles have notched bases.

- Ground vehicles can pivot and reverse.

- Ground vehicles can end a move with some part of their base partially overlapping terrain.

- A ground vehicle may not end a move or be placed in a position where the miniature would be physically unstable or fall over, or cause the angle of the miniature's base to be greater than 45°.

- Ground vehicles can be in melee but cannot be engaged.

- Ground vehicles block LOS as if they were a piece of area terrain consisting of the volume of their silhouette.

- When determining the number of obscured miniatures and determining cover during an attack sequence, treat ground vehicles as a piece of area terrain consisting of the volume of their silhouette that provides heavy cover.

- When a ground vehicle is defending against a ranged attack, during the Apply Dodge and Cover step, it cannot be obscured and cannot have cover as a result of being obscured.

REPULSOR VEHICLES

- Repulsor vehicles have notched bases.

- Repulsor vehicles can pivot.

- Repulsor vehicles cannot perform the standby action or gain or spend standby tokens.

- Repulsor vehicles can end a move with part of their base partially overlapping terrain.

- Repulsor vehicles may move onto or through impassable terrain and may place the movement tool overlapping impassable terrain when doing so.

- A repulsor vehicle may not end a move or be placed in a position where the miniature would be physically unstable or fall over, or cause the angle of the miniature's base to be greater than 45°.

- Repulsor vehicles can be in melee but cannot be engaged.

- Repulsor vehicles do not block LOS, do not obscure miniatures, and do not provide cover.

- When a repulsor vehicle is defending against a ranged attack, during the Apply Dodge and Cover step, it cannot be obscured and cannot have cover as a result of being obscured.

APPENDIX C: MERCENARIES AND BATTLE FORCES

MERCENARIES

The *Star Wars* galaxy is populated with all manner of heroes, villains, rogues, organizations, and even entire forces unaligned with the galaxy's major power structures. These characters and forces appear in *Star Wars*: Legion as Mercenary units.

Mercenary units are not loyal to any of the game's factions. However, factions and some Battle Forces can hire certain Mercenary units and field them in their armies. The Unit Card of a Mercenary unit indicates each faction that can include that Mercenary unit in an army. There is no additional cost to fielding a Mercenary unit in an army.

Mercenary units do not count toward the minimum number of ranks required in an army, but they do count toward the maximum ranks allowed. An army may include only two Mercenary units of the ▲ rank and only one Mercenary unit of each other rank. For more information on rank requirements, see pg. 16.

EXAMPLE: MERCENARIES AND RANK REQUIREMENTS

For example, a standard Galactic Empire army that includes 1 or more Black Sun Enforcers units must field at least 3 non-Mercenary ▲ units and cannot field a combined number of ▲ units greater than 6.

A player cannot normally field an army that contains only Mercenary units, but some Battle Forces allow a player to do just that. These Battle Forces have their own unique requirements and rules. Some Mercenary units cannot be used by any faction; these units can only be used when special rules allow them to be included in armies.

A Mercenary unit is friendly to the other units in its army but is not considered part of that army's faction. When including Mercenary units in an army, use order tokens with a back that corresponds to the faction of the army. Players fielding an army that includes only Mercenary units use the Mercenary order tokens.

EXAMPLE: MERCENARIES AND FACTIONS

For example, Black Sun Enforcers in a Galactic Empire army are friendly to other units in the army but are not part of the Galactic Empire faction. Black Sun Enforcers in a Galactic Empire army would use Galactic Empire order tokens.

AFFILIATIONS

Every Mercenary unit has an affiliation. Their affiliation is where their true loyalty lies. Affiliations represent criminal organizations, syndicates, guilds, gangs, or even a lone bounty hunter just looking out for themselves. A unit's affiliation is represented by an icon in the upper left corner of their Unit Card, where a unit's faction icon would normally be.

A unit with an affiliation can be issued orders **only by a friendly unit that has the same affiliation.**

AFFILIATION ICONS

Each affiliation is represented by an icon. The affiliations found in *Star Wars*: Legion are as follows:

- ☼ Black Sun
- ⟠ The Pyke Syndicate
- ⚔ Raiders
- ⛏ Rogues
- ✋ Maul Loyalists
- ⬥ Ewoks

BATTLE FORCES

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.

APPENDIX D: LEGACY CARD ANATOMY

Some older Unit, Upgrade, and Command Cards do not look identical to the cards presented in this rulebook. These cards function in the same way as their new counterparts, but they have a different layout that is described in this appendix.

UNIT CARDS

Unit Cards show the special rules and stats of a unit. Every unit in an army has its own Unit Card, an example of which is shown below.

UNIT CARD (VEHICLE)

- Unit Name
- Faction
- Points Value
- Upgrade Bar
- Unit Keywords
- Weapon Name
- Weapon Range
- Weapon Keywords
- Unit Rank
- # of Minis
- Defense Die
- Unit Type
- Wound Threshold
- Resilience
- Surge Chart
- Speed
- Weapon Dice

AT-RT

ARMOR *(While defending, cancel all* ✕ *results.)*

CLIMBING VEHICLE *(You are treated as a trooper for the purposes of vertical movement.)*

EXPERT CLIMBER *(While clambering, do not roll defense dice or suffer wounds.)*

GRAPPLING CLAWS   A-300 BLASTER RIFLE

IMPACT 1

UNIT CARD (TROOPER)

Unique Dot — Unit Name — Subtitle — Unit Rank

Faction — # of Minis

Points Value — Defense Die

160

LUKE SKYWALKER
HERO OF THE REBELLION

➜ **JUMP 1** *(Perform a move during which you ignore terrain that is height 1 or lower. This is treated as a move action.)*

CHARGE *(After you perform a move action, you may perform a free melee attack action.)*

DEFLECT *(While defending, if you spend a dodge token, you gain "⚁ : ▼"; if it's a ranged attack, the attacker suffers 1 wound for each ▼ rolled.)*

IMMUNE: PIERCE *(Pierce cannot be used against you.)*

Upgrade Bar

Unit Keywords

Weapon Name

Weapon Range

Weapon Keywords

AKIN'S LIGHTSABER — LUKE'S DL-44 BLASTER PISTOL

IMPACT 2, PIERCE 2 — **PIERCE 2**

Unit Type
Wound Threshold
Courage
Surge Chart
Speed
Weapon Dice

6
B

1. **Name:** The unit's name.

2. **Subtitle:** The unit's subtitle, if it has one. Rules may reference a unit with its subtitle.

3. **Faction:** The unit's faction. For more information on factions, see pg. 16.

4. **Unit Rank:** The unit's rank. For more information on ranks, see pg. 16.

5. **Points Value:** The unit's point cost. Points are used in Army Building. See pg. 16 for more information on Army Building.

6. **Number of Miniatures:** The number of miniatures in the unit.

7. **Unit Type:** The unit's type. For more information on unit types, see pg. 39.

8. **Upgrade Bar:** The types of upgrades, if any, that are available to the unit.

9. **Unit Keywords:** The unit's keywords. Each unit keyword provides special rules and abilities to the unit. Keywords can be found in the Keyword Glossary on pg. 45.

10. **Wound Threshold:** The unit's wound threshold. This is the maximum number of wound tokens each miniature in the unit can have before they are defeated.

11. **Courage Value:** The unit's courage value. See pg. 15 for more information on suppression and courage.

12. **Speed:** The unit's speed. The movement tools the unit uses while moving.

13. **Weapons:** The unit's weapons. For more information on weapons, attacks, and dice pools, see pg. 31.

14. **Defense:** The type of defense die the unit rolls when defending against attacks. For more information on rolling defense dice, see pg. 33-34.

15. **Surge Chart:** The unit's surge chart. For more information on surge results, see pg. 29.

16. **Mercenary Keyword:** Legacy Unit Cards for Mercenaries do not use the Mercenary keyword. Treat cards with faction symbols shown beside their affiliation symbol as having the Mercenary keyword for those factions.

UPGRADE CARDS

Upgrade Cards can be added to units and give them additional rules and/or miniatures. The parts of an Upgrade Card are shown below.

Card Title — **LT-19 STORMTROOPER**

Weapon Dice

Weapon Range Restriction

STORMTROOPERS ONLY.
Add 1 DLT-19 stormtrooper mini.
IMPACT 1 *(While attacking a unit that has ARMOR, change up to 1 ⬛ result to a ◻ result.)*

Effect

Upgrade Type — Points Value — **24**

Card Title — **FORCE PUSH**

Effect

↯ Choose an enemy trooper unit at range 1. Perform a speed-1 move with that unit, even if it is engaged.

Upgrade Type — Points Value — **10**

Card Title — **INSPIRING PRESENCE**

Effect

Friendly units at range 1–4 can use your courage value when checking whether they are panicked. This range can be reduced by other effects.

Upgrade Type — Points Value — **5**

Card Title — **SEIZE THE INITIATIVE**

Expend

Effect

➜ OR ⬖ ONLY.
During the Issue Orders step of the Command Phase, issue an order to yourself.

Upgrade Type — Points Value — **5**

1. **Card Title:** The upgrade's title.

2. **Upgrade Type:** The upgrade's type.

3. **Restriction:** The restrictions on which units can take the upgrade, if any.

4. **Expend/Exhaust:** Some Upgrade Cards require the card to be expended or exhausted. See pg. 17 for more information on exhaust and expend.

5. **Effect:** The upgrade's effect.

6. **Points Value:** The upgrade's point cost.

7. **Wound Threshold:** The wound threshold of any additional miniatures added to the unit with the upgrade. Sometimes these miniatures will have a different wound threshold than the unit.

8. **Weapon:** Some Upgrade Cards add additional weapons for the upgraded unit to use. The card shows the range at which attacks may be made with this weapon, and the dice this weapon contributes to the dice pool when used in attacks. For more information on weapons, attacks, and dice pools, see pg. 31.

9. **Surge Chart:** Sometimes an upgrade has a surge chart. This chart is only used in certain situations and does not affect the equipped unit. For more information on surge results, see pg. 33.

COMMAND CARDS

Command Cards form a player's command hand and are used in the Command Phase to determine player priority, issue orders to units, and grant powerful game effects.

1. **Card Title:** The title of the Command Card.

2. **Pips:** The number of pips this Command Card has. Pips are used in Army Building and when determining player priority.

3. **Restriction:** Some Command Cards are restricted to a certain commander, faction, unit, or Battle Force, which is listed here.

4. **Orders:** The units the nominated commander can issue orders to with this card.

5. **Effect:** The effect of the Command Card.

6. **Weapon:** Some Command Cards allow miniatures to use a weapon on the Command Card.

APPENDIX E: TIMING

SETUP

The process of getting ready to play a game of *Star Wars*: Legion is called Setup. Setup consists of the following steps:

1. Build an Army, a Command Hand, and a Battle Deck

2. Establish the Battlefield and Gather Components

3. Declare Terrain

4. Place Terrain

5. Determine Blue Player

6. Build a Mission

7. Resolve Setup Effects

8. Deploy in Prepared Positions

PARTS OF A ROUND

Each of the five rounds in a game of *Star Wars*: Legion is divided into the following phases:

1. The Command Phase

2. The Activation Phase

3. The End Phase

PARTS OF THE COMMAND PHASE

1. Select and Play Command Cards

2. Resolve Command Cards

3. Determine Priority

4. Nominate Commanders and Issue Orders

5. Create the Order Pool

6. Create the Pass Pool

RESOLVING COMMAND CARD EFFECTS

1. Command Card effects that occur when the Command Card is revealed, starting with the Blue Player

2. Command Card effects that do not have a specific timing, starting with the Blue Player

3. Command Card effects that occur when a unit issues orders, starting with the player with priority.

4. Command Card effects that occur at the start of the Activation Phase, starting with the player with priority.

5. Command Card effects that occur during the Activation Phase, starting with the player with priority.

PARTS OF THE ACTIVATION PHASE

1. Resolve Abilities or Effects at Start of Activation Phase

2. Choose a Unit to Activate or Pass

3. Activate Unit

   - Resolve Any Abilities or Effects at the Start of a Unit's Activation

   - Rallying

   - Perform Actions

   - Resolve Any Abilities or Effects at the End of a Unit's Activation

4. Place Order Token

5. Resolve Abilities or Effects at End of Activation Phase

PARTS OF A UNIT'S ACTIVATION

1. Resolve Abilities or Effects at the Start of a Unit's Activation

2. Rally

3. Perform Actions

4. Resolve Any Abilities or Effects at the End of a Unit's Activation

5. Assign Order Token

ATTACK TIMING

1. Declare Defender
2. Form Attack Pool
   a. Determine Eligible Miniatures
   b. Choose Weapons and Gather Dice
3. Declare Additional Defender
4. Roll Attack Dice
   a. Roll Dice
   b. Reroll Dice
   c. Convert Attack Surges
5. Apply Dodge and Cover
   a. Determine Number of Obscured Miniatures
   b. Determine Cover
   c. Roll Cover Pool
   d. Apply Cover
   e. Apply Dodge
6. Modify Attack Dice
7. Roll Defense Dice
   a. Roll Dice
   b. Reroll Dice
   c. Convert Defense Surges
8. Modify Defense Dice
9. Compare Results
10. Assign Suppression Token to Defender
11. Choose Additional Attack Pool

PARTS OF THE END PHASE

1. Resolve any Abilities or Effects at the Start of the End Phase
2. Score Victory Points
3. Discard Command Cards
4. Remove Tokens
5. Update Order Pool and Promote
6. Resolve any Abilities or Effects at of the End Phase
7. Advance Round Counter

KEYWORD GLOSSARY
UNIT KEYWORDS

ADVANCED TARGETING: UNIT TYPE X (UNIT KEYWORD)

When a unit with the Advanced Targeting X keyword performs an attack against an enemy unit with the unit type listed, during the Form Attack Pool step, it may gain X aim tokens. A unit that uses the Advanced Targeting X keyword may only form one attack pool and skips the Declare Additional Defender step of the attack sequence.

AGILE X (UNIT KEYWORD)

The Agile X keyword allows a unit to gain a number of dodge tokens equal to X each time it performs a standard move as part of an action or free action.

AI: ACTION (UNIT KEYWORD)

At the start of a unit with the AI keyword's Perform Actions step, if it is on the battlefield, does not have a faceup order token, and is not at ❸ of a friendly ◬ unit, it must perform one of the specified actions as its first action that activation. Free actions do not satisfy the requirements of the AI keyword. If a unit cannot perform any of its listed actions as its first action, it is free to perform other actions as normal.

AID: AFFILIATION (UNIT KEYWORD)

When a unit with the Aid keyword would gain an aim, dodge, or surge token, another friendly unit of the affiliation or type listed at ❷ and in line of sight may gain that token instead. If it does, the unit with the Aid keyword gains one suppression token.

ALLIES OF CONVENIENCE (UNIT KEYWORD)

Units with the Allies of Convenience keyword may issue orders to friendly Mercenary units regardless of affiliation. Additionally, when building an army, players may include one extra Mercenary unit in their army regardless of rank if there is at least one unit with the Allies of Convenience keyword, though they cannot take more units of a particular rank than normally allowed.

ARMOR (UNIT KEYWORD)

During the Modify Attack Dice step of the attack sequence, if the defending unit has the Armor keyword, the defending player may cancel all hit ✘ results in the attack roll, removing those dice from the attack pool.

ARMOR X (UNIT KEYWORD)

During the Modify Attack Dice step of the attack sequence, if the defending unit has the Armor X keyword, the defending player may cancel up to X hit ⚔ results, removing those dice from the attack pool.

ARSENAL X (UNIT KEYWORD)

When choosing weapons during the Form Attack Pool step, each miniature in the unit that has the Arsenal X keyword can contribute X weapons to attack pools. Each weapon or combination of weapons may form a new attack pool, but each weapon may only be added to one attack pool.

ASSOCIATE: UNIT NAME (UNIT KEYWORD)

During Army Building, a unit with the Associate keyword does not count its rank towards the maximum rank requirements for that rank if a unit with the specified unit name is included in the same army.

ATARU MASTERY (UNIT KEYWORD)

A unit with the Ataru Mastery keyword can perform up to two attack actions during its activation. When it attacks, it gains one dodge token after the attack is resolved. When it defends, it gains one aim token after the attack is resolved.

ATTACK RUN (UNIT KEYWORD)

At the start of its activation, a unit with the Attack Run keyword may increase or decrease its maximum speed by 1 until the end of that activation.

BARRAGE (UNIT KEYWORD)

If a unit has the Barrage keyword, it may make two attack actions instead of one if it does not use the Arsenal keyword during its activation.

BLOCK (UNIT KEYWORD)

When a unit with the Block keyword is defending, if it spends any dodge tokens during the Apply Dodge and Cover step, it gains 🛡:▼.

BOLSTER X (UNIT KEYWORD)

As a card action, a unit with the Bolster X keyword can choose up to X friendly units at 🔵 to each gain one surge token.

BOUNTY (UNIT KEYWORD)

During Setup, a unit with the Bounty keyword chooses an enemy 🔺 or 🔻 unit. The chosen unit gains a bounty token. After a friendly unit with the Bounty keyword defeats an enemy unit that has one or more bounty tokens with an attack or effect, the friendly unit's controlling player scores 1 VP.

CACHE (UNIT KEYWORD)

During Setup, a unit with an equipped Upgrade Card that has the Cache keyword places the listed token(s) on the card with the Cache keyword. The unit may spend those tokens.

CALCULATE ODDS (UNIT KEYWORD)

As a card action, a unit with the Calculate Odds keyword can choose a friendly trooper unit at 🔵 and in LOS to gain one aim token, one dodge token, and one suppression token.

CHARGE (UNIT KEYWORD)

After a unit that has the Charge keyword performs a move action that brings it into base contact with an enemy miniature to start a melee, it may perform a free attack action against that unit using only melee weapons.

CLIMBING VEHICLE (UNIT KEYWORD)

A unit with the Climbing Vehicle keyword is treated as a trooper unit for the purposes of climbing.

COMPLETE THE MISSION (UNIT KEYWORD)

During Setup, for each friendly unit with the Complete the Mission keyword, place a friendly priority mission token on the battlefield within contested territory.

While a unit with the Complete the Mission keyword is at 🔴 of one or more friendly priority mission tokens, that unit gains 🛡:▼. When a unit with the Complete the Mission keyword attacks an enemy unit at 🔴 of one or more friendly priority mission tokens, the attacking unit's attack pool gains the Critical 2 keyword.

COMPEL (UNIT KEYWORD)

After another trooper unit at 🔵 of a friendly unit with the Compel keyword performs its Rally step and is suppressed but not panicked, at the beginning of its Perform Action step, it may gain one suppression token to perform a free move action.

CONTINGENCIES X (UNIT KEYWORD)

When building a command hand before the game begins, for each unit with the Contingencies X keyword in a player's army, that player sets aside up to X additional Command Cards facedown as Contingency Cards, where X is equal to the combined Contingencies X value on all their units. These set-aside cards may have any number of pips but must follow all other rules for constructing a command hand. Set-aside Contingency Cards are not considered to be in a player's command hand and are kept secret from an opponent. A player may look at their set-aside Contingency Cards at any time.

After a player reveals a Command Card, before any other effects are resolved, that player may discard that card to reveal one of their set-aside Contingency Cards with an equal number of pips instead. The revealed Contingency Card is then treated as that player's selected and revealed Command Card for that turn. If both players have set-aside Contingency Cards, the blue player must decide first whether or not to reveal a Contingency Card.

If all a player's units with the Contingencies X keyword are defeated, a player cannot reveal or use their Contingency Cards.

COORDINATE: UNIT NAME/ UNIT TYPE (UNIT KEYWORD)

After a unit with the Coordinate keyword is issued an order, it may issue an order to a friendly unit at ❶ that has the unit name or unit type specified. A unit that has one or more unit names or unit types listed can only choose one of these listed unit names or unit types to issue an order to using the Coordinate keyword. If a unit already has the Coordinate keyword and gains another instance of the keyword, the unit may choose which targets to issue an order to from the two instances of the keyword; it does not issue two orders.

COUNTERPART (UNIT KEYWORD)

Some units are faithful companions or subservient minions and are almost never seen apart from another unit. A unit like this has the Counterpart keyword and the miniature that represents this unit is always added to another unit. That miniature has a Counterpart Card and their miniature is a counterpart miniature. The combined unit has the rank, unit type, defense die, courage value, surge conversion chart, and speed as shown on the Unit Card.

- Sometimes, a Counterpart Card has a different unit type only for the purposes of equipping Upgrade Cards.

- A unit leader in a combined unit can be assigned wounds when it is the only non-counterpart miniature in the unit.

- When a wound token would be assigned to a non-counterpart miniature in a combined unit, that unit's controlling player may assign that wound token to an undefeated counterpart miniature in that unit instead. That wound token must be assigned to a counterpart miniature if it would cause the last non-counterpart miniature in the unit to be defeated.

- Upgrade Cards without weapons equipped to a counterpart miniature are usable by the rest of the unit, unless the counterpart miniature is defeated.

- Upgrade Cards with weapons are usable only by the miniature which has them equipped.

- The non-counterpart miniatures in the unit use the wound threshold on their Unit or Upgrade Card, the counterpart miniature uses the wound threshold on the Counterpart Card.

- The combined unit has the keywords on both the Unit Card and the Counterpart Card.

- Miniatures in a combined unit may only use weapons that are on their respective cards. If a combined unit gains a weapon from a Command Card, only the non-counterpart miniature may use it.

- If the counterpart miniature is defeated, the unit loses any keywords, abilities, or effects on the Counterpart Card.

COVER X (UNIT KEYWORD)

If a unit has the Cover X keyword and is defending against an attack with at least one ranged weapon, during the Apply Dodge and Cover step, it improves the numerical value of its cover by a number equal to X.

COVERT OPS (UNIT KEYWORD)

During Setup, a unit with the Covert Ops keyword may change its rank to ⬟ for all rules purposes for the rest of the game. If it does, it gains the Infiltrate keyword that game. A unit cannot change its rank to ⬟ if there are no other ⬥ units in that player's army.

CUNNING (UNIT KEYWORD)

During the Command Phase, if a player reveals a ⬥ or ⬟ specific Command Card that belongs to a unit with the Cunning keyword and there would be a tie for priority, treat that Command Card as having one fewer pip. If both players reveal a specific ⬥ or ⬟ Command Card that belongs to a unit with the Cunning keyword, there is still a tie for priority.

DANGER SENSE X (UNIT KEYWORD)

When a unit with the Danger Sense X keyword would remove any number of its suppression tokens, it may choose to not remove up to X tokens, including zero.

While a unit with the Danger Sense X keyword is defending against an attack, it rolls one extra defense die during the Roll Defense Dice step for every suppression token it has, up to X additional dice.

DAUNTLESS (UNIT KEYWORD)

After a unit with the Dauntless keyword performs its Rally step and is suppressed but not panicked, at the beginning of its Perform Action step, it may gain one suppression token to perform a free move action.

A unit with the Dauntless keyword may not be affected by the Compel keyword.

DEATH FROM ABOVE (UNIT KEYWORD)

When a unit with the Death From Above keyword attacks, the defending unit cannot use cover to cancel hit ⚔ results during the Apply Cover step if the attacking unit's unit leader is overlapping a piece of non-area terrain of greater height than any terrain the defending unit's unit leader is overlapping.

DEFEND X (UNIT KEYWORD)

After a unit with the Defend X keyword is issued an order, it gains X dodge tokens.

DEFLECT (UNIT KEYWORD)

While a unit with the Deflect keyword is defending against a ranged attack or using the Guardian X keyword, its surge conversion chart gains ⚡:▼. Additionally, during the Convert Defense Surges step before converting ⚡ results, the attacker suffers one wound if there is at least one ⚡ result in the defense roll.

If the Deflect keyword causes the attacking unit to be defeated, the attack continues, and the defender can still suffer wounds.

While defending or using the Guardian X keyword against an attack in which weapons with the High Velocity weapon keyword are the only weapons in an attack pool, the Deflect keyword has no effect.

DEMORALIZE X (UNIT KEYWORD)

After a unit with the Demoralize X keyword performs its Rally step, add up to X total suppression tokens to enemy units at 🔗.

DETACHMENT: UNIT NAME/ TYPE (UNIT KEYWORD)

During Army Building, a unit with the Detachment keyword doesn't count against the maximum number of units of its rank that can be included. A unit with the Detachment keyword can be included in a player's army only if another unit that has the unit name or unit type specified and does not have the Detachment keyword is also included in that army. Each unit with the Detachment keyword needs its own matching specified unit. Additionally, during the Deploy in Prepared Positions step, a unit with the Detachment keyword gains the Infiltrate or Prepared Position keyword for the remainder of the game if its matching specified unit has that keyword.

For example, a player wishes to add a DF-90 Mortar Trooper to their army. Because the DF-90 Mortar Trooper has the Detachment: Shoretroopers keyword, the player must first add a unit of Shoretroopers to their army before adding the DF-90 Mortar Trooper. The player does so, and the army now contains a Shoretroopers unit and a DF-90 Mortar Trooper unit. The player then wishes to add a second DF-90 Mortar Trooper unit to their army, and therefore must first select a second unit of Shoretroopers to include in their army.

DIRECT UNIT NAME/UNIT TYPE (UNIT KEYWORD)

Each Command Phase, during the Issue Orders step, a unit with the Direct keyword may issue an order to a friendly unit at 🔗 that has the unit name or unit type specified.

DISCIPLINED X (UNIT KEYWORD)

After a unit with the Disciplined X keyword is issued an order, it may remove up to X suppression tokens.

DISENGAGE (UNIT KEYWORD)

While a trooper unit with the Disengage keyword is engaged with a single enemy unit, it can still perform moves as normal.

DISTRACT (UNIT KEYWORD)

As a free card action, a unit with the Distract keyword can choose an enemy trooper unit at 🔗 and in LOS. Until the end of the round, when the chosen enemy unit performs an attack, it must attack the unit that used the Distract action, if able.

While the chosen enemy unit is attacking the unit with the Distract keyword, each miniature in the enemy unit must choose an eligible weapon to contribute to an attack pool. The enemy unit may only declare additional defenders and form additional dice pools if, after first forming a dice pool with eligible weapons, there are still weapons usable by miniatures in the unit that were not eligible to be added to the first attack pool.

When a unit uses the Distract keyword, if it had the Inconspicuous keyword, it loses it until the end of the round.

DIVINE INFLUENCE (UNIT KEYWORD)

While they are at 🔗 of a friendly C-3PO, friendly 🛡 trooper units gain Guardian 2: C-3PO. While using Guardian, they may cancel ✦ results as if they were ⚔ results.

DJEM SO MASTERY (UNIT KEYWORD)

When a unit with the Djem So Mastery keyword is defending against a melee attack, during the Compare Results step, the attacking unit suffers a wound if the attack roll contains one or more blank results.

DUELIST (UNIT KEYWORD)

When a unit with the Duelist keyword performs a melee attack, if it spends one or more aim tokens during the Reroll Attack Dice step, the attack pool gains the Pierce 1 weapon keyword. While a unit with the Duelist keyword defends against a melee attack, if it spends at least one dodge token during the Apply Dodge and Cover step, it gains the Immune: Pierce keyword.

The unit with the Duelist keyword gets these effects in addition to the normal effects of spending aim or dodge tokens.

ENRAGE X (UNIT KEYWORD)

When a unit with the Enrage X keyword has wound tokens greater than or equal to X, that unit gains the Charge keyword and treats its courage value as "-" and loses any suppression tokens it may have. If a unit with the Enrage X keyword has wound tokens greater than or equal to X but removes wound tokens through an effect so that it has fewer than X, it no longer benefits from the Enrage X keyword until it has wound tokens greater than or equal to X again.

ENTOURAGE: UNIT NAME (UNIT KEYWORD)

During Army Building, if a player includes a unit with the Entourage keyword, one unit specified by the Entourage keyword does not count its rank towards the maximum rank requirements for that rank. This can allow a player to bring more units of a specific rank than rank requirements allow.

In the Command Phase, during the Issue Orders step, a unit with the Entourage keyword may issue an order to a friendly unit at ❷ that has the name specified by the Entourage keyword.

Additionally, the unit specified by the Entourage keyword ignores the ▲ rank requirement to provide backup to the unit with the Entourage keyword.

For example, Director Orson Krennic has Entourage: Death Troopers. If an army includes Director Orson Krennic, 1 unit of Death Troopers in the same army does not count towards the maximum number of special forces ranks allowed in the army, allowing a player to bring up to three other special forces units in addition to the Death Troopers. In the Command Phase, Director Orson Krennic may issue an order to a Death Trooper unit at ❷.

EQUIP (UNIT KEYWORD)

During Army Building, if a player includes a unit with the Equip keyword, that unit must equip the upgrades listed after the keyword.

EXEMPLAR (UNIT KEYWORD)

While attacking or defending, if a friendly unit is at ❷ and in LOS of one or more friendly units that have the Exemplar keyword and that share the same faction or affiliation as that attacking or defending unit, that attacking or defending unit may spend one aim, dodge, or surge token belonging to one of those units with Exemplar as if that attacking or defending unit had the token.

EXPERT CLIMBER (UNIT KEYWORD)

When a unit with the Expert Climber keyword performs a climb, it may move a vertical distance up to height 2.

FIELD COMMANDER (UNIT KEYWORD)

During Army Building, an army that includes a unit with the Field Commander keyword may ignore the minimum ⟰ rank requirement. If a player's army contains no ⟰ units during Setup but does contain a unit with the Field Commander keyword, that unit gains a commander token. When a player reveals a non-⟰ or ⟰ specific Command Card, they may nominate a friendly unit with the Field Commander keyword to be commander and issue orders. A unit with the Field Commander keyword is not a ⟰ and only counts as one for the purposes of issuing orders with a Command Card during the Command Phase.

Additionally, if a friendly unit is at ❸ of the unit with the commander token and both units share the same faction or affiliation, that friendly unit may treat their courage value as 2 when checking for panic.

FIRE SUPPORT (UNIT KEYWORD)

After a unit with the Fire Support keyword is issued an order, it gains a standby token.

FLAWED (UNIT KEYWORD)

A unit with the Flawed keyword has a corresponding Flaw Card that must be added to an opponent's command hand during Setup. The unit the Flaw Card belongs to is indicated in the top right corner of the Flaw Card. An opponent may play a Flaw Card from their command hand when permitted by the rules on the Flaw Card. If both players have a Flaw Card in their command hand, at the start of each phase the player with priority must decide first whether to play a Flaw Card or not. If neither player has priority, then the blue player decides first. Any played Flaw Cards are discarded at the start of the End Phase and their effects end.

Flaw Cards are not Command Cards and are not affected by rules that affect Command Cards.

FLEXIBLE RESPONSE X (UNIT KEYWORD)

During Army Building, a unit with the Flexible Response keyword must equip X ⚔ upgrades.

FULL PIVOT (UNIT KEYWORD)

When a unit with the Full Pivot keyword performs a pivot, it may pivot up to 360°.

## GENERATOR X (UNIT KEYWORD)

During the End Phase, a unit with the Generator X keyword may flip up to X inactive shield tokens to their active side.

GUARDIAN X (UNIT KEYWORD)

While a friendly trooper unit at ❶ and in LOS of a unit that has the Guardian X keyword is defending against a ranged attack, it may cancel up to X hit ✖ results during the Modify Attack Dice step of the attack sequence. For each hit ✖ result canceled in this way, the unit with the Guardian X keyword rolls a defense die matching the one on its Unit Card. After converting any defense surge ⟡ results according to its surge chart or by using surge tokens, the unit with the Guardian X keyword suffers one wound for each blank result. A defending unit that has the Guardian X keyword used on it gains a suppression token as normal.

A unit cannot use Guardian X if the defending unit also has the Guardian X keyword. If multiple friendly units can use the Guardian X keyword during an attack, the player who controls those units declares which unit is using the Guardian X keyword and resolves their ability before choosing whether to declare that another unit is using the Guardian X keyword.

A unit cannot use Guardian X if it has a number of suppression tokens equal to or greater than its courage.

The Pierce X keyword can be used to cancel block ▼ results on defense dice rolled by a unit using Guardian X; treat canceled block ▼ results as blank results. After using Pierce X in this way, any unused Pierce X value can still be used to cancel block ▼ results rolled by the defending unit.

Additionally, a unit with the Guardian X keyword cannot benefit from backup and ignores the ▲ rank requirement to provide backup.

GUIDANCE (UNIT KEYWORD)

When a unit uses the Guidance card action, choose another friendly unit of the specified unit type at ❷. The chosen unit performs a free non-attack action.

GUNSLINGER (UNIT KEYWORD)

When a unit with the Gunslinger keyword reaches the Declare Additional Defender step, it may declare an additional defender and create an attack pool consisting solely of a ranged weapon that has already been contributed to another attack pool. The Gunslinger keyword can only be used once per attack sequence.

HEAVY WEAPON TEAM (UNIT KEYWORD)

A unit with the Heavy Weapon Team keyword must equip a ⚔ Upgrade Card. The miniature added to the unit with this Upgrade Card becomes the unit leader.

HOVER: GROUND/AIR X (UNIT KEYWORD)

A unit with the Hover: Ground or Hover: Air X keyword can perform standby actions during the Perform Actions step and can gain and spend standby tokens. A unit with the Hover: Ground or Hover: Air X keyword can reverse.

A unit with the Hover: Ground keyword is treated as a ground vehicle by other units for all LOS purposes. For all other game effects, the unit is still treated as a repulsor vehicle.

A unit with the Hover: Air X keyword ignores terrain of height X or lower while moving and may end a movement overlapping such terrain.

STRAFE

If the unit with the Hover: Ground/Air X keyword has a base with side notches, the unit may perform a strafe move as part of a move action instead of moving normally. A unit reduces its maximum speed by 1 to a minimum of 1 while performing a strafe. As with other movements with notched bases, a strafe can be a full strafe or a partial strafe, and can be interrupted if an object prevents the strafing miniature from fully progressing across the movement tool.

To perform a full strafe, place the end of a movement tool into one of the side notches on the unit's base. Keeping the movement tool in place on the battlefield, move the miniature along the movement tool until the opposite side notch is wholly in the opposite end of the movement tool. While performing a strafe, a miniature's base must not overlap terrain that it cannot move through.

HUNTED (UNIT KEYWORD)

During Setup, if one or more enemy units have the Bounty keyword, each unit with the Hunted keyword gains a bounty token.

I'M PART OF THE SQUAD TOO (UNIT KEYWORD)

A unit with the I'm Part of the Squad Too keyword is contesting an objective token if its unit leader is at 🔴1 of that token instead of 🔴½.

IMMUNE: BLAST (UNIT KEYWORD)

While a unit with the Immune: Blast keyword is defending, the effects of the Blast keyword are ignored.

IMMUNE: ENEMY EFFECTS (UNIT KEYWORD)

A unit with the Immune: Enemy Effects keyword ignores all enemy card effects and cannot be targeted by any enemy card effects.

IMMUNE: MELEE (UNIT KEYWORD)

Enemy units cannot be placed in base contact with a unit that has the Immune: Melee keyword.

IMMUNE: MELEE PIERCE (UNIT KEYWORD)

While a unit with the Immune: Melee Pierce keyword is defending against a melee attack, the attacker cannot use the Pierce X weapon keyword to cancel ▼ results on defense dice during the Modify Defense Dice step.

While a unit with Immune: Melee Pierce is using the Guardian X keyword during a melee attack, the attacking unit cannot use the Pierce X keyword to cancel ▼ results on defense dice rolled by that unit for the Guardian X keyword.

IMMUNE: PIERCE (UNIT KEYWORD)

While a unit with the Immune: Pierce keyword is defending, the attacker cannot use the Pierce X weapon keyword to cancel ▼ results on defense dice during the Modify Defense Dice step.

While a unit with Immune: Pierce is using the Guardian X keyword, the attacking unit cannot use the Pierce X keyword to cancel ▼ results on defense dice rolled by that unit for the Guardian X keyword.

IMMUNE: RANGE 1 WEAPONS (UNIT KEYWORD)

An attack pool that is assigned to a unit with the Immune: Range 1 Weapons keyword cannot contain weapons with a maximum range of 🔴1.

IMPERVIOUS (UNIT KEYWORD)

While a unit with the Impervious keyword is defending, it rolls a number of extra defense dice during the Roll Defense Dice step equal to the total Pierce X value of weapons in the attack pool.

If a unit with Impervious also has the Immune: Pierce keyword, then it does not roll extra defense dice for the Impervious keyword when defending against an attack with the Pierce X keyword.

INCOGNITO (UNIT KEYWORD)

A unit with the Incognito keyword cannot be attacked by enemy units that are beyond 🔴1 of it, cannot contest objectives, and cannot provide backup.

If a unit with the Incognito keyword ever performs an attack or defends against an attack, it loses all special rules of the Incognito keyword for the remainder of the game. Additionally, at the beginning of a unit with the Incognito keyword's activation, it may choose to lose the special rules of the Incognito keyword for the remainder of the game.

INCONSPICUOUS (UNIT KEYWORD)

While a unit with the Inconspicuous keyword has at least one suppression token, when an enemy unit performs an attack, it must target another unit, if able. When a unit with the Inconspicuous keyword rallies, it may choose to not remove any number of suppression tokens, including zero.

INDEPENDENT: TOKEN X/ ACTION (UNIT KEYWORD)

At the start of the Activation Phase, if a unit with the Independent keyword does not have an order token, that unit may gain X of the listed token(s) or perform the listed action as a free action.

INDOMITABLE (UNIT KEYWORD)

When a unit that has the Indomitable keyword performs its Rally step, it rolls red defense dice instead of white defense dice.

INFILTRATE (UNIT KEYWORD)

At the start of an undeployed unit with the Infiltrate keyword's activation, it may deploy by placing the unit leader of that unit within friendly territory. Then the remaining miniatures in that unit are placed in cohesion with their unit leader and within friendly territory. Miniatures cannot overlap impassable terrain when they are placed using Infiltrate.

INSPIRE X (UNIT KEYWORD)

At the end of a unit with the Inspire X keyword's activation, remove up to X total suppression tokens from other friendly units at 🔴2.

INTERROGATE (UNIT KEYWORD)

During the Command Phase, if a player reveals a Command Card that belongs to a unit at 🔴 of one or more enemy units with the Interrogate keyword and there would be a tie for priority, treat that Command Card as having one more pip.

JAR'KAI MASTERY (UNIT KEYWORD)

While performing a melee attack, after converting attack surges during the Convert Attack Surges step, a unit with the Jar'Kai Mastery keyword may spend any number of dodge tokens. For each dodge token spent in this way, change a blank result to a hit ✹ result, a hit ✹ result to a critical ✪ result, or spend two dodge tokens to change a blank result to a critical ✪ result.

JEDI HUNTER (UNIT KEYWORD)

When a unit with the Jedi Hunter keyword attacks a unit with a 😊 upgrade icon on its upgrade bar, it gains 🗲:✪.

JUMP X (UNIT KEYWORD)

A unit that has the Jump X keyword can perform the Jump X card action any time it could perform a move action. The unit performs a move action as normal and can ignore or end its movement on top of terrain that is height X or lower. While performing a move with the Jump X action, a unit ignores the effects of difficult terrain and other miniatures with a height equal to or lower than X. When making a move with the Jump X action, a unit may place the movement template overlapping impassable terrain but may not end its move overlapping it. When a unit performs the Jump X action, measure height from that unit's starting position.

JUYO MASTERY (UNIT KEYWORD)

While a unit with the Juyo Mastery keyword has one or more wound tokens, it can perform one additional action during its activation. A unit with Juyo Mastery may only perform two move actions during its activation, including free actions.

LATENT POWER (UNIT KEYWORD)

At the end of a unit with the Latent Power keyword's activation, it may gain 1 suppression token to roll 1 red defense die. If it does, on a 🛡 result, choose an enemy unit at 🔴 of this miniature. The chosen unit gains 2 suppression tokens and 2 immobilize tokens. On a blank result, remove 1 wound or 1 poison token from a friendly non-droid trooper unit at 🔴 of this miniature.

LOADOUT (UNIT KEYWORD)

During Army Building, when a player includes a unit with the Loadout keyword in their army, for each Upgrade Card equipped to that unit, they may choose another eligible Upgrade Card of the same type with an equal or lesser point cost and set it aside. During Setup, a unit with the Loadout keyword may swap any number of its equipped Upgrade Cards with the matching set-aside Upgrade Cards one for one.

When swapping Upgrade Cards, a unit cannot have two or more upgrades with the same name equipped at the same time. If two or more units with the Loadout keyword are in the same army, keep their respective set-aside Upgrade Cards separate. Each unit can swap Upgrade Cards only with their own set-aside cards; they cannot share set-aside Upgrade Cards.

A Counterpart Card that is added to a unit with the Loadout keyword also benefits from the Loadout ability.

LOW PROFILE (UNIT KEYWORD)

While defending against a ranged attack, if a unit with the Low Profile keyword would roll one or more defense dice during the Roll Cover Pool step, it rolls one fewer defense die and instead adds an additional ▼ result to the cover pool after rolling.

MAKASHI MASTERY (UNIT KEYWORD)

While a unit with the Makashi Mastery keyword performs a melee attack, during the Choose Weapons and Gather Dice step, it can reduce the Pierce X value of a weapon in the attack pool by 1. If it does, the defender cannot use the Immune: Pierce and/or Impervious keywords during this attack.

MARKSMAN (UNIT KEYWORD)

After converting attack surges during the Convert Attack Surges step, a unit with the Marksman keyword may spend any number of aim tokens. For each aim token spent in this way, instead of rerolling dice, change a blank result to a hit ✹ result, a hit ✹ result to a critical ✪ result, or spend two aim tokens to change a blank result to a critical ✪ result.

MASTER OF THE FORCE (UNIT KEYWORD)

At the end of its activation, a unit that has the Master of the Force X keyword may ready up to X of its exhausted Force 😊 Upgrade Cards.

MASTER STORYTELLER (UNIT KEYWORD)

When a unit performs the Master Storyteller card action, it chooses up to X friendly 🔥 units at ➋, where X is the current round number. Each chosen unit gains 2 surge tokens.

MERCENARY: FACTION (UNIT KEYWORD)

A unit with the Mercenary keyword is a Mercenary unit. The faction(s) specified by the Mercenary keyword can include that unit in an army as a Mercenary unit.

NIMBLE (UNIT KEYWORD)

After a unit that has the Nimble keyword defends against an attack, if it spent at least one dodge token during any point of the attack sequence, it gains one dodge token.

OBSERVE X (UNIT KEYWORD)

As a card action or free card action, a unit with the Observe X keyword can choose an enemy unit at 🟦 and in LOS. The chosen enemy unit gains X observation tokens. Observation tokens are removed during the Remove Tokens step of the End Phase.

During an attack, a friendly attacking unit can spend any number of observation tokens that belong to the defending unit during the Reroll Attack Dice step. The attacking unit rerolls one attack die for each observation token spent. Observation tokens are spent one at a time, and the same die can be rerolled multiple times by spending subsequent observation tokens or aim tokens. The attacking unit may spend aim tokens and observation tokens in any order.

OUTMANEUVER (UNIT KEYWORD)

During the Apply Dodge and Cover step, a unit with the Outmaneuver keyword can spend dodge tokens to cancel critical ✪ results.

OVERRIDE (UNIT KEYWORD)

When a friendly unit begins its activation while at 🟧 of a unit that has the Override keyword, the unit with the Override keyword may gain one suppression token. If it does, the activating unit ignores the AI keyword during its activation.

PLODDING (UNIT KEYWORD)

During its activation, a unit with the Plodding keyword can only perform one move action.

PRECISE X (UNIT KEYWORD)

When an attacking unit that has the Precise X keyword spends an aim token during the Reroll Attack Dice step, it can reroll up to X additional attack dice per aim token spent.

PREPARED POSITION (UNIT KEYWORD)

During the Deploy in Prepared Positions step of setup, a unit with the Prepared Position keyword may deploy by placing the unit leader of that unit within friendly territory. Then the remaining miniatures in that unit are placed in cohesion with their unit leader and within friendly territory. That unit then gains 1 dodge token. Miniatures cannot overlap impassable terrain when they are placed using Prepared Position.

PROGRAMMED (UNIT KEYWORD)

A unit with the Programmed keyword must equip at least one 🎯 Upgrade Card during Army Building.

PULLING THE STRINGS (UNIT KEYWORD)

When a unit uses the Pulling the Strings card action, choose another friendly trooper unit at 🟦. The chosen unit may perform a free attack action or a free move action.

QUICK THINKING (UNIT KEYWORD)

When a unit performs the Quick Thinking card action, it gains one aim and one dodge token.

READY X (UNIT KEYWORD)

After a unit with the Ready X keyword performs a standby action, it gains X aim tokens.

RECHARGE X (UNIT KEYWORD)

When a unit with the Recharge X keyword recovers, it may flip up to X inactive shield tokens from their inactive side to their active side.

REINFORCEMENTS (UNIT KEYWORD)

At the start of the End Phase of the first round of a game, a Unit with the Reinforcements keyword may perform a free speed-1 move.

REGENERATE X (UNIT KEYWORD)

At the end of a unit's activation, if it has the Regenerate X keyword, it rolls one white defense die for each wound token it has, up to X. For each ▼ or 🎖 result, it removes one wound token.

RELIABLE X (UNIT KEYWORD)

At the start of the Activation Phase, a unit with the Reliable X keyword gains X surge tokens.

RELENTLESS (UNIT KEYWORD)

After a unit that has the Relentless keyword performs a move action, it may perform a free attack action.

REPOSITION (UNIT KEYWORD)

When a unit with the Reposition keyword performs a standard move, it may perform a pivot either before or after performing that standard move.

RETINUE: UNIT/UNIT TYPE (UNIT KEYWORD)

At the start of the Activation Phase, if a unit with the Retinue keyword is at ❷ of another friendly unit or type of unit specified by the Retinue keyword, it gains either one aim or one dodge token.

Additionally, a unit with the Retinue keyword ignores the ▲ rank requirement to provide backup to the specified unit.

RUTHLESS (UNIT KEYWORD)

When another friendly ▲ trooper unit at ❷ and in LOS that has a faceup order token activates, it may suffer 1 wound to perform 1 free action.

SCALE (UNIT KEYWORD)

When a unit with the Scale keyword performs a climb, it may move a vertical distance up to height 2.

When a unit that has the Scale keyword performs a move, it does not reduce its maximum speed for moving out of, into, or through difficult terrain.

SCOUT X (UNIT KEYWORD)

When an undeployed unit with the Scout X keyword activates, at the start of its Perform Actions step, it may deploy by performing a free speed-X move action, ignoring difficult terrain. A unit can perform this move regardless of its maximum speed.

The Scout X keyword is cumulative but cannot exceed 3. If a unit would ever have Scout X exceeding Scout 3, it has Scout 3 instead.

SCOUTING PARTY X (UNIT KEYWORD)

During Setup, the controlling player of a unit with the Scouting Party keyword may choose up to X friendly trooper units that share the same faction or affiliation with that unit and do not have the Scout keyword. Each chosen unit gains the Scout X keyword this game, where X is the Scout X value of the unit with the Scouting Party keyword.

SECRET MISSION (UNIT KEYWORD)

Once per game, at the beginning of the Command Phase, if a unit with the Secret Mission keyword is within enemy territory, it gains a secret mission token.

When scoring VP, if a player controls a unit with one or more secret mission tokens and that unit is within enemy territory, that unit's controlling player scores 1 VP. Then, remove those secret mission tokens from the game.

SELF-PRESERVATION (UNIT KEYWORD)

When checking to see if a unit with the Self-Preservation keyword panics, that unit cannot use the courage value of units that are not of the same affiliation.

SENTINEL (UNIT KEYWORD)

A unit with the Sentinel keyword can spend a standby token after an enemy unit performs an attack, move, or action at ❸, rather than at ❷.

SHARPSHOOTER X (UNIT KEYWORD)

During the Determine Cover step, a unit with the Sharpshooter X keyword subtracts X from the numerical value of the defender's cover.

For example, a unit with heavy cover and a suppression token that is attacked by a unit with Sharpshooter 1 has light cover.

SHIELDED X (UNIT KEYWORD)

A unit with the Shielded X keyword has X shield tokens. Shield tokens belong to the unit and are not assigned to individual miniatures. If a unit gains the Shielded X keyword, it gains X shield tokens. Similarly, if a unit loses the Shielded X keyword it loses X shield tokens.

Shield tokens are double-sided, with an active side and an inactive side, and always enter play with their active side faceup placed on the battlefield next to the unit that has those shield tokens. When a unit flips an active shield token, that shield token is flipped to its inactive side and is now inactive. When a unit flips an inactive shield token, that shield token is flipped to its active side and is now active.

While defending against a ranged attack, during the Modify Attack Dice step, a defending unit may flip any number of its active shield tokens to their inactive side to cancel one hit ✖ or critical ✪ result for each shield token flipped in this way.

SMOKE X (UNIT KEYWORD)

A unit that has the Smoke X keyword can perform the Smoke X action. To perform this action, the unit places X smoke tokens within ❶ and in LOS of its unit leader.

Smoke tokens cannot overlap any objective, advantage, charge, or other smoke tokens and must be placed on a flat surface.

SMOKE TOKENS

Trooper units whose unit leader is at ❶ of a smoke token improve the numerical value of their cover by 1 during the Determine Cover step. While a trooper unit is attacking, if the attacking unit leader is at ❶ of a smoke token, the defending unit improves the numerical value of their cover by 1. Effects that improve a unit's cover are cumulative. A unit cannot be affected by the same Smoke token more than once. Smoke tokens are removed during the Remove Tokens step of the End Phase.

For example, a trooper unit whose unit leader is at ❶ of 2 smoke tokens would improve the numerical value of its cover by 2.

SPECIAL ISSUE: BATTLE FORCE (UNIT KEYWORD)

A unit with the Special Issue keyword can only be included in an army using the specified Battle Force.

SORESU MASTERY (UNIT KEYWORD)

When a unit with Soresu Mastery is defending against a ranged attack, it may reroll all of its defense dice during the Reroll Defense Dice step. Additionally, when a unit with Soresu Mastery is using the Guardian X keyword, it may spend one dodge token before converting any 🗡 results. If it does, it rerolls all of its defense dice before converting 🗡 results. Each die cannot be rerolled more than once using Soresu Mastery.

SPEEDER X (UNIT KEYWORD)

While it is performing a move, a unit that has the Speeder X keyword can move over or end its movement on terrain equal to or less than height X. Additionally, when a unit on notched bases performs a move, it skips step 1 of notched base movement, rotating the unit leader's base.

A unit with the Speeder X keyword must perform a free compulsory move action at the start or end of its Perform Actions step.

If a unit with the Speeder X keyword performs more than one non-compulsory move action during its activation, it may not claim asset tokens that activation. Additionally, a unit with the Speeder X keyword that has claimed an asset token can perform only one non-compulsory move action during its activation.

COMPULSORY MOVE

A compulsory move is a free move action. To perform a compulsory move, the unit performs a full move at its maximum speed. If it cannot do so, or if a full move would cause any part of the unit leader's base to be outside the battlefield, it can perform a partial move instead, ending its movement as far along the movement template as possible.

SPOTTER X (UNIT KEYWORD)

As a card action, a unit with the Spotter X keyword can choose up to X friendly units at ❷. Each chosen unit gains an aim token.

SPUR (UNIT KEYWORD)

When a unit with the Spur keyword performs a move, its controlling player may assign it one suppression token to increase its maximum speed by 1 for that move, to a maximum of 3. When a unit performs a move, apply any effects that increase the unit's maximum speed before applying any effects that reduce that unit's maximum speed.

For example, a unit that normally has a maximum speed of 1, but has 1 immobilize token, can use the Spur keyword to perform a move with a total maximum speed of 1. However, a unit that normally has a maximum speed of 1, but has 2 immobilize tokens, cannot use the Spur keyword to perform a move because its maximum speed would still be 0.

STATIONARY (UNIT KEYWORD)

A unit with the Stationary keyword cannot perform moves unless the move is a pivot. A unit with the Prepared Position and Stationary keywords must deploy during the Deploy in Prepared Positions step of setup.

STEADY (UNIT KEYWORD)

After a unit that has the Steady keyword performs a move action, it may perform a free attack action. During this attack action it may only add ranged weapons to attack pools.

STRATEGIZE X (UNIT KEYWORD)

When a unit uses the Strategize X action, it gains one suppression token, then chooses X friendly units at ❷. Each chosen unit gains one aim and one dodge token.

TACTICAL X (UNIT KEYWORD)

The Tactical X keyword allows a unit to gain a number of aim tokens equal to X each time it performs a standard move as part of an action or free action.

TAKE COVER X (UNIT KEYWORD)

As a card action, a unit with the Take Cover X keyword can choose up to X friendly units at 🔵2. Each chosen unit gains one dodge token.

TEAMWORK: UNIT NAME (UNIT KEYWORD)

When a unit with the Teamwork keyword is at 🔵2 of a friendly unit that has the unit name specified by the Teamwork keyword, if either unit gains an aim token or a dodge token, the other unit gains a token of the same type.

TARGET X (UNIT KEYWORD)

After a unit with the Target X keyword is issued an order, it gains X aim tokens.

TEMPTED (UNIT KEYWORD)

If a friendly unit is defeated by an enemy attack and the attacking unit is at 🔵3 of a unit with the Tempted keyword, after the attack is resolved, that unit with the Tempted keyword may perform a free attack action or a speed-2 move ignoring difficult terrain. A unit may use the Tempted keyword only once each round.

TRANSPORT (UNIT KEYWORD)

During Setup, a unit with the Transport keyword may choose a friendly ▲ or ◢◣ unit to transport. During the Issue Orders step of the Command Phase of round 1, a unit with the Transport keyword may issue an order to the chosen unit. If the chosen unit is undeployed when the unit with the Transport keyword deploys, after the effect is resolved, the chosen unit deploys by performing a speed-1 move. Measure the start of this move with both prongs of one side of the movement tool touching the base of the unit with the Transport keyword. When the chosen unit deploys in this way, the unit leader of that unit measures the vertical distance changed during that move starting from the unit with the Transport keyword.

UNCANNY LUCK X (UNIT KEYWORD)

While a unit with the Uncanny Luck X keyword is defending against an attack, it may reroll up to X of its defense dice during the Reroll Defense Dice step. Any dice rerolled with the Uncanny Luck X keyword must be rerolled at the same time, and each die cannot be rerolled more than once.

UNCONCERNED (UNIT KEYWORD)

A unit with the Unconcerned keyword cannot benefit from cover, and miniatures in the unit cannot be repaired or restored.

UNHINDERED (UNIT KEYWORD)

When a unit that has the Unhindered keyword performs a move, it does not reduce its maximum speed for moving out of, into, or through difficult terrain.

UNSTOPPABLE (UNIT KEYWORD)

A unit with the Unstoppable keyword is eligible to activate during the Activation Phase while it has one or fewer facedown order tokens. This unit may never have more than one faceup order token. While this unit is not defeated, when creating its order pool, its controlling player adds an additional order token corresponding to this unit's rank to their order pool.

WEAK POINT X: FRONT/REAR/ SIDES (UNIT KEYWORD)

While a unit with the Weak Point X: Front/Rear/Sides keyword is defending, if the attacking unit's unit leader is at least partially inside the specified firing arc of the defending unit, the attack pool gains the Impact X keyword where X is equal to the value of Weak Point X.

While a unit with the Weak Point X keyword is defending against a ranged attack made by an area weapon, treat the charge or advantage token as the attacking unit leader.

WEIGHED DOWN (UNIT KEYWORD)

While a unit with the Weighed Down keyword is holding 1 or more objective tokens, it cannot use the Jump keyword.

WE'RE NOT REGS (UNIT KEYWORD)

A unit with the We're Not Regs keyword may not spend green tokens on other Clone Trooper units, and other Clone Trooper units may not spend this unit's green tokens. Additionally, this unit cannot benefit from backup.

WHEEL MODE (UNIT KEYWORD)

At the start of its activation, a unit with the Wheel Mode keyword can increase its maximum speed to 3 until the end of that activation. If it does, until the end of the round, it gains the Cover 2 keyword and cannot attack or flip active shield tokens.

To indicate that a unit of Droidekas is using the Wheel Mode keyword, a player may replace their standing Droideka miniatures with ball-form Droideka miniatures, or simply mark the unit with a Wheel Mode token.

Players should use the ball-form Droideka miniatures only when the unit uses the Wheel Mode keyword and only for the duration of that round. At the end of the round, any ball-form Droideka miniatures should be replaced with standing Droideka miniatures.

WOUND X (UNIT KEYWORD)

The first time a unit with the Wound X keyword enters play, that unit suffers X wounds.

WEAPON KEYWORDS

AREA WEAPON

A weapon with a yellow range icon ❶ is an area weapon. When using an area weapon, perform a separate attack against each unit, friendly and enemy, that is in LOS and at the range indicated by the number on the range icon, even if that unit is engaged. Attacks made by area weapons are always ranged attacks.

Area weapons can never be in an attack pool made by a unit and must always be the only weapon in an attack pool.

ARM X: CHARGE TOKEN TYPE (WEAPON KEYWORD)

A unit that is equipped with a card that has the Arm X: Charge Token Type keyword can perform the Arm X action. When a unit performs the Arm X action, the unit places X charge tokens of the specified type and matching its controlling player's color within ❶ and LOS of its unit leader.

Charge tokens cannot overlap any objective, advantage, or other charge tokens and must be placed on a flat surface completely flush with that surface.

BEAM X (WEAPON KEYWORD)

During the Declare Additional Defender step, if a weapon with the Beam X keyword is in a unit's attack pool, that unit may declare up to X additional attacks forming attack pools using only the weapon with the Beam X keyword, even though the weapon has already been added to an attack pool. These additional attacks do not generate further attacks.

Each additional attack must be against a different defending unit that is at ❶ of the last defending unit declared. These additional attacks must be in LOS of the attacking unit but may be beyond the maximum range of the weapon with the Beam X keyword.

Units may not use the Beam X and Gunslinger keywords during the same attack.

BLAST (WEAPON KEYWORD)

During the Apply Cover step, a defending unit cannot use light or heavy cover to cancel hit ✷ results produced by an attack pool that contains dice added by a weapon with the Blast keyword.

CRITICAL X (WEAPON KEYWORD)

When a unit converts attack surges for an attack pool with the Critical X keyword, during the Convert Surges step it may convert up to X attack surge ⚡ results to critical ✪ results.

CUMBERSOME (WEAPON KEYWORD)

A unit that has a weapon with the Cumbersome keyword cannot perform a move prior to performing an attack using that weapon during the same activation unless the move is a pivot.

DETONATE X: (CHARGE TYPE) (WEAPON KEYWORD)

After a unit controlled by any player attacks, moves, or performs an action, each unit that has a weapon with the Detonate X keyword may detonate up to X friendly charge tokens of the specified type. If a token would detonate, that token detonates before any other abilities or effects that occur after a unit moves or performs an action, with the exception of spending a standby token which can be spent by a unit before the token detonates. If both players have units that could detonate charge tokens, the player that does not control the unit that just performed the attack, move, or action may use their unit's Detonate X keyword first.

When a token detonates, perform a separate attack against each unit, friendly and enemy, that has LOS to the token and is in range of the area weapon, using the surge conversion chart and weapon keywords on the card for the token being detonated. The detonating token is considered the attacking unit when making attacks, meaning that it cannot spend aim tokens or modify attack dice, regardless of any abilities on the unit that placed the token. After a token detonates, remove it from the battlefield.

FIXED: FRONT/REAR (WEAPON KEYWORD)

To add a weapon that has the Fixed: Front or Fixed: Rear keyword to an attack pool, the defending unit must have at least one of its miniature's bases partially inside the specified firing arc of the attacking miniature.

HIGH VELOCITY (WEAPON KEYWORD)

While defending against an attack in which weapons with the High Velocity weapon keyword are the only weapons in an attack pool, the defending unit cannot spend dodge tokens during the Apply Dodge and Cover step.

IMMOBILIZE X (WEAPON KEYWORD)

A unit that suffers one or more wounds after defending against an attack that includes a weapon with the Immobilize X weapon keyword gains X immobilize tokens.

A unit's maximum speed is reduced by 1 for each immobilize token it has. A unit whose maximum speed is 0 and has at least one immobilize token cannot perform moves of any kind. At the end of a unit's activation, it removes any immobilize tokens that it has.

When a unit performs a move, apply any effects that increase the unit's maximum speed before applying any effects that reduce its maximum speed.

IMMUNE: DEFLECT (WEAPON KEYWORD)

During an attack, if the attack pool contains weapons with the Immune: Deflect keyword, the attacking unit cannot suffer wounds from the Deflect keyword.

IMPACT X (WEAPON KEYWORD)

During the Modify Attack Dice step, if the defending unit has the Armor or Armor X keyword, a unit whose attack pool includes a weapon that has the Impact X keyword can modify up to X hit ✷ results to critical ✪ results for that attack.

ION X (WEAPON KEYWORD)

A vehicle or droid trooper unit that suffers wounds after defending against an attack that included a weapon with the Ion X keyword gains X ion tokens.

At the start of a unit's activation, roll one white defense die for every ion token that unit has. If any blank results are rolled, that unit performs one fewer action during its activation. At the end of a unit's activation, it removes any ion tokens that it has.

If an attack pool includes the Ion X keyword, at the start of the Modify Attack Dice step of the attack sequence, before any other effects, the defending unit must flip active shield tokens, if able, for each hit ✷ or critical ✪ result in the attack roll, up to X.

LETHAL X (WEAPON KEYWORD)

When a unit performs an attack with a weapon that has the Lethal X keyword in the attack pool, it can spend up to X Aim tokens during the Modify Attack Dice step. If it does, the attack pool gains Pierce 1 for each aim token spent. The attacking unit may not reroll dice with any aim tokens spent in this way.

LONG SHOT (WEAPON KEYWORD)

When a unit with a weapon with the Long Shot keyword performs an attack, before choosing an enemy unit to attack during the Declare Defenders step, it may spend an aim token to increase the maximum range of that weapon by one until the end of that attack sequence. The attacking unit may not reroll dice with any aim tokens spent in this way. Only one aim token may be spent in this way per attack sequence.

OVERRUN X (WEAPON KEYWORD)

A weapon with a red overrun range icon ⟳ is an overrun weapon and can only be used during overrun attacks. Overrun attacks are not ranged or melee attacks. A unit may make X overrun attacks during its activation. A unit with an overrun weapon can perform an overrun attack after it performs a standard move in which the movement tool or one of its miniatures' bases overlapped an enemy miniature's base. After completing the move, the unit with the overrun weapon performs an attack against the unit it moved through, ignoring range when making this attack. It can only form one attack pool when making this attack, and only weapons with the Overrun X keyword can be in this attack pool. The overrun weapon is only added to the attack pool once, even if there are multiple miniatures in the unit.

If a unit can perform multiple overrun attacks during its activation, it must perform a separate move through an enemy unit for each overrun attack.

PIERCE X (WEAPON KEYWORD)

If an attacking unit attacks with a weapon with the Pierce X keyword it may cancel up to X ▼ results during the Modify Defense Dice step.

The Pierce X keyword can be used to cancel ▼ results on defense dice rolled by a unit using the Guardian X keyword. When doing so, treat canceled ▼ results as blank results. After using the Pierce X keyword in this way, any unused Pierce X value can still be used to cancel ▼ results rolled by the defending unit.

For example, a unit with Pierce 3 attacks an enemy unit, and another enemy unit uses Guardian 2 to cancel 2 hit ✷ results. After converting defense surge ⟳ results, the unit using Guardian has rolled 2 block ▼ results. The attacking unit uses Pierce to cancel the 2 block ▼ results and the unit using Guardian suffers 2 wounds.

Now the defending unit rolls defense dice and the attacking unit may cancel 1 more block ▼ result rolled by the defending unit since only 2 of its original Pierce 3 have been used so far.

POISON X (WEAPON KEYWORD)

A non-droid trooper unit that suffers wounds caused by an attack pool that included a weapon with the Poison X keyword gains X poison tokens.

At the end of a unit's activation, it suffers one wound for each poison token it has, then removes all of its poison tokens.

PRIMITIVE (WEAPON KEYWORD)

During the Modify Attack Dice step, after resolving any instances of the Impact X keyword, if the defending unit has the Armor or Armor X keyword, a unit whose attack pool includes a weapon that has the Primitive keyword must modify all critical ✪ results to hit ✸ results for that attack.

RAM X (WEAPON KEYWORD)

While a unit performs an attack using an attack pool that includes a weapon with the Ram X keyword, during the Modify Attack Dice step, it may change X results to ✪ results if it meets either of the following conditions:

- The unit leader has a notched base and the unit performed at least one full standard move at its maximum speed during the same activation as an attack using Ram X.

- The unit leader has a small base and the unit performed at least one move during the same activation as an attack using Ram X.

SCATTER (WEAPON KEYWORD)

After a unit performs an attack against a trooper unit on small bases using an attack pool that includes a weapon with the Scatter keyword, it may place any non-unit leader miniatures in the defending unit, following all the rules of cohesion, as if the defending unit leader had just performed a standard move.

SELF-DESTRUCT X (WEAPON KEYWORD)

A weapon with a red ✪ icon is a Self-Destruct weapon and can only be used during Self-Destruct attacks. Self-Destruct attacks are ranged attacks even though Self-Destruct weapons are not ranged weapons. A unit can perform a Self-Destruct attack as a free action during its activation if it has at least X wound tokens. Perform an attack using a unit's Self-Destruct weapon against each unit at ➊ and in LOS, even if they are engaged. Self-Destruct attacks may not be made by a unit that is embarked on a transport.

After performing all attacks, the unit performing the Self-Destruct attack is defeated and removed from play.

SPRAY (WEAPON KEYWORD)

When a miniature adds a weapon that has the Spray keyword to the attack pool, that weapon contributes its dice a number of times equal to the number of miniatures in the defending unit that are in LOS of the miniature using that weapon.

For example, if an AT-RT with a flamethrower attacks a unit of 3 Death Troopers, since the flamethrower has the Spray keyword and an attack value of 2 black die, the flamethrower contributes 6 black attack dice to the attack pool.

SUPPRESSIVE (WEAPON KEYWORD)

After defending against an attack pool that includes a weapon with the Suppressive keyword, the defending unit gains one suppression token during the Assign Suppression Token to Defender step.

TOW CABLE (WEAPON KEYWORD)

After a vehicle is wounded by an attack pool that included a weapon with the Tow Cable keyword, the player who performed the attack performs a pivot with the vehicle that was wounded.

VERSATILE (WEAPON KEYWORD)

Some ranged weapons have the Versatile keyword. Units can perform ranged attacks using a weapon with the Versatile keyword even while engaged. A weapon with the Versatile keyword that is both a ranged weapon and a melee weapon can be used to perform either a ranged attack or a melee attack.

UPGRADE AND COMMAND CARD KEYWORDS

BANE TOKENS

Cad Bane has a set of three unique Bane tokens that he can place on the battlefield. Bane tokens are double-sided, with a uniform back and three different images on the front, each linked to a unique effect.

Bane tokens must be placed facedown on the battlefield and cannot overlap objective or advantage tokens. Bane tokens are enemy effects. Each player may only have one copy of each different Bane token on the battlefield at the same time.

When an enemy miniature moves, deploys, or is placed at ❶ of an enemy Bane token, if that miniature has LOS to the token, it is revealed. Miniatures can move through but not overlap Bane tokens. When a Bane token is revealed, it has one of the following effects:

Here I Am: If Cad Bane is not on the battlefield and is not defeated, his Here I Am token is replaced by his miniature. Then, Cad Bane issues himself an order.

- If Cad Bane is on the battlefield, his Here I Am token is replaced by his miniature. Any tokens assigned to Cad Bane remain assigned to him.
- If Cad Bane is defeated, the token is removed.
- At the start of each round, starting with the blue player, a player may reveal a friendly Here I Am token and resolve it.

Smoke and Mirrors: The token is removed.

Kablamo!: The token detonates using the weapon profile on Cad Bane's I Make the Rules Now Command Card, then the token is removed.

CYCLE (UPGRADE KEYWORD)

At the end of a unit's activation, ready each of its exhausted Upgrade Cards with the Cycle keyword that was not used during that activation. Only using the weapon, keywords, or other card text on the card counts as using that Upgrade Card.

DIVULGE (COMMAND CARD KEYWORD)

Some Command Cards have the Divulge keyword. Command Cards that contain the Divulge keyword are divided by a horizontal line, which serves to visually separate the Divulge keyword effect from the normal Command Card effect. Some Divulge cards have multiple options, in this case the player must pick one. These cards can be revealed at the start of the phase or step indicated by the Divulge keyword. If a card is revealed in this manner, resolve the text that follows the Divulge keyword.

A card that is revealed in this way is not played and is returned to that player's command hand at the end of the step in which it was divulged. Players can divulge as many Command Cards as they wish. If both players have Command Cards that are divulged at the same time, the blue player can reveal their Command Card first. If this opportunity is declined, that card can no longer be divulged.

GRAFFITI TOKENS

A graffiti token represents a striking image or symbol painted onto the terrain of the battlefield. Graffiti tokens affect a unit's morale. Graffiti tokens have two sides. Players should place the graffiti token flat on a surface so that the side that corresponds to their player color is faceup.

During the Rally step of a unit's activation, it may roll one additional die if it has LOS to and is at ❷ of a graffiti token placed by a friendly miniature. It must roll one fewer die, to a minimum of 1, if it has LOS and is at ❷ of a graffiti token placed by an enemy miniature.

Graffiti tokens remain in play until the end of the game. Units may move through and end a movement overlapping graffiti tokens.

LEADER (UPGRADE KEYWORD)

A miniature with the Leader keyword is treated as a unit's unit leader for all rules purposes.

If a miniature with the Leader keyword and a wound threshold of 2 is defeated while in a unit with a wound threshold of 1, replace one of the remaining miniatures in that unit as normal, then assign the miniature with the Leader keyword one wound token.

Only one Upgrade Card with the Leader keyword can be equipped to each unit.

NONCOMBATANT
(UPGRADE KEYWORD)

A miniature with the Noncombatant keyword cannot add any weapons to attack pools, and any wounds must be assigned to non-unit leader miniatures without the Noncombatant keyword, if able. If a miniature with the Noncombatant keyword already has one or more wound tokens, it must be assigned wounds before miniatures that do not have wound tokens. If the unit leader miniature in a unit with the Noncombatant keyword is defeated, a Noncombatant miniature cannot be replaced by a new unit leader miniature unless there are no other miniatures without the Noncombatant keyword.

PERMANENT
(COMMAND CARD KEYWORD)

Some Command Cards have the Permanent keyword. Unlike ordinary Command Cards, these cards are not discarded from play during the End Phase and their effects persist as long as they are in play.

RECONFIGURE
(UPGRADE KEYWORD)

When a unit equipped with an Upgrade Card with the Reconfigure keyword recovers or performs a recover action, the player that controls that unit may flip that Upgrade Card to a different side in addition to any other effects of that recover.

If an Upgrade Card has the exhaust icon, using the Reconfigure ability does not cause that Upgrade Card to be exhausted.

REPAIR X: CAPACITY Y
(UPGRADE KEYWORD)

When a unit uses the Repair X: Capacity Y card action, choose a friendly droid trooper or vehicle unit at 🌓 and LOS and place one wound token on the card that has the Repair X: Capacity Y keyword. Remove a total of up to X wound, ion, and/or vehicle damage tokens from the chosen unit or restore up to X miniatures to that unit. This ability cannot be used if the card that has the Repair X: Capacity Y keyword has a number of wound tokens on it equal to or exceeding Y.

Wound tokens on cards are not considered to be on units and do not count toward a unit's wound threshold, nor can they be removed by abilities that remove wound tokens from units.

If a unit has multiple Repair X: Capacity Y abilities, treat each keyword as a separate ability.

Additionally, each action is considered unique, and a unit that has access to more than one can use each ability once during its activation. This applies even if the unit has access to two identical abilities from different sources.

RESTORE

Some abilities, such as the Treat and Repair keywords or certain card effects, allow a player to restore miniatures to friendly units. To restore a miniature to a unit, that unit must have had one or more miniatures defeated that round. Choose a miniature that was defeated during the current round and place that miniature on the battlefield in cohesion with its unit leader. Then, give that miniature a number of wound tokens equal to one less than the wound threshold indicated on its Unit Card.

SIDEARM: MELEE/RANGED
(UPGRADE KEYWORD)

If an upgrade has the Sidearm: Melee keyword, the miniature added by that upgrade or with that upgrade cannot add any melee weapons to attack pools other than any melee weapons on the Upgrade Card with the Sidearm: Melee keyword.

If an upgrade has the Sidearm: Ranged keyword, the miniature added by that upgrade cannot add any ranged weapons to attack pools other than any ranged weapons on the Upgrade Card with the Sidearm: Ranged keyword.

For example, the Electrostaff Guard Upgrade Card provides a melee weapon and has the Sidearm: Melee keyword. The miniature added by that upgrade can only use the weapon on the Electrostaff Guard upgrade during a melee attack. That miniature may still use any available ranged weapon, such as the ranged weapon on the Imperial Royal Guard Unit Card, during a ranged attack.

SMALL (UPGRADE KEYWORD)

While a unit is defending against a non-area ranged attack, miniatures with the Small keyword are ignored for the purposes of determining LOS, cover, and range. The miniature with the Small keyword is treated as though it were not a part of the defending unit.

TREAT X: CAPACITY Y
(UPGRADE KEYWORD)

When a unit uses the Treat X: Capacity Y card action, choose a friendly non-droid trooper unit at 🌓 and LOS and place one wound token on the card that has the Treat X: Capacity Y keyword. Remove a total of up to X wound and/or poison tokens from the chosen unit or restore up to X miniatures to that unit. This ability cannot be used if the card that has the Treat X: Capacity Y keyword has a number of wound tokens on it equal to or exceeding Y.

Wound tokens on cards are not considered to be on units and do not count toward a unit's wound threshold, nor can they be removed by abilities that remove wound tokens from units.

If a unit has multiple Treat X: Capacity Y abilities, treat each keyword as a separate ability.

Additionally, each action is considered to be unique, and a unit that has access to more than one can use each ability once during its activation. This applies even if the unit has access to two identical abilities from different sources.

CHANGE LOG

VERSION 2.6.0

- Components section updated
- Overlapping Objects callout added
- Card Anatomy section updated
- Tokens section updated
- Measurement section updated
- Undeployed Units callout added
- Barricades callout updated
- Setup callout updated
- Points section of army building updated
- Upgrade Cards section of army building updated
- Building a Battle Deck section of army building updated
- Determine Blue Player section updated
- New Setup steps added
- Empty Decks callout added
- Objective Tokens section added
- Winning the Game updated
- Parts of a Round callout updated
- Parts of the Command Phase callout updated
- Resolving Command Card Effects callout updated

- Nominate Commanders and Issue Orders section updated
- Other Ways to Issue Orders callout updated
- Create the Pass Pool section added
- Choose a Unit to Activate or Pass section updated
- Unit Cohesion callout added
- Deploying Units callout added
- Standard Move section updated
- Notched Based Movement section updated
- Non-Standard Moves callout added
- Moving Through Miniatures callout added
- Moving Into Melee section updated
- Withdraw section updated
- Attack Timing Callout updated
- Line of Sight section updated
- Backup callout added
- Canceling Results callout added
- Apply Dodge and Cover section updated
- Removing Miniatures in Melee callout updated
- Standby section updated
- The End Phase section updated
- Parts of the End Phase callout updated
- Score Victory Points section added

LINE OF SIGHT SILHOUETTE TEMPLATES

Included at the bottom of this page are silhouette templates, bracketed by two gray tabs for grip.
This template is designed to be used when determining line of sight to or from a miniature.