

STAR WARS™

LEGION™

レギオン



SKIRMISH RULEBOOK

レギオン 70レミエド

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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 Morschauser, 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 Konicheck
Concept Artist: Joshua Huy Nguyen
Art Direction: Josh Colón and Preston Stone
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

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SKIRMISHES

This document provides players with the rules and resources they need to play skirmish games of *Star Wars™: Legion*. In skirmish games, players take control of the forces that are first on the scene for a rapidly developing engagement. They follow all the rules of a standard game, with the following exceptions:

BATTLEFIELD

A skirmish game is played on a 3' by 3'.

SKIRMISH BATTLE CARDS

Skirmish games use one set deck of battle cards. Skirmish battle cards cannot be used in standard games of *Star Wars: Legion*. These cards can be found at the end of this document and contain the below symbol:









ARMY BUILDING

When playing a skirmish game, each player brings their own custom army, using the following rules:

POINTS AND RANKS

The total point value of a skirmish army cannot exceed 500. Each army must include the following units:

-  **Commander:** Each army must include exactly one commander unit.
-  **Operative:** Each army may include up to one operative unit.
-  **Corps:** Each army must include two to four corps units.
-  **Special Forces:** Each army may include up to two special forces units.
-  **Support:** Each army may include up to two support units.
-  **Heavy:** Each army may include up to one heavy unit.

SETUP

To play a skirmish game of *Star Wars: Legion*, perform the following steps:

1. **Build an Army and a Command Hand:** Each player builds an army and command hand from their collection.
2. **Establish Battlefield and Gather Components:** Establish a 3' x 3' battlefield on a flat surface. The players place their units, cards, order tokens, movement tools, and other game components off the play area.
3. **Declare Terrain:** It is important to determine what the terrain effects will be before the game begins. Players should briefly discuss each piece of terrain that is available for the battle and come to a consensus on its cover type and other characteristics.
4. **Place Terrain:** Players cooperate to set up terrain in a mutually agreeable fashion.
5. **Determine Blue Player:** One player rolls a red defense die. If the result is a ▼, the player that rolled is the blue player. Otherwise, the player that rolled is the red player. Then the blue player chooses one of the table edges and sets their army near that edge. The red player takes the opposite table edge.
6. **Build a Mission:** The players shuffle the Objective, Secondary Objective, and Advantage cards decks separately. Then the blue player randomly draws one Objective card and one Secondary Objective card that will be used this game. Finally, each player randomly draws their Advantage card from the deck. Resolve any setup instructions on the Objective card, then the Secondary Objective cards, and finally the Advantage cards, starting with the blue player's Advantage card.
7. **Resolve Setup Effects:** Starting with the blue player, players resolve any abilities and effects that occur during Setup.
8. **Deploy in Prepared Positions:** Starting with the blue player, players alternate placing units with the Prepared Position keyword on the battlefield.

EVENT GUIDANCE

The skirmish format provides new opportunities for event organizers, as each game requires less time and physical space to play. Organizers who wish to run a skirmish event should use the Galactic Conquest Event rules, with the following amendments:

EVENT SETUP

Before the tournament begins, the EO must set up suitable tables. Each table must contain a 3' by 3' square play area with clearly delineated edges and appropriate terrain.

SWISS ROUND TIMES

Each Swiss Round of *Star Wars: Legion* is a variable length, giving players a certain amount of time to complete their games. The EO should start the timer for a Swiss Round after most players have found their table and begun to set up. The EO should never tell players the remaining time in the round. The base round time is 90 minutes. To create a variable game length, roll 5 red defense dice. Add one minute to the round for each ▼ and ♣ result. If a game has not concluded when the time for a Swiss Round runs out, the players finish the current game round and calculate their scores.

An EO may extend the base round time as long as they announce the new base round time prior to their event. This is advisable if the event organizer prefers a relaxed pace or anticipates that a number of the attendees will be new players.

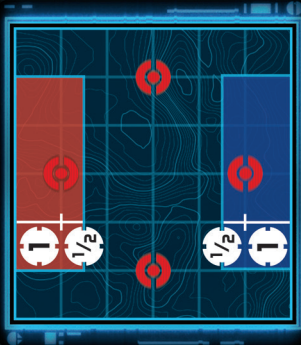


STAR WARS LEGION

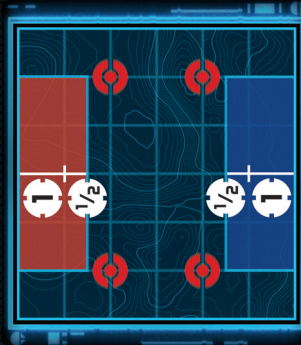
2024 SKIRMISH BATTLE CARDS



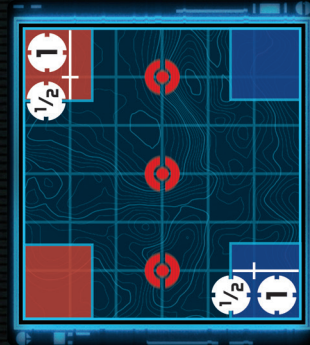
INTERCEPT SIGNALS



BUNKER ASSAULT



CLOSE THE POCKET



INTERCEPT SIGNALS



BUNKER ASSAULT



CLOSE THE POCKET



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

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

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

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

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

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

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

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

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

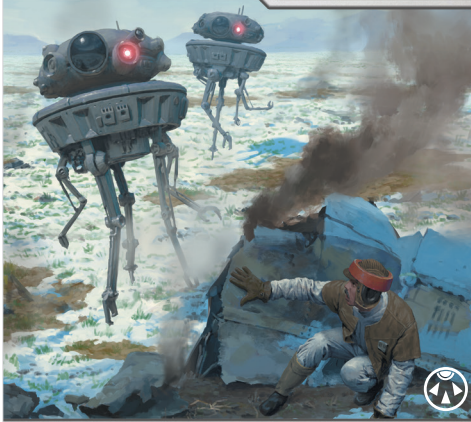
Scoring: Starting in the second round, during each End Phase, players score 2 VPs if they secure the center Stockpile and score 1 VP for each non-center Stockpile they secure.

STAR WARS™ LEGION™

2024 SKIRMISH BATTLE CARDS

ADVANCED INTEL

К7YK8↓K0M



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

Anton Solovianchik

CUNNING DEPLOYMENT

К7YK8↓K0M



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

Wilmar Ballestri Escarp

FORTIFIED POSITION

К7YK8↓K0M



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

Kevin Sidharta

BRING THEM TO HEEL

↘M↑D87K7V

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

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

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

SURFACE SCAN

↘M↑D87K7V

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

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

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

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

RECON MISSION

↘M↑D87K7V

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

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

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

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