



BATTLE FORCE RULES

In *Star Wars™: Legion*, Battle Forces represent groups of units that fought side by side across the *Star Wars* galaxy. These forces are themed around unique sub-groups and can range from a ragtag group of Mercenaries to the main invasion force of the Empire.

Battle Forces provide players with an alternative way to build and field an army. Each Battle Force has its own list of specific units that it is allowed to field, its own rank requirements for both standard and skirmish armies, and its own special rules, which may affect how that Battle Force is built, set up, or plays.




TEMPEST FORCE




This document provides all the rules and components necessary to field your Galactic Empire army as the Tempest Force Battle Force, including allowed units, rank requirements, new unit and command cards, and special rules.

SPECIAL RULES

A Tempest Force Battle Force is part of the Galactic Empire faction.

Vehicles in this army gain **SCOUT 2**.

Units that are beyond  of a friendly  unit and do not have a  upgrade equipped remove 1 less suppression during the Remove Tokens step.

During Setup, you may set aside 1 friendly  or  unit that is not holding an asset objective token, marking the unit with an advantage token. The first time the set-aside unit would activate this game, you must place that unit in cohesion onto the battlefield beyond  of all enemy units, if able. If you do, that unit is treated as activated and its order token is placed facedown. Then, the unit loses its advantage token.

ARMY BUILDING

Allowed Units

Commander: Imperial Officer

Special Forces: Scout Troopers. (No Strike Teams)

Corps: Stormtroopers

Support: 74-Z Speeder Bikes

Heavy: AT-ST, Major Marquand

Unique Upgrades Allowed: None

Rank Requirements



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



Special Forces: Each army must include two to six special forces units.



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



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



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

Skirmish Rank Requirements

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

Special Forces: Each army must include one to four special forces units.

Corps: Each army must include one to two corps units.

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

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

2024 TEMPEST FORCE UPDATES

DRIVE THEM OUT

1 VEHICLE

Friendly vehicles gain **DEMORALIZE 1** this round. The first time a friendly vehicle with a faceup order token ends a move at **VS** of an enemy unit this round, roll a white defense die for each miniature in that enemy unit. For every **W** or **V** result, the enemy unit suffers 1 wound.

WE NEED REINFORCEMENTS

2 TROOPERS

Friendly units that have a faceup order token gain **DISENGAGE** this round.

CONSTANTLY ALERT

3 UNITS

When a unit is issued an order with this card, it gains 1 aim token for each enemy unit at **1**. If it did not gain any aim tokens, it gains a standby token.

TEMPEST FORCE

GUNNER, INFANTRY!

MAJOR MARQUAND

During his activation this round, Major Marquand reduces his speed by 1, to a minimum of 1. Major Marquand gains **TACTICAL 1** this round, and his weapons gain **SUPPRESSIVE** this round.

TEMPEST FORCE

SQUADRON, ON ME

MAJOR MARQUAND

At the start of Major Marquand's activation this round, each other friendly vehicle unit at **1** of him may perform a free pivot. Then, they may perform a speed-1 move.

TEMPEST FORCE

ARMORED CAVALRY

3 VEHICLES

When another friendly vehicle begins its activation at **1** of friendly Major Marquand this round, it may choose 1 of the following effects:

- If it is in his front arc or is undeployed, it may gain 1 dodge token.
- If it is in his side arc, it may gain 1 aim token.
- If it is in his rear arc, it may perform a speed-1 move.

MAJOR MARQUAND
TEMPEST SCOUT 2
GROUND VEHICLE

ARMOR 5. ARSENAL 2. DIRECT: VEHICLE

FIELD COMMANDER

WEAK POINT: REAR 1

SPECIAL ISSUE: TEMPEST FORCE

GRENADE LAUNCHER X-2 2
FIXED: FRONT, BLAST

88 TWIN LIGHT BLASTER X-3 1 1
FIXED: FRONT, IMPACT 1

MS-4 TWIN BLASTER #1-4 2 2
FIXED: FRONT, IMPACT 3

MAJOR MARQUAND
TEMPEST SCOUT 2
GROUND VEHICLE

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