

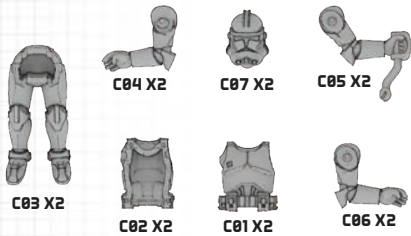
STAR WARS

LEGION

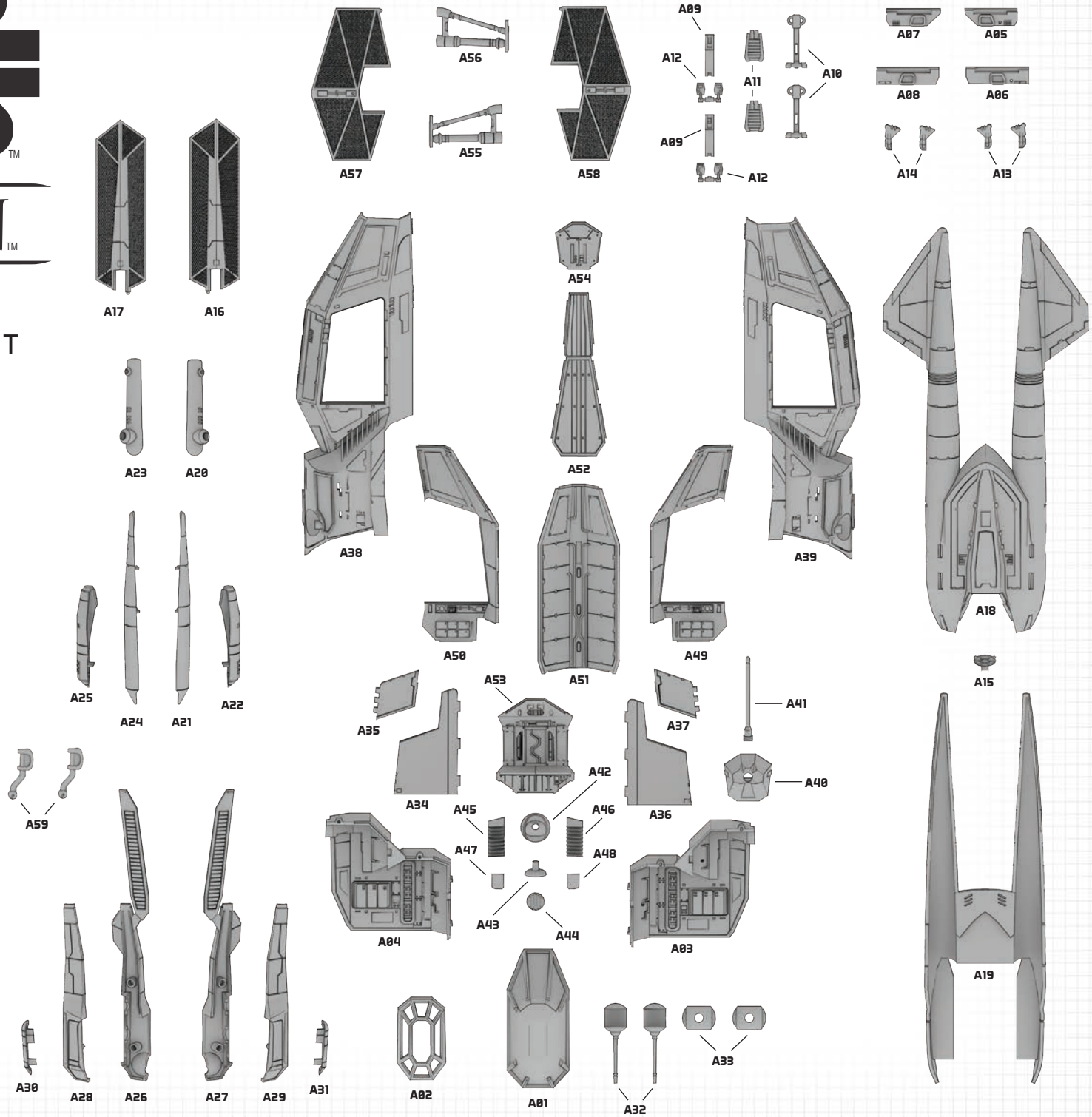
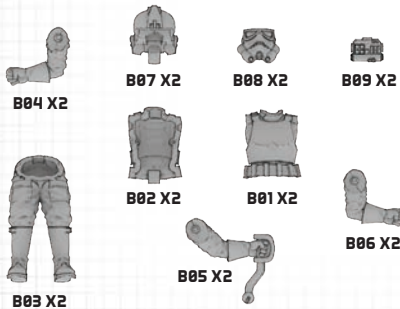
LAAT/LE PATROL TRANSPORT UNIT EXPANSION

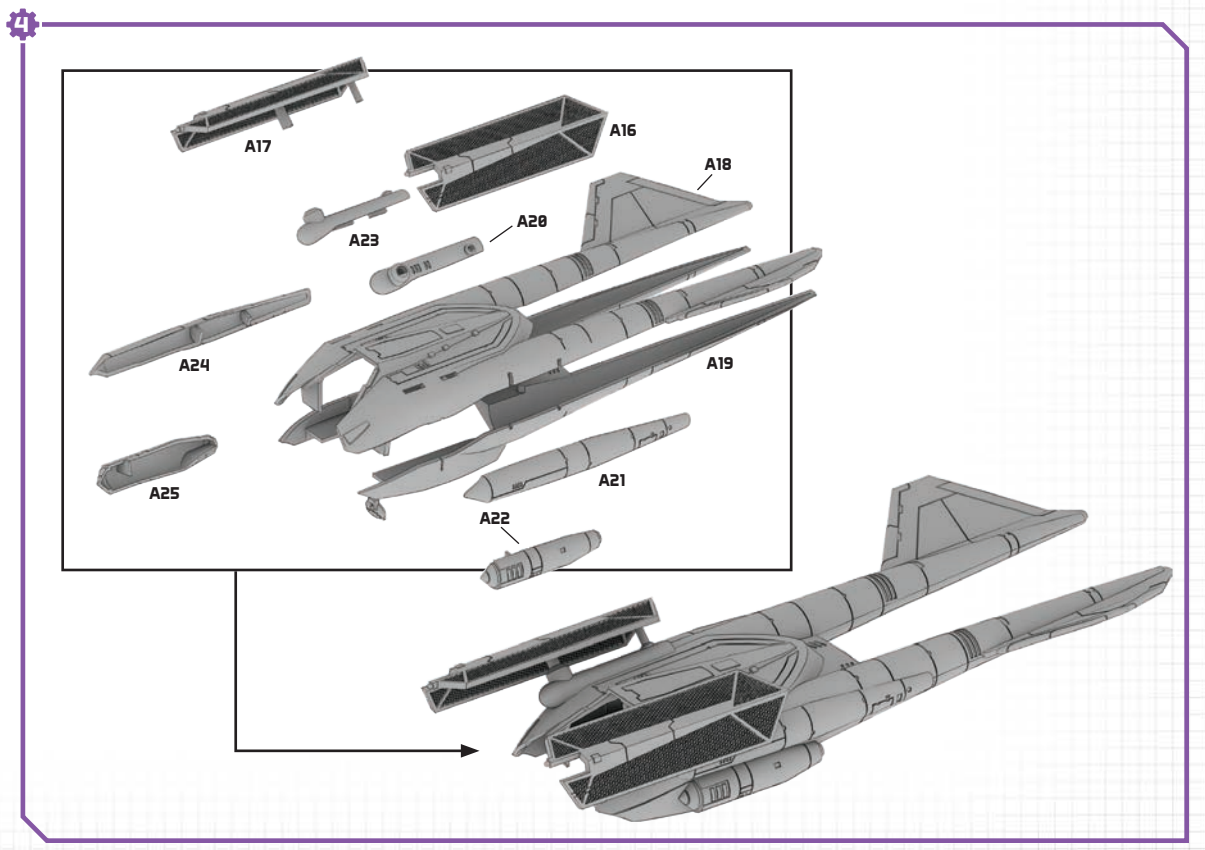
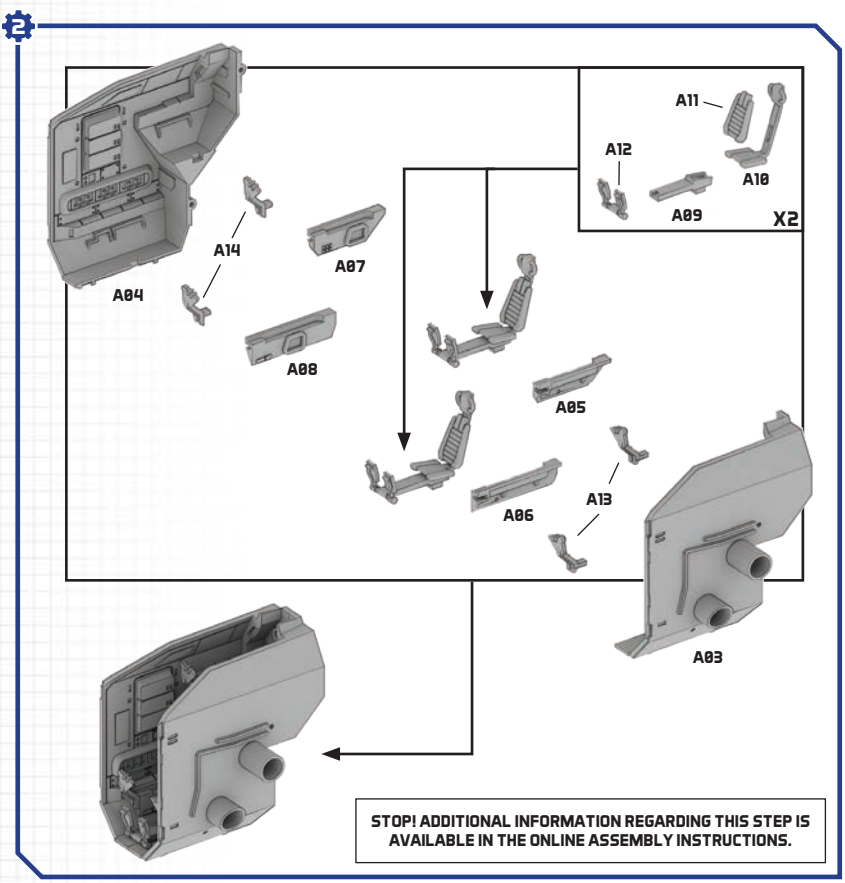
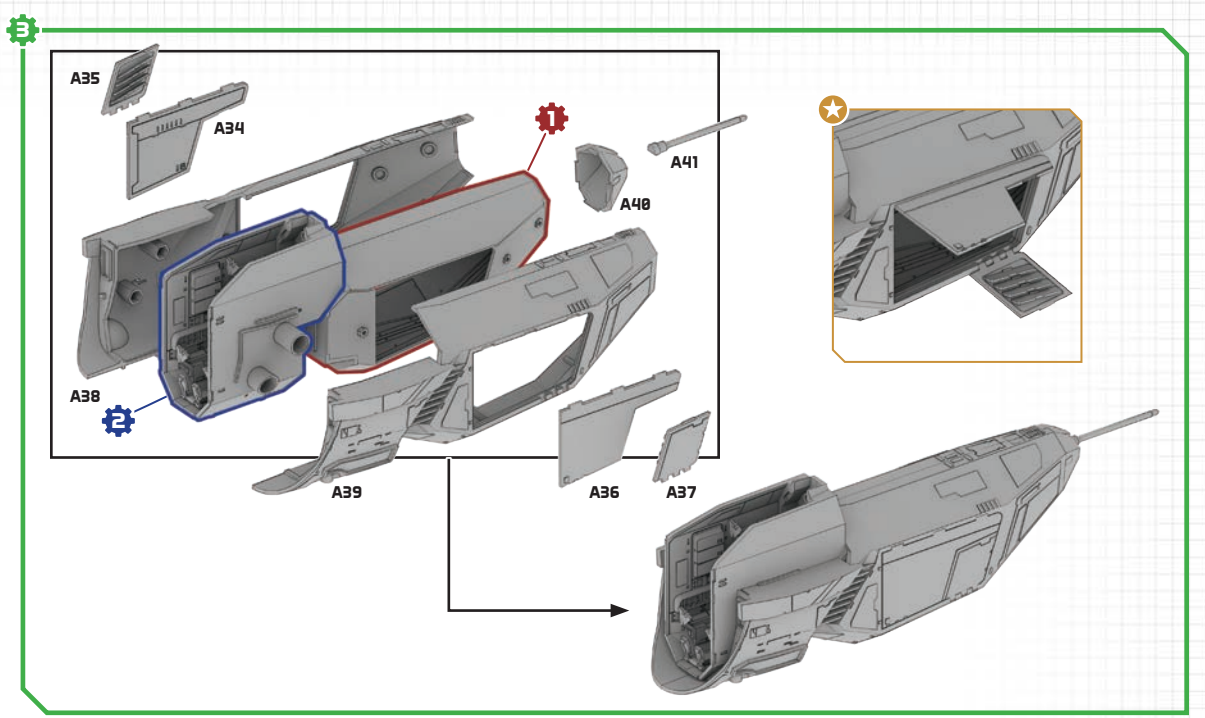
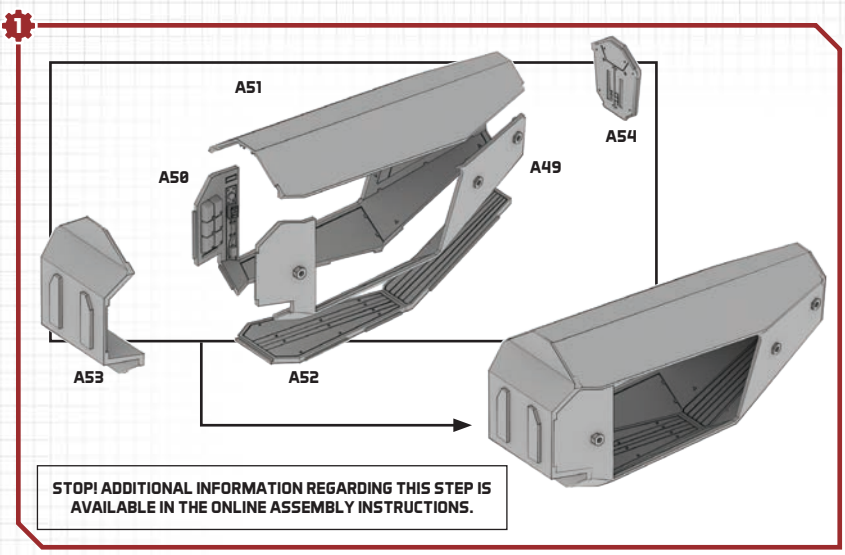
ALL PARTS SHOULD BE ASSEMBLED USING PLASTIC GLUE.
DETAILED ASSEMBLY INSTRUCTIONS, INCLUDING
RECOMMENDED PAINTING STEPS, AVAILABLE ONLINE AT:
WWW.FANTASYFLIGHTGAMES.COM/SWLLEGION

CLONE LAAT/LE PILOT



IMPERIAL LAAT/LE PILOT





- : CUSTOMIZABLE OPTIONS
- : COCKPIT SUB ASSEMBLY
- : TOP SUB ASSEMBLY
- : CARGO SUB ASSEMBLY
- : HULL SUB ASSEMBLY

IMPERIAL LAAT/LE PILOT

★ B06 OR B05

B08 B04
B07 B09

B02 B01 B03 X2

CLONE LAAT/LE PILOT

★ C06 OR C05

C07 C04 C03
C02 C01 X2

TOP SUB ASSEMBLY

HULL SUB ASSEMBLY

A45 A46
A47 A48

A02 A01

OR

A43 A42
A44 A33
A32

A38

A55 A28

A31

A26 A29

A27

A56 A58

A57

A59

COMPONENTS

- 1 LAAT/le Patrol Transport Miniature
- 1 120mm Notched Base
- 1 Flight Peg
- 1 Commander Token
- 4 Observation Tokens
- 2 Order Tokens
- 3 Vehicle Damage Tokens
- 3 Wound Tokens
- 2 LAAT/le Patrol Transport Unit Cards
- 12 Upgrade Cards
 - » 1 Armor-Piercing Shells
 - » 1 Baron Rudor
 - » 1 “Bunker Buster” Shells
 - » 1 Clone Commander Fox
 - » 1 Clone Shock Trooper Pilot
 - » 1 Governor Pryce
 - » 1 High-Energy Shells
 - » 1 Hound & Grizzer
 - » 1 HQ Uplink
 - » 1 Imperial TIE Pilot
 - » 1 Linked Targeting Array
 - » 1 Onboard Comms Channel

CREDITS

FANTASY FLIGHT GAMES

Expansion Design & Development: Luke Eddy with Alex Davy

Producer: Calli Oliverius with Gavin Duffy

Editing: Autumn Collier

Proofreading: Molly Glover

Miniatures Game Manager: John Shaffer

Expansion Graphic Design: Evan Simonet

Graphic Design Coordinator: Joe Olson

Graphic Design Manager: Christopher Hosch

Cover Art: Alex Kim

Interior Art: Andrius Anezin, Ignacio Bazan Lazcano, Matt Bradbury, Marius Bota, JB Casacop, Sidharth Chaturved, Alex Kim, Jeff Lee Johnson, Francisco Miyara, and Borja Pindado

Art Direction: Jeff Lee Johnson and Preston Stone

Managing Art Director: Tony Bradt

Digital Miniature Painting: Deanna Greyoak

Sculpting Manager: Derrick Fuchs

Sculpting Lead: Cory DeVore

Sculpting: Bexley Andrajack

Part Design: Kevin Van Sloun

Quality Assurance Coordination: Andrew Janeba and Zach Tewalthomas

Licensing Coordinators: Sherry Anisi and Zach Holmes

Director of Licensing: Simone Elliott

Production Management: Justin Anger and Jason Glawe

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

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PLAYTESTERS

Jospeh Albanese, Jeff Arney, Scott Asbell, Nema Ashjae, Bryant Avendano, Chris Bachelder, Michael Barry, Mitch Basta, Carl Bauer, Jason Birdwell, John Brader, James Brett, Joel Brygger, Jon Bushman, Austin Catling, Seneca Catling, Gordon Chace, Chris Cook, Luke Cook, Ryan Cooper, Kris “Bunny” Davalos, Joe DePinto, Chris Diede, Dan Dolan, Kyle Dornbos, Matt Dunn, Billy Etheredge, Stephen Francik, Davis Frye, Steven Gibb, Michael Gill, Daniel Glantz, Ryan Glantz, Mark Goddard, John Griffin, Andrew Hall, Michael Hollingsworth, Ken Hoskins, Darren Peter Hrynyszak, David Iacona, Pete D. Irwin, Thomas Kazmierczak, Luke Keanelly, Davis Kingsley, Matt Kiss, Joel Langford, Ian Lathem, David LeBlanc, Jason Lester, Felix Lie, Bob Lovizio, Matan Lurey, J. Aloys Lutovsky, Peter Lyons, Chuck Martinell, Chris Molina, Stephen Mroziak, Dan Mucklow, Bradley Niemczyk, Thomas Norland, Alberto Paz, Chuck Pearsall, LJ Peña, Dennis Perlestein, Dion Philbey, Chris Pye, Joel Quackenbush, Brandon Ridings, John Roberts, Eric Roos, Raul Rosado, Seth Rourk, Daniel Simpson, Marion “Panda” Sistena, Ryan Smith, Michael Snider, Josh Strole, Mike Syrylo, William Thompson, Rick Veach, Nick Ward, Keith “Kilo” Watt, Chris Wheeler, Andrew Wixon, Matthew Wright, David Zelenka

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RULES QUICK REFERENCE

This section contains reminder text and brief explanations for several of the rules found in this expansion. The complete rules for *STAR WARS: LEGION* can be found online at:

[WWW.FANTASYFLIGHTGAMES.COM/SWLEGION](http://www.FANTASYFLIGHTGAMES.COM/SWLEGION)

EMBARK AND DISEMBARK Non-creature trooper units may perform embark and disembark moves to enter and exit friendly vehicle units with the **TRANSPORT X** or **LIGHT TRANSPORT X** keywords. To embark, a trooper unit spends two actions to perform a speed-1 move into base contact with a vehicle unit. Then, the trooper unit is removed from the battlefield; that unit is now being transported by the vehicle unit. To disembark, a trooper unit that is being transported spends one action, or two actions if the vehicle unit that is transporting it has performed 2 or more non-pivot moves during that round. Then, place the trooper unit's unit leader in base contact with the vehicle unit and perform a speed-1 move with the trooper unit, placing all non-unit leader minis in cohesion. The complete rules for transporting units are found in the rules reference.

FIELD COMMANDER In addition to the **FIELD COMMANDER** keyword's normal effect, while building an army, if you include a unit that has the **FIELD COMMANDER** keyword, you may ignore the minimum commander unit requirement. If you do, when you deploy a unit with **FIELD COMMANDER**, mark that

unit with the commander token. That unit keeps its current rank; however, as per the rules of **FIELD COMMANDER**, that unit may be nominated as a commander when a neutral command card is played. In addition, while that unit has a commander token, friendly units at range 1–3 may treat their courage value as 2 when checking whether they panic. If the unit with **FIELD COMMANDER** and the commander token is defeated, a new commander must be nominated as normal.

IMMUNE: BLAST (*BLAST cannot be used against you.*)

IMMUNE: MELEE (*Enemy units cannot be placed in base contact with you.*)

IMMUNE: RANGE 1 WEAPONS (*Weapons with a maximum range of 1 cannot be used against you.*)

OBSERVATION TOKENS During an attack, the attacker can spend observation tokens that belong to the defender, rerolling one attack die for each observation token spent. Observation tokens are removed at the end of each round.



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NOT A COMPLETE GAME. *STAR WARS: LEGION* CORE SET
REQUIRED TO PLAY. RULES AVAILABLE FOR FREE AT

WWW.FANTASYFLIGHTGAMES.COM/SWLEGION

starwars.com

