

STAR WARS™

LEGION™



BATTLE FORCES

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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 Recon armies, and its own special rules, which may affect how that Battle Force is built, set up, or plays.



501ST LEGION



SPECIAL RULES

A 501st Legion Battle Force is part of the Galactic Republic Faction.

ARMY BUILDING

Allowed Units

Commander: Ahsoka Tano. Anakin Skywalker. Clone Captain Rex. Clone Commander

Corps: Clone Trooper Infantry. Clone Trooper Marksmen

Special Forces: ARC Troopers. ARF Troopers

Support: AT-RT. BARC Speeder. Clone Commandos

Heavy: LAAT/le Patrol Transport

Unique Upgrades Allowed: Ahsoka Tano, Echo, ARC Marksman Fives

ARMY BUILDING (CONT)

Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 unit must be a Commander unit.
- ▲ **Corps:** Each army must include 1-4 Corps units.
- ▼ **Special Forces:** Each army must include 1-4 Special Forces units.
- **Support:** Each army must include 1-2 Support units.
- **Heavy:** Each army may include up to 1 Heavy unit.

Recon Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1 Commander unit and up to 1 Operative unit.
- ▲ **Corps:** Each army must include 1-4 Corps units.
- ▼ **Special Forces:** Each army must include 1-4 Special Forces units.
- **Support:** Each army may include up to 1-2 Support units.
- **Heavy:** Each army may include up to 1 Heavy unit.

BLIZZARD FORCE



SPECIAL RULES

A Blizzard Force Battle Force is part of the Galactic Empire Faction.

The Field Commander keyword cannot be used in a Blizzard Force army.

ARMY BUILDING

Allowed Units

Commander: Darth Vader, General Veers, Imperial Officer

Corps: Snowtroopers. 0–2 Stormtroopers

Support: 74-Z Speeder Bikes. E-Web Heavy Blaster Team

Heavy: AT-ST

Unique Upgrades Allowed: Academy Trained, Defend in Depth, General Weiss, Tip of the Spear

ARMY BUILDING (CONT)

Rank Requirements

- ▲ **Commander:** Each army must include 1-2 Commander units.
- ▲ **Corps:** Each army must include 3-6 Corps units.
- **Support:** Each army must include 1-4 Support units.
- **Heavy:** Each army may include up to 2 Heavy units.

Recon Rank Requirements


- ▲ **Commander:** Each army must include 1-2 Commander units.
- ▲ **Corps:** Each army must include 2-4 Corps units.
- **Support:** Each army must include 1-3 Support units.
- **Heavy:** Each army may include up to 1 Heavy unit.


BRIGHT TREE VILLAGE



SPECIAL RULES

A Bright Tree Village Battle Force is part of the Rebel Alliance Faction.

This Battle Force may take any number of Mercenary units. These units do count towards the minimum number of Ranks required and the army may include any number of Mercenaries at each Rank. This Battle Force must take at least 2 non- units.

During the **End Phase**,  units in this army remove 1 fewer Suppression token during the **Remove Tokens** step.

ARMY BUILDING

Allowed Units

Commander: C-3PO, Han Solo, Leia Organa, Logray, Wicket

Operative: Chewbacca

Corps: Ewok Skirmishers, 0-2 Rebel Troopers


Special Forces: Ewok Slingers, 0-2 Rebel Commandos (No Strike Teams)

Heavy: Chewbacca


Unique Upgrades Allowed: Call to Arms, Herbal Medicine, Onwards to Victory, Secret Ingredients


ARMY BUILDING (CONT)


Rank Requirements

 **Commander/Operative:** Each army must include 1-5 Commander and Operative units. At least 1 unit must be a Commander.




 **Corps:** Each army must include 3-6 Corps units.


 **Special Forces:** Each army may include up to 3 Special Forces units.


 **Heavy:** Each army may include up to 2 Heavy units.


Recon Rank Requirements

 **Commander/Operative:** Each army must include 1-4 Commander and Operative units. At least 1 unit must be a Commander.



 **Corps:** Each army must include 2-4 Corps units.

 **Special Forces:** Each army may include up to 3 Special Forces units.

 **Heavy:** Each army may include up to 1 Heavy unit.

ECHO BASE DEFENDERS



SPECIAL RULES

An Echo Base Defenders Battle Force is part of the Rebel Alliance Faction.

The Field Commander keyword can not be used in an Echo Base Defenders army.

ARMY BUILDING

Allowed Units

Commander: Leia Organa, Luke Skywalker, Han Solo, Rebel Officer

Operative: Chewbacca, R2-D2 (C-3PO), Rebel Agent

Corps: Rebel Veterans, Mark II Medium Blaster Trooper

Support: 1.4 FD Laser Cannon Team, Tauntaun Riders

Heavy: T-47 Airspeeder

Unique Upgrades Allowed: Frontline Commander, Proven Tactician, Reluctant Hero, Unseen Saboteur, Wedge Antilles

ARMY BUILDING (CONT)

Rank Requirements

▲ **Commander/Operative:** Each army must include 1-4 Commander and Operative units. At least 1 unit must be a Commander.

▲ **Corps:** Each army must include 3-6 Corps units.

■ **Support:** Each army must include 1-4 Support units.

■ **Heavy:** Each army may include up to 2 Heavy units.

Recon Rank Requirements

▲ **Commander/Operative:** Each army must include 1-3 Commander and Operative units. At least 1 unit must be a Commander.

▲ **Corps:** Each army must include 2-4 Corps units.

■ **Support:** Each army must include 1-3 Support units.

■ **Heavy:** Each army may include up to 1 Heavy unit.

EXPERIMENTAL DROIDS



SPECIAL RULES

An Experimental Droids Battle Force is part of the Separatist Alliance Faction.

The following unit counts as a **▲** unit for the purposes of army building and Battle Cards: IG-100 MagnaGuard (Prototype Assassin Droids).

At the start of each Activation Phase, choose up to 1 of your **▲** units. If you do, put 3 Surge tokens on that unit's Unit Card. Once during its Activation, an allied **▼**, **▲**, or **●** unit that has the **AI** keyword may make a free action to spend 1 Surge token on the chosen **▲** unit, if it is within **ⓔ**. If it does, choose 1 of the following:

- Increase their Speed by 1 during their next Move action this Turn.
- Gain 1 Aim token or 1 Dodge token.
- Add 1 black die and 1 white die to 1 of their Attack Pools during their next Attack action this turn.
- Remove up to 2 Suppression tokens.

ARMY BUILDING

Allowed Units

Commander: Kalani, Kraken, T-Series Tactical Droid

Corps: 0–2 B1 Battle Droids. 0–2 B2 Battle Droids

Special Forces: 0–2 BX-Series Droid Commandos (No Strike Teams). IG-100 MagnaGuard (Prototype Assassin Droids)

Support: Droidekas

Heavy: *Persuader*-class Tank Droid (Prototype Tank Droid)

Unique Upgrades Allowed: None

ARMY BUILDING (CONT)

Rank Requirements

- ▲ Commander:** Each army must include 1-2 Commander units.
- ▲ Corps:** Each army must include 3-6 Corps units.
- ▼ Special Forces:** Each army may include up to 3 Special Forces units.
- Support:** Each army may include up to 3 Support units.
- Heavy:** Each army may include up to 2 Heavy units.

Recon Rank Requirements

- ▲ Commander:** Each army must include 1 Commander unit and up to 1 Operative unit.
- ▲ Corps:** Each army must include 2-4 Corps units.
- ▼ Special Forces:** Each army may include up to 3 Special Forces units.
- Support:** Each army may include up to 1 Support unit.
- Heavy:** Each army may include up to 1 Heavy unit.

IMPERIAL REMNANT



SPECIAL RULES

An Imperial Remnant Battle Force is part of the Galactic Empire Faction.

The following units count as ▲ units for the purposes of army building: Scout Troopers and Imperial Death Troopers.

When building an army, an Imperial Remnant Battle Force cannot take more than 1 of each unit with a ▲ Rank until at least 1 of each has been taken. This army may not include detachments.

When issuing Orders, the nominated Commander can only issue Orders to allied units within ② of them. Undeployed units or units not within ② of any allied ▲ units gain **INDEPENDENT: AIM 1 OR DODGE 1**. When an allied unit checks to see if it is Panicked, it may only use the ④ of an allied ▲ unit within ② instead of ③.

Any non-Droid Trooper unit in this army with a ① upgrade icon may equip a ① upgrade with one of the following unit requirements, ignoring that requirement: Stormtroopers only, Shoretroopers only, Scout Troopers only, or Imperial Death Troopers only.

ARMY BUILDING

Allowed Units

Commander: Moff Gideon. Imperial Officer

Operative: Imperial Agent

Corps: 1–2 Stormtroopers. 1–2 Shoretroopers

Special Forces: Scout Troopers (No Strike Teams). Imperial Death Troopers

Support: 74-Z Speeder Bikes. E-Web Heavy Blaster Team

ARMY BUILDING (CONT)

Heavy: Imperial Dark Troopers

Unique Upgrades Allowed: Academy Trained, Command and Control Uplink, Defend in Depth, Platoon Commander, Tip of the Spear, The Darksaber

Rank Requirements

▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 unit must be a Commander.

▲ **Corps:** Each army must include 3-6 Corps units.

④ **Support:** Each army may include up to 2 Support units.

④ **Heavy:** Each army may include up to 2 Heavy units.

Recon Rank Requirements

▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 unit must be a Commander.

▲ **Corps:** Each army must include 2-4 Corps units.

④ **Support:** Each army may include up to 1 Support unit.

④ **Heavy:** Each army may include up to 1 Heavy unit.

SEPARATIST INVASION



SPECIAL RULES

A Separatist Invasion Battle Force is part of the Separatist Alliance Faction.

The Field Commander keyword cannot be used in a Separatist Invasion army.

ARMY BUILDING

Allowed Units

Commander: Count Dooku, General Grievous, T-Series Tactical Droid

Operative: Maul (Impatient Apprentice)

Special Forces: IG-100 MagnaGuard

Corps: B1 Battle Droids

Support: Droidekas, STAP Riders

Heavy: AAT Battle Tank

ARMY BUILDING (CONT)

Rank Requirements

▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 of these units must be a Commander.

▼ **Special Forces:** Each army may include up to 2 Special Forces units.

▲ **Corps:** Each army must include 4-8 Corps units.

■ **Support:** Each army may include up to 3 Support units.

■ **Heavy:** Each army must include 1-2 Heavy units.

Recon Rank Requirements

▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 of these units must be a Commander.

▼ **Special Forces:** Each army may include up to 1 Special Forces units.

▲ **Corps:** Each army must include 2-6 Corps units.

■ **Support:** Each army may include up to 2 Support units.

■ **Heavy:** Each army must include 1 Heavy unit.

SHADOW COLLECTIVE



SPECIAL RULES

This Battle Force must be composed entirely of Mercenary units. These units do count toward the minimum number of Ranks required and the army may include any number of Mercenaries at each rank.

A Shadow Collective Battle Force is aligned with the Dark Side.

Units in this army with the Transport keyword may issue Orders to transported units regardless of Affiliation.

ARMY BUILDING

Allowed Units

Commander: Black Sun Vigo, Gar Saxon, Pyke Syndicate Capo

Operative: Maul (A Rival), Bossk, Cad Bane

Special Forces: Mandalorian Super Commandos

Corps: Black Sun Enforcers, Pyke Syndicate Foot Soldiers, Weequay Pirates

Support: Swoop Bike Riders

Heavy: A-A5 Speeder Truck, WLO-5 Speeder Tank

Unique Upgrades Allowed: The Darksaber, Gang Boss, Raiding Party Leader, Rook Kast, Saxon's Combat Shield, Saxon's Galar-90 Rifle, Saxon's Z-3X Jetpack Rockets, Saxon's ZX Flame Projector

ARMY BUILDING (CONT)

Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1 to 4 Commander or Operative units. At least 1 unit must be a Commander.
- ▲ **Special Forces:** Each army may include up to 4 Special Forces units.
- ▲ **Corps:** Each army must include 2-6 Corps units.
- ▲ **Support:** Each army may include up to 3 Support units.
- ▲ **Heavy:** Each army may include up to 2 Heavy units.

Recon Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1-2 Commander or Operative units. At least 1 unit must be a Commander.
- ▲ **Special Forces:** Each army may include up to 3 Special Forces units.
- ▲ **Corps:** Each army must include 1-4 Corps units.
- ▲ **Support:** Each army may include up to 2 Support units.
- ▲ **Heavy:** Each army may include up to 1 Heavy unit.




TEMPEST FORCE






SPECIAL RULES

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

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

Units that are not within  of an allied  unit and do not have a  upgrade equipped remove 1 less Suppression token during the **Remove Tokens** step.

During **Setup**, you may set aside 1 allied  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 not within  of any 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

Operative: Imperial Agent

Special Forces: Scout Troopers. (No Strike Teams)

Corps: Stormtroopers






Support: 74-Z Speeder Bikes

Heavy: AT-ST, Major Marquand






Unique Upgrades Allowed: Academy Trained, Command and Control Uplink, Platoon Commander, Tip of the Spear

ARMY BUILDING (CONT)

Rank Requirements

-  **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 unit must be a Commander.
-  **Special Forces:** Each army must include 2-6 Special Forces units.
-  **Corps:** Each army must include 1-3 Corps units.
-  **Support:** Each army may include up to 3 Support units.
-  **Heavy:** Each army may include up to 3 Heavy units.

Recon Rank Requirements

-  **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 unit must be a Commander.
-  **Special Forces:** Each army must include 1-4 Special forces units.
-  **Corps:** Each army must include 1-2 Corps units.
-  **Support:** Each army may include up to 2 Support units.
-  **Heavy:** Each army may include up to 2 Heavy units.

WOOKIEE DEFENDERS



SPECIAL RULES

A Wookiee Defenders Battle Force is part of the Galactic Republic Faction.

The following unit counts as a ▲ unit for the purposes of army building and Battle Cards: Wookiee Warriors (Noble Fighters).

Your army must include at least 3 Wookiee Trooper units.

The first time 1 or more miniatures in each Wookiee Trooper unit are defeated each Round, that unit may make a Speed-1 Move.

ARMY BUILDING

Allowed Units

Commander: Yoda, Chewbacca, Wookiee Chieftain

Operative: Jedi Knight

Special Forces: 0–1 ARC Troopers (No Strike Teams). Wookiee Warriors

Corps: 0–2 Clone Trooper Infantry

Support: 0–1 BARC Speeder. Raddaugh Gnasp Fluttercraft

Heavy: 0–1 Infantry Support Platform. 0–1 Saber-class Tank

Unique Upgrades Allowed: Jedi Consular, Jedi Guardian, Jedi Negotiator, Jedi Training (Force Adept), Jedi Training (Master Duellist), Jedi Training (Peacekeeping Mission)

ARMY BUILDING (CONT)

Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 of these units must be a Commander.
- ▲ **Special Forces:** Each army may include up to 4 Special Forces units.
- ▲ **Corps:** Each army must include 3-6 Corps units.
- **Support:** Each army may include up to 3 Support units.
- **Heavy:** Each army may include up to 1 Heavy unit.

Recon Rank Requirements

- ▲ **Commander/Operative:** Each army must include 1-2 Commander and Operative units. At least 1 of these units must be a Commander.
- ▲ **Special Forces:** Each army may include up to 4 Special Forces units.
- ▲ **Corps:** Each army must include 3-6 Corps units.
- **Support:** Each army may include up to 3 Support units.
- **Heavy:** Each army may include up to 1 Heavy unit.