

# STAR WARS™

## LEGION™

レギオン



# RECON RULEBOOK

レギオン 70レミエ

EFFECTIVE 4.30.2025





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# LEGION: RECON

This document provides players with the rules and resources they need to play games of *Star Wars™: Legion: Recon*. In Recon 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 of *Star Wars: Legion*, with the following exceptions:

## BATTLEFIELD

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

## RECON BATTLE CARDS

Recon games use one set deck of Battle Cards. Recon 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 Recon game, each player brings their own custom army, using the following rules:

## POINTS AND RANKS

The total point value of a Recon army cannot exceed 600. Each army must include the following units:



**Commander:** Each army must include exactly 1 Commander unit.



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



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



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



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



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

# SETUP

To setup a game of *Star Wars: Legion: Recon*, perform the following steps:

1. **Army Building:** 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 outside 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 Cards, Secondary Objective Cards, and Advantage Cards decks separately. Then the blue player randomly draws 1 Objective Card and 1 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 Recon 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: Recon* 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.



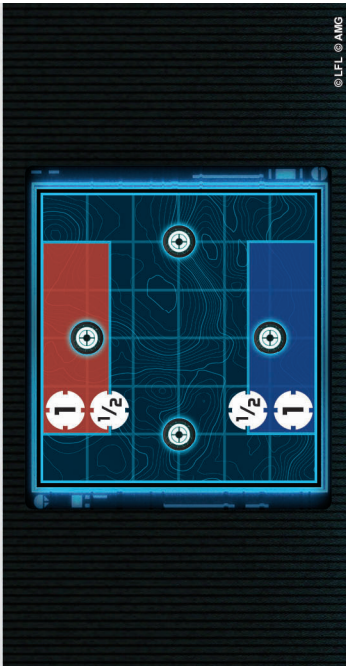


# STAR WARS™ LEGION™

## RECON BATTLE CARDS



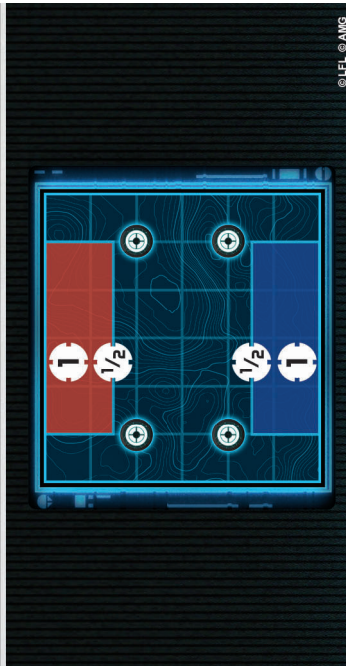
### INTERCEPT SIGNALS



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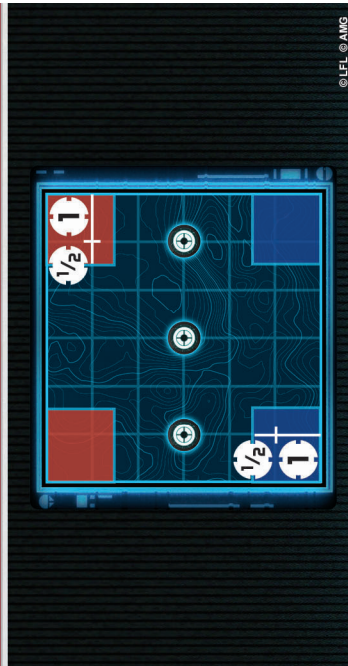
### BUNKER ASSAULT



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### CLOSE THE POCKET



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### 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 allied 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 not within allied Territory that meets 1 or more of the following conditions:

- That Comms Tower is Contested by an allied 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 allied 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 allied 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 an allied 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™

## RECON BATTLE CARDS

### ADVANCED INTEL



**Special Rules:** At the start of the first Activation Phase, add 1 Advantage token to your Pass Pool.

### CUNNING DEPLOYMENT



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

### FORTIFIED POSITION



**Setup:** During Setup, you may place up to 3 barricades within allied or Contested Territory and not within 1 of each other.

### SURFACE SCAN

**Setup:** Starting with the Blue player, each player chooses 2 allied units. Each chosen unit gains an allied 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 not within allied Territory, and are not Contesting a POI that is within allied Territory, they score 1 VP.

During the End Phase, if an allied 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.

### BRING THEM TO HEEL

**Scoring:** Starting in the second Round, during each End Phase, if more enemy units than allied units have a number of Suppression tokens equal to or greater than their **HP**, score 1 VP.

Once per Round, per player, when a unit gains 1 or more Suppression tokens, the opposing player may mark 1 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

### RECON MISSION

**Setup:** Starting with the Blue player, each player chooses 1 allied unit. Each chosen unit gains an allied Scanner (asset).

**Scoring:** Starting in the second Round, at the end of each allied unit's Activation, if that unit is holding a Scanner and if that unit's unit leader is within 2 and has LOS to 2 or more enemy units, that allied 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 an allied unit is holding a Scanner, at the end of that unit's Activation, each enemy unit within 2 and in LOS of that allied unit's unit leader gains 1 Observation token.