

STAR WARS™

LEGION™

レギオン



TOURS OF DUTY

↓007N 0& 70↓V

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GAME OVERVIEW

Tours of Duty is a narrative campaign game mode for *Star Wars™: Legion* that lets players create their own sagas and story arc campaigns centered around the heroes, villains, and soldiers. Players will clash their armies across multiple campaigns and countless struggles. Creating their own stories as games play across the galaxy for their glorious victories and bewildering defeats. Tours of Duty follows the growth of a player's forces from a group of skirmishers to an elite army capable of taking on any challenge.

KEY CONCEPTS

Tours of Duty introduces several new concepts to *Star Wars: Legion* that are frequently referenced in its special rules. This section explains these key concepts.

REGISTER

A player's Register lists its Paragon, Combat Potential, SP, Agenda Progress, Strategic Assets, and units that are available to them when building an army for a Tours of Duty game. The Register also tracks the player's progress in their current Story Arc and their army's Reputation.

PARTS OF A REGISTER

- Register Name:** The Register's Name.
- Reputation:** The Register's Reputation tracker.
- Combat Potential:** The Register's Combat Potential.
- Combat Potential Spent:** The sum of all Unit Cards and Upgrade Cards on that Register's Dossiers.
- Supply Points (SP):** The Register's Supply Points.
- Strategic Assets:** The Register's Strategic Assets.
- Story Arc:** The Register's current Story Arc.
- Agenda Progress:** The Register's Agenda Progress tracker.

REGISTER

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Name: _____ Reputation: _____

Story Arc: _____

Combat Potential: _____

Combat Potential Spent: _____

Supply Points: _____

Strategic Assets: _____

AGENDA: _____

PROGRESSION: _____

AGENDA: _____

PROGRESSION: _____

AGENDA: _____

PROGRESSION: _____

DOSSIERS

Each time a player adds a unit to their Register, they fill out a Dossier for that unit. A Dossier lists a unit's name, available upgrades, Commendations, and Setbacks, as well as tracks their Experience and Veteran Rank.

PARTS OF A DOSSIER

- Dossier Name:** Make a creative name for this specific unit.
- Unit Name:** The unit's name as shown on its Unit Card.
- Points Spent:** The sum of the points costs of all Unit Cards and Upgrade Cards on this Dossier.
- Veteran Rank (VR):** The unit's Veteran Rank.
- Experience:** The unit's Experience.
- Setbacks:** The unit's Setbacks.
- Commendations:** The unit's Commendations.
- Upgrades:** Upgrade Cards purchased for the unit.

DOSSIERS

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Dossier Name	Unit Name	
Setbacks	Veteran Rank 	Experience
Upgrades	Commendations	
	Points Spent	

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COMBAT POTENTIAL

Each Register has a Combat Potential. The sum of the points costs of all the Unit Cards and Upgrade Cards on a Register cannot exceed its Combat Potential. All Registers begin with a Combat Potential of 600. A Register's Combat Potential can be raised as players complete more games by making Aid Requests.

PARAGON

A player's Paragon is the main character of their army. The first  unit that is added to a player's Register becomes that player's Paragon. Players must always include their Paragon in their Tours of Duty games.

2

STORY ARCS

A Story Arc is a collection of special rules and narrative hooks that work as a framework to help players tell stories about their Paragon and their troops. Each Story Arc provides the player with 3 different Agendas that they can use to modify their games, unique Commendations, Setbacks, Defining Traits, and a climactic Turning Point Mission. After a player completes at least 2 of the 3 Agendas within their chosen Story Arc, they may attempt to complete its Turning Point Mission. The outcome of that fateful battle leads to the ultimate success or failure of their goals. When a Story Arc concludes, players may start the same Story Arc again, or may choose another to be their next war story.

Each Story Arc consists of:

1. **Theater of War Card:** This card describes any special rules for the Story Arc, including unique Commendations, Setbacks, and Defining Traits to use in your games.
2. **Turning Point Mission Card:** This card provides the rules to play the Story Arc's climactic Turning Point Mission.
3. **Agenda Cards:** These cards are used at the start of each Tours of Duty game to determine what Agenda each player is attempting to progress. When a player has completed at least 2 of their 3 Agendas, they may play their Turning Point Mission.

PARTS OF A THEATER OF WAR CARD

BRING PEACE TO THE GALAXY

2

COMMENDATION
FAILURE IS NOT AN OPTION
(or)

This unit gains **RUTHLESS**.

3

SETBACK
FLAT FOOTED

Each Round at the start of the **Activation Phase**, if your opponent played a Command Card with fewer pips than the card you played this Round, this unit gains 1 Suppression token. If a unit gains this Setback a second time before it is removed, the unit becomes a casualty and is removed from your Register.

4

DEFINING TRAIT
CONSPICUOUS

This unit gains **ADVANCED TARGETING**: **TROOPER** AND **TROOPER 1**. While this unit has this Defining Trait, at the start of each **End Phase**, if this unit is within and has LOS to 1 or more enemy or units, your opponent may choose 1 of those units. The chosen enemy unit may make a Speed-2 Move. This Defining Trait resolves after 2 games.

BRING PEACE TO THE GALAXY

The galaxy prospers under the benevolent rule of Emperor Palpatine. Due to the Emperor's leadership and wisdom, the Imperial citizen flourishes: they can raise their family, and prosper on the my systems that make up the Galactic Empire. There are those that would disturb this peace; those that would sow discord and chaos amongst the stars and destroy everything the Emperor has built. To dare to oppose the Empire is to defy the very ideals of law and order that are the cornerstone of Imperial society.

You must stop these malcontents and restore peace and justice to the galaxy. Truth and unity are our strength. For the Empire!

1. **Narrative Arc:** A brief narrative to help players flesh out their Tours of Duty story.
2. **Story Arc Commendation:** A special Commendation available to players during that Story Arc.
3. **Story Arc Setback:** A special Setback that can be applied to units during that Story Arc.
4. **Story Arc Defining Trait:** A special Defining Trait that a player's Paragon can gain during that Story Arc.

PARTS OF A TURNING POINT MISSION CARD

1

WIPE THEM OUT

Congratulations, Commander. You have driven back the Rebel forces across multiple fronts and driven them from hiding hole to hiding hole. Their hideout defenses have crumbled against the strength of the Imperial war machine. Commence your final assault to destroy this Rebel scum once and for all and restore peace to the galaxy. There is nowhere left for them to run. Wipe them out.

Setup: Place 5 Defensive Positions (POI) in the Red Player's Territory and 1 Evacuation Point (POI) in Contest Territory as shown on the map.

The player whose Story Arc this card belongs to is the Blue Player. The opposing player is the Red Player.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Defensive Position and Evacuation Point they Secure. Additionally, for each Defensive Position the Blue Player Secures, the Blue Player scores 1 additional VP, then remove each Defensive Position and Evacuation Point they Secure from the battlefield.

5

BRING PEACE TO THE GALAXY

1

WIPE THEM OUT

Setup: None.

Get to Your Transports: Starting in the first Round, during the **End Phase**, if the Red Player is Securing the Evacuation Point, they may choose 1 allied unit Contesting that Evacuation Point. If they do, the Red Player scores 2 VP, then removes the chosen unit from the battlefield. If the chosen unit is a or unit, the Red Player scores 1 additional VP if it is the third Round, and 2 additional VP if it is the fourth or fifth Round.

Stop Them, They're Getting Away: Each time one of the Red Player's units is defeated by an attack, before removing that unit's unit leader, if the attacking unit is within 1 of the defeated unit, after the effect is resolved the Blue Player captures the defeated unit. Starting in the first Round, during the **End Phase**, the Blue Player scores 1 VP if they captured 1 or more enemy units that Round.

Special Rules: At the end of the game, the player scored at least 3 VPs from this Secondary Objective, that player scores 2 SPs.

ADVANTAGES

Blue Player Advantage: At the start of each Activation Phase, you may choose a different allied unit for each Defensive Position that has been removed from the battlefield. Each chosen unit makes a Speed-2 Move.

Red Player Advantage: Each of your units gains **PREPARED POSITION** and must Deploy using **PREPARED POSITION**.

Additionally, while an allied unit is completely within of 1 or more Defensive Positions, it increases its by 1 and has **COVER 2** and **LOW PROFILE**.

Victory Reward: If you won this mission, you may choose 3 units in your Register. Each chosen unit may gain 1 Experience or remove all its Setbacks. Then your Paragon may choose and permanently gain **COMPEL** or **STRATEGIZE 1**. If your Paragon has **DISGRACED**, it loses **DISGRACED**.

Loss Reward: If you lost this mission, roll 5 red defense dice. For each result in the roll, choose an allied unit on your Register. Each chosen unit may gain 2 Experience or remove one Setback. Then your Paragon gains **DISGRACED**.

5

BRING PEACE TO THE GALAXY

1. **Name:** The name of the Turning Point Mission.
2. **Mission Map:** An image of the mission map to assist Setup.
3. **Briefing:** A description that sets the scene for that Turning Point Mission.
4. **Special Rules:** Any rules for Setup and Scoring as well as Secondary Objectives, Advantages, and Rewards.
5. **Story Arc:** The Story Arc this Turning Point Mission is a part of.

AGENDAS

Agendas are a new type of Battle Card in Tours of Duty. Agendas add an additional layer of objectives to each game and can span across 1 or multiple games. Each time a player progresses an Agenda, they mark that Agenda's progress on their Register. Agendas will list how many points of progress are required to complete that Agenda. An Agenda cannot be progressed further once it has been completed. Agendas will also sometimes offer benefits at the end of games in which they are progressed, such as extra SP or Experience. A player may only progress a single Agenda during any 1 game.

PARTS OF AN AGENDA CARD

1

KEEP THEM IN LINE

Each time an allied unit causes an enemy unit to Panic, put a token on this Agenda. During the Post-Game Sequence, if there are 2 or more tokens on this Agenda, progress it on your Register. Then, if there are 3 or more tokens on this Agenda, progress this Agenda on your Register again. This Agenda is completed when it has been progressed 3 times.

4

BRING PEACE TO THE GALAXY

2

REWARD

KEEP THEM IN LINE

After resolving this Agenda's progression, randomize the Order tokens used by your army this game, and draw 1 Order token for each time you progressed this Agenda. Then choose a different unit with a matching Rank for each Order token drawn in this way. Each chosen unit gains 2 Experience.

4

BRING PEACE TO THE GALAXY

- 1. **Name:** The Agenda's name.
- 2. **Effect:** Special rules that describe how the Agenda is progressed and completed.
- 3. **Reward:** The rewards earned when the Agenda is progressed or completed.
- 4. **Story Arc:** The Story Arc this Agenda is a part of.

CAMPAIGN LENGTH

For satisfying campaigns that have a distinct beginning, middle, and end, we generally suggest players create their own epic Trilogy and maintain a Register over 3 Story Arcs. However, there is no minimum or maximum number of Story Arcs that a Register can complete and players should feel free to continue their Tours of Duty for as long as they are having fun!

EXPERIENCE

Units gain Experience for each game they are played in and can use that Experience between battles to unlock Commendations. When a unit is first added to a Register, it has 0 Experience.

VETERAN RANK

A unit's Veteran Rank (VR) is directly linked to the amount of Experience it has. Each unit has a maximum VR based on its Rank. When a unit reaches its maximum VR, it no longer gains Experience. Some Aid Requests may increase an individual unit's maximum VR above its initial value. A unit's maximum VR can never exceed VR5. When a unit reaches VR1, if it does not have a Dossier name, its controlling player must give it one.

If a unit loses Experience, it does not lose any VR it has earned.

COMMENDATIONS

Commendations are unit improvements that are awarded to units when they reach a new VR.

VETERAN RANKED BY EXPERIENCE

EXPERIENCE GAINED	VETERAN RANK (VR)
0 – 4	VR 0
5 – 12	VR 1
13 – 24	VR 2
25 – 39	VR 3
40 – 49	VR 4
50	VR 5

MAXIMUM VETERAN RANKS BY UNIT RANK

UNIT RANK	MAXIMUM VETERAN RANK
▲	VR 5
▲	VR 4
▲	VR 3
▲	VR 3
●	VR 3
●	VR3

SETBACKS

Setbacks are various injuries, accidents, and other pitfalls that can affect a unit. Each time a unit is defeated in a battle, it is at risk of gaining a Setback. As a unit gains Setbacks, it is at greater risk of becoming a casualty.

DEFINING TRAITS

Defining Traits are narrative consequences that affect Paragons in Tours of Duty for suffering through the trials and tribulations of war. A player's Paragon can never be removed from a Register. When a player's Paragon would be removed from their Register as the result of a Casualty Check, that Paragon instead gains a Defining Trait.

TURNING POINT MISSIONS

Turning Point Missions are special missions that are played at the end of a player's chosen Story Arc. These missions replace the normal mission building rules found in the Core Rulebook, and provide narrative and sometimes asymmetrical scenarios meant to evoke the same climactic experiences as *Star Wars* films and media.

SUPPLY POINTS

Supply Points (SP) are a resource connected to a player and their Register. SP represent various ways that a commander advances their plots and plans, from government support to raw materials and everything in between. Players earn SP by playing games and other game effects. SP can be spent between battles on Aid Requests that provide various improvements and adjustments to a player's Register.

STARTING TOURS OF DUTY

BUILDING A REGISTER

A player's Register is the list of units that a player uses to build armies for games of Tours of Duty. When a player builds a Register, it starts with a Combat Potential of 600 points and 5 SP. When a player is building or editing a Register, the following restrictions apply:

- All units on a Register that have a Faction must have the same Faction.
- A Register must always include at least 1  unit, and at least 2  units. If a player's Register is reduced to fewer than 2  units, they must immediately add  to their Register with any remaining Combat Potential their Register has until their Register has at least 2  units.
- A Register can never include unique units or unique Leader, Personnel, Heavy Weapon, Crew, Pilot, or Armament upgrades.
 - » These iconic characters and units can still be used by Tours of Duty armies, but only when the appropriate Aid Request is made.
- When a  or  unit is added to a Register, that unit may add 2 upgrades to their Dossier and must be given a Dossier name by its controlling player.
 - » Additional upgrades can be added to these unit's Dossiers by awarding them the appropriate Commendation or by making an Aid Request.
 - » Units that have compulsory upgrade choices through the **EQUIP** or **PROGRAMMED** keyword may purchase those upgrades for their Dossier to fulfill that requirement in addition to any upgrades allowed when they are added to your Register.
 - » The first  unit that is added to a Register is that Register's Paragon.
- When a non- non- Trooper unit is added to a Register, that unit may add a single  upgrade and a single  upgrade to their Dossier, and no other upgrades.
 - » Additional upgrades can be added to these unit's Dossiers by awarding them the appropriate Commendation or by making an Aid Request.
 - » Units that have compulsory upgrade choices through the **EQUIP** or **PROGRAMMED** keyword may purchase those upgrades for their Dossier to fulfill that requirement in addition to any upgrades allowed when they are added to your Register.
- When a non- non- Vehicle unit is added to a Register, that unit may add a single  upgrade to their Dossier, if able, in addition to any other required upgrades.
 - » Additional upgrades can be added to these unit's Dossiers by awarding them the appropriate Commendation or by making an Aid Request.
 - » Units that have compulsory upgrade choices through the Equip or Programmed keyword may purchase those upgrades for their Dossier to fulfill that requirement in addition to any upgrades allowed when they are added to your Register.

After building their starting Register, a player may spend any of their SP on Aid Requests. Then they choose their initial Story Arc. [Some Story Arcs are intended for certain Factions or Affiliations, but players may always choose any Story Arc to play.](#) For more information on Story Arcs, see pg. 3. Finally, they name their Register. This name can vary widely, from a strict military designation, to a cheeky nickname for a particularly troublesome band of irregulars. Players are encouraged to have fun and be creative when naming their Registers.

EDITING A REGISTER

A player may edit their Register at any time outside of a Game, or during the Edit Register step of the Post-Game Sequence. When a player edits their Register, they may add any number of units to their Register provided their Register's Combat Potential is large enough.



PLAYING TOURS OF DUTY GAMES

DETERMINING GAME SIZE & TYPE

Before Army Building, players should decide how many points their armies will include. We suggest that games played at a value of 800 or fewer points should be played using the *Star Wars: Legion Recon* rules and that games played at 801 points or higher should use the standard *Star Wars: Legion* ruleset.

ARMY BUILDING

Once players have determined the size of their armies, one or more players may choose to build their armies using units from their Register. When a player builds an army from their Register, they may choose which Upgrade Cards from each unit's Dossier that the unit will equip this game.

A player that builds an army using units from their Tours of Duty Register must include their Paragon in their army.

While building their armies, players choose any number of Strategic Assets from their Registers to use this game. During the Edit Register step of this game's Post-Game Sequence, players remove any Strategic Assets used in this game from their Registers.

REPUTATION & REINFORCEMENTS

Armies of immense renown, such as those who have completed a Tour of Duty, have a certain reputation for achieving results. In response to such threats, reinforcements are often sent where their forces are active. During a Tour of Duty game, if your opponent's Register has a higher Reputation than your own, you may include up to an extra 50 points of units and upgrades during Army Building for each point of Reputation they have above your own.

TURNING POINT MISSIONS

If either player has completed 2 of the 3 Agendas for their Story Arc, they may play their Turning Point Mission. If either player has completed all 3 Agendas for their Story Arc, they must play their Turning Point Mission. If both players are eligible to play their Turning Point Missions, the players should decide which Turning Point Mission to play. If the players decide to play a Turning Point Mission, they do not complete the Build a Mission step of **Setup** as normal. Instead, follow the instructions on the Turning Point Mission Card to set up and play the game.

USING AGENDAS

Agendas are special Battle Cards that are used in addition to those found in standard *Star Wars: Legion* missions. Agendas are tied to a player's Story Arc. At the end of the Build a Mission step of Setup, [starting with the Blue Player](#), each player that built their army from their Register may choose 1 of their Agendas and add it to the game Mission Dashboard. The chosen Agendas will be in play during the game.

If a player is playing their Turning Point Mission, they cannot add an Agenda to the game.

POST-BATTLE SEQUENCE

At the end of each Tours of Duty game, players must complete the following Post-Battle Sequence:

1. PROGRESS AGENDAS

Players reference their chosen Agendas and progress them as appropriate, resolving any effects as instructed by each Agenda.

2. TURNING POINT REWARDS

If the players played a Turning Point Mission, resolve its end of game effects and rewards. Each Turning Point Mission has separate rewards based on whether the mission was won or lost.

3. AWARD SUPPLY POINTS

Players earn 2 SP for playing the game. Then each player rolls a red defense die. On a  result, that player earns 1 additional SP. On a  result, if that player won the game, that player earns 1 additional SP.

4. DETERMINE CASUALTIES AND SETBACKS

Units that were defeated during the game have a chance of becoming a casualty. Make a Casualty Check for each defeated unit by rolling 1 black attack die plus 1 additional black attack die for each Setback it has after the first. A unit always rolls a minimum of 1 black attack die when making a Casualty Check. Resolve the following effects in order:

1. If there are 1 or more  results, the unit becomes a casualty and is removed from their controlling player's Register. Do not resolve any additional effects.
2. If a Paragon unit would become a casualty, they instead gain a Defining Trait. Roll on the Defining Trait chart and apply the result rolled to the unit. A Defining Trait applies in all battles that Paragon takes part in until the Defining Trait has been resolved.
3. If there are only  results, the unit gains 2 Experience and 1 Setback. Roll on the Setback chart and apply the Setback rolled to the unit. A Setback applies to a unit until that unit no longer has that Setback. Do not resolve any additional effects.
4. If there are 1 or more  results, the unit gains 1 Setback. Roll on the Setback chart and apply the Setback rolled to the unit. A Setback applies to a unit until that unit no longer has that Setback. Do not resolve any additional effects.
5. If no other effect was resolved, the unit has escaped long term consequences and gains 1 Experience. There is no additional effect.

For more information on Setbacks and the Setback Chart, see pg. 8.

5. AWARD EXPERIENCE

Each unit that took part in the battle gains 1 Experience. Then each unit that was Contesting or holding 1 or more Objective tokens at the end of the game gains 1 Experience. Then each player chooses 1 of their opponent's units that was not a casualty that they felt had a particularly meaningful impact on the battle, and names that unit their Most Feared Rival. Each unit chosen in this way gains 3 Experience.

6. AWARD COMMENDATIONS

Each Unit that has reached a new VR is awarded a Commendation. For more information on Commendations, see pg. 9.

7. MAKE AID REQUESTS

Each player may spend any number of SP to make Aid Requests. Players may make any number of Aid Requests but may only make a single request of each type per Post-Battle Sequence, unless otherwise specified. For more information on Aid Requests, see pg. 7.

POST-BATTLE SEQUENCE (CONT.)

8. EDIT REGISTER

Each player may edit their Register if they wish.

9. ADJUST REPUTATION

If the players played a Turning Point Mission, adjust their Register's Reputation as needed. At the end of a Story Arc, a player increases their Register's Reputation by 1. Then, if they completed all 3 of their Agendas, they increase their Register's Reputation by 1 and gain 3 SP.

10. CHOOSE NEW STORY ARC

If a player has completed their current Story Arc, they must choose what new Story Arc they will begin. A player may choose a new Story Arc, or they may choose to begin the same Story Arc again. Players are encouraged to create their own narrative tying Story Arcs together into an epic saga.

CONCESSIONS

If a player decides to concede or end a game before its conclusion, that player skips the Post-Game Sequence for their Register.

AID REQUESTS

After each Tours of Duty battle, players may make Aid Requests to their superiors. Military resources come at a premium and armies that consistently produce positive results toward their objectives are more likely to receive additional support in their goals.

During the Post-Battle Sequence, during the Make Aid Requests step, players may spend any number of their available SP to make Aid Requests. Players may make any number of Aid Requests after each game but may only make a single request of each type per Post-Battle Sequence, unless otherwise specified. The chart below details the various types of Aid Requests.

REQUEST (SP COST)	EFFECT
ACTIVE RECRUITING (1 SP)	Increase your Register's Combat Potential by 150.
REQUEST MEDICAL SUPPLIES (1 SP per VR of the chosen unit, minimum 1 SP)	Choose an allied unit and remove 1 Setback from it. Then roll 1 red defense die for each Setback it still has. For each ▼ result in the roll, remove 1 Setback from the chosen unit. This Aid Request can be made multiple times per Post-Battle Sequence.
REQUEST STRATEGIC ASSET (X SP)	You may add 1 Strategic Asset from the Strategic Assets list to your Register, paying the required number of SP. Strategic Assets are used during Army Building. A player may only have 1 of each Strategic Asset on their Register at a time. This Aid Request can be made multiple times per Post-Battle Sequence, but each type of Strategic Asset may only be chosen once unless otherwise specified.
REQUEST REINFORCEMENTS (1 SP per VR of the chosen unit, minimum 1 SP)	Choose an allied unit from your Register that has a  or  upgrade slot on its Unit Card. Add a  or  upgrade that it is eligible to equip to the chosen unit's Dossier. This Aid Request can be made multiple times per Post-Battle Sequence.
SPECIAL TRAINING (1 SP)	Choose an allied unit that has achieved its Maximum VR. Increase the chosen unit's Maximum VR by 1 to a maximum of VR5.
SUPPLIES AND PROVISIONS (1 SP)	Choose 1 allied unit for each SP spent. Each chosen unit may add 1 non-  or  upgrade that it is eligible to equip to its Dossier. This Aid Request can be made multiple times per Post-Battle Sequence.
REASSIGN UNIT (1 SP)	Choose an allied unit. Remove the chosen unit from your Register. This Aid Request can be made multiple times per Post-Battle Sequence.

SETBACKS

After each Tours of Duty battle, defeated units may gain a Setback. When a unit gains a Setback, roll 1 black attack die and consult the chart below. Setbacks are permanent modifications to units, but they can be removed by certain Aid Requests and Agendas.

SETBACK	DIE ROLL	EFFECT
BATTLE-FATIGUE 1		When this unit attacks, after the Convert Attack Surges step, your opponent may remove up to X dice showing  results from this unit's attack roll. A unit can have multiple instances of this Setback.
BATTLE-SHAKEN	Blank	After this unit's Rally step, if it has a number of Suppression tokens greater than its  , it suffers 1 Wound. If this unit is a Vehicle or started the game as a single miniature, it suffers 1 Wound at the start of the first Activation Phase instead.
DOWNTRODDEN 1		When this unit is added to your army during army building, its point cost is increased by 15 points for each instance of this setback this unit has. A unit can have multiple instances of this Setback.
STORY ARC SETBACK		The unit gains 1 Experience. Then reference your Theater of War Card and apply the listed Setback for your Story Arc.



DEFINING TRAITS

A player's Paragon is the main character of their Tour of Duty and cannot become a casualty. When a Paragon would be removed from a player's Register as the result of becoming a casualty, it instead gains a Defining Trait. Defining Traits are temporary effects that change how your character behaves in battle and are usually negative. Roll a black attack die and consult the Defining Trait Chart below.

A unit may only ever have 1 Defining Trait at a time. If it would gain a second, the new Defining Trait replaces the one it currently has.

DEFINING TRAIT	DIE ROLL	EFFECT
CAPTIOUS COMMAND		At the end of the game, your opponent does not choose one of your units as a Most Feared Rival. This Defining Trait is resolved after 2 games.
UNSURE	Blank	When this unit is nominated as your Commander during the Command Phase , roll 1 red defense die. On a  result, when an allied unit is issued an Order with a Command Card this round, it gains 1 Suppression token. This Defining Trait is resolved after 2 games.
TUNNEL VISION		You do not gain SP from Agendas and your units cannot gain Experience from the effects of an active Agenda. During the Post-Battle Sequence, if you did not progress your active Agenda that game, your Paragon must make a Casualty Check. This Defining Trait is resolved after 2 games.
STORY ARC DEFINING TRAIT		This unit gains 1 Experience. Then reference your Theater of War Card and apply the listed Defining Trait.

COMMENDATIONS

After units gain Experience during the Post-Battle Sequence, any unit that has reached a new VR is awarded a Commendation. **A unit cannot be awarded the same Commendation twice.** Commendations are permanent additions to units that change how they behave in the game. The following Commendations are always available, but each Story Arc offers an additional narrative-specific Commendation. Players may choose to award a Commendation from this chart or from their current Story Arc's Theater of War Card.

Some Commendations have certain requirements. To be awarded these Commendations, a unit must meet any listed requirements.

COMMENDATION	EFFECT	REQUIREMENTS
RESILIENT	During the Post-Battle Sequence, if this unit would roll 2 or more black attack dice when making a Casualty Check, it may reroll 1 of those dice.	—
VETERAN LEADER	This unit gains INSPIRE 2 .	—
SPECIAL MUNITIONS	Once per Game, when this unit makes an attack during its Activation, choose 1 of its Attack Pools before rolling dice. The chosen Attack Pool gains ANTI-MATERIEL 2 and IMPACT 1 .	—
WELL-STOCKED	This unit may use the effect of its Special Munitions Commendation once per Round, instead of once per Game.	SPECIAL MUNITIONS, VR 3
ONE IN A MILLION	Once per Game, when this unit makes an attack during its Activation, choose 1 of its Attack Pools before rolling dice. Upgrade 2 dice in the chosen Attack Pool.	—
STERNER STUFF	Once per game, when this unit would remove its last miniature from the battlefield after suffering Wounds from an attack, roll 1 black attack die. On a  or  result, do not remove that miniature. It survives with 1 Wound remaining.	VR 3
STRONGPOINT EXPERTISE	This unit gains PREPARED POSITION . While this unit is completely within allied Territory, it rolls red defense dice instead of white defense dice when rolling its Cover Pool.	—
MARKSMANSHIP BADGE	This unit gains PRECISE 1 .	—
HARSH ENVIRONMENTS GEAR	This unit gains UNHINDERED .	—
ADVANCED DRILL	This unit gains a  upgrade slot.	Trooper Only
FORWARD PATROL	This unit gains a  upgrade slot.	Trooper Only
EXTRA EQUIPMENT	This unit gains a  and  upgrade slot.	Trooper Only
FIELD MODIFICATIONS	This unit increases its Wound Threshold by 1 and its  by 1, if it has  .	Vehicle Only

COMMENDATIONS (CONT.)

COMMENDATION	EFFECT	REQUIREMENTS
FLEXIBLE RESPONSE	This unit gains a  upgrade slot and FLEXIBLE RESPONSE X , where X is the number of  upgrade slots this unit has.	▲ Trooper Only, VR 2
RECON BADGE	This unit gains SCOUT 1 .	VR 2
ASSAULT BADGE	This unit gains TACTICAL 1 .	VR 2
PERSONAL SHIELDS	This unit gains RECHARGE 1 and SHIELDED 1 .	VR 2
FEATS OF VALOR	This unit increases its  by 1.	VR 2
SELF-SUFFICIENT	This unit gains INDEPENDENT: AIM 1 OR DODGE 1 . If this unit already had the INDEPENDENT keyword, it may increase the X value of that keyword by 1 instead.	VR 2
FEARSOME	This unit gains DEMORALIZE 1 .	Trooper Only, VR 2
URBAN ASSAULT EXPERTS	When this unit attacks an enemy unit that has Cover due to being Obscured by terrain, this unit has SHARPSHOOTER 1 until the end of that attack.	VR 2
EXPERT PILOT	This unit gains NIMBLE and OUTMANEUVER .	Units with SPEEDER X only, VR 2



HIGH COMMENDATIONS

Some units receive rewards and honors for particularly heroic accomplishments. These special Commendations are known as High Commendations. To be awarded a High Commendation, a unit must have already been awarded any listed Commendations, have reached any requisite VR, and must meet any other listed requirements. A unit may only ever be awarded a single High Commendation.

COMMENDATION	EFFECT	REQUIREMENTS
DEDICATED TO THE CAUSE	During the Post-Game Sequence, when this unit would roll 2 or more black attack dice when making a Casualty Check, it rerolls up to 2 of those dice.	RESILIENT , VR 3
LUCKY SHOT	This unit may use the effect of its ONE IN A MILLION Commendation once per Round, instead of once per Game.	ONE IN A MILLION , VR 3
IMPLACABLE	This unit may use the effect of its STERNER STUFF Commendation once per Round, instead of once per Game.	STERNER STUFF , VR 3
HEADHUNTERS	This unit gains BOUNTY .	▼▲ Only, VR 2
VETERAN GUNNERS	This unit gains ARSENAL 1 .	Vehicle Only, VR 3
BORN TO LEAD	This unit gains ONE STEP AHEAD .	Paragon Only, VR 4



STRATEGIC ASSETS

Each time a player makes a Request Strategic Asset Aid Request, they may choose 1 of the Strategic Assets below and add it to their Register, paying the corresponding SP. A player may have only 1 of each Strategic Asset on their Register at a time. During Army Building, players choose any number of Strategic Assets from their Registers to use that Game. During the Edit Register step of the Post-Game Sequence, players remove any Strategic Assets used in that game from their Registers.

ASSET (SP COST)	EFFECT
REQUEST ASSISTANCE (1 SP)	You may include 1 unique non- unit and any upgrades it could equip in your army this Game. This unit and its upgrades do not need to be on your Register, but its total points cost still counts towards the total points allowed in your army. This Strategic Asset may be chosen up to 2 times during the Post-Battle Sequence, instead of the normal once. You may not use this Strategic Asset during your Turning Point Mission.
HEROIC INTERVENTION (2 SP)	You may include 1 unique  unit in this game. This unit and its upgrades do not need to be on your Register, but its total points cost still counts towards the total points allowed in your army. You may not use this Strategic Asset during your Turning Point Mission.
REQUISITION SPECIAL EQUIPMENT (1 SP)	You may include 1 unique upgrade in your army in this Game. This upgrade does not need to be on your Register, but its total points cost still counts towards the total points allowed in your army. This Strategic Asset may be chosen up to 2 times during the Post-Battle Sequence, instead of the normal once. You may not use this Strategic Asset during your Turning Point Mission.
MEDEVAC (1 SP)	During the Determine Casualties and Setbacks step of the Post-Game Sequence, choose 1 unit in your army that was defeated in this game. The chosen unit does not make a Casualty Check.
ORBITAL BOMBARDMENT (1 SP)	Once this game, at the start of the Activation Phase, choose 1 POI on the battlefield and roll 5 black attack dice. Each unit within  of that POI gains 1 Suppression token for each  or  result rolled.
COMBAT DROP (1 SP)	In this game, choose 1 allied unit at the start of the first Activation Phase. The chosen unit gains INFILTRATE this game.
AUTHORIZED EXTRAORDINARY USE (1 SP)	In this game, choose 1 allied unit during Army Building. The chosen unit doesn't count against the maximum number of units of its Rank that can be included in your army this game.
CONTINGENCY PLAN (1 SP)	Once this game, at the start of any End Phase, you may choose one of your Agendas that you did not use this game. Your Agenda in play is no longer in play, and the chosen Agenda is now your Agenda in play. At the end of the game, if you did not switch your Agendas that game, do not remove this Strategic Asset from your Register.

TOURS OF DUTY KEYWORD GLOSSARY

DISGRACED

Allied units may only use this unit's  when checking for Panic if they are within  instead of the normal .

FAULTY EQUIPMENT

At the start of the first **Command Phase**, randomize the Order tokens used by your army this game and draw 2 Order tokens. For each Order token drawn in this way, choose an allied unit that matches that Order token's Rank. That unit gains a **FAULTY EQUIPMENT** token.

Units with **FAULTY EQUIPMENT** tokens can only be issued Orders from a Command Card.

INSECURE

During the **Command Phase**, if this unit would issue an Order to itself, roll a red defense die. On a  result, this unit cannot issue an Order to itself and must issue that Order to another unit instead, if able.

CREDITS

ATOMIC MASS GAMES

Lead Game Developer: Andrew Dursum
Game Development Director: Will Pagani
Game Development Manager: Michael Plummer
Game Development: Ben Ransom and William Rutan
Game Development Intern: Liam Batstone
Producer: Summer Ditona
Editing: Scheherazade Anisi and Nathan Pullan
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
Rulebook Cover Art: Cristi Balanescu
Rulebook Interior Art: Aurore Folny, Tony Foti, David Hovey, and Joel Hustak.
Miniatures Hobby Specialist: Tony Konichek
Concept Artist: Joshua Huy Nguyen
Art Direction: Josh Colón and Preston Stone
Sculpting Coordination: Mike Jones and Ron Kruzic
Engineering: Bexley Andrajack, Alex Edinger, Bryan Pierce, and Chris Tiemeyer
Engineering Manager: Kevin Kircus
Sculpting Direction: Evan Kang and Marco Segovia
Marketing: William Hungerford, Aman Khusro, and Spencer Reeve
Director of Marketing: Ross Thompson
Events & Logistics Manager: Jeremy Button
Product Line Manager: Brandon Anderson
Director of Studio Operations: Andi Lowe
Creative Director: Dallas Kemp
VP Creative Development & Strategy: Will Shick
Head of Studio: Simone Elliott

CHANGE LOG

09.29.25

- Clarified that all units on a Register that have a Faction must have the same Faction
- Clarified Maximum Veteran Ranks table
- Clarified Story Arcs can be played by any Faction or Affiliation
- Clarified timing for selecting Agendas
- Added Concessions callout
- Clarified Request Medical Supplies and Request Reinforcements Aid Requests
- Adjusted Strategic Assistance Strategic Asset

ASMODEE NORTH AMERICA

Licensing Coordination: Kira Hartke and Emerald Thompson
Licensing Approvals Manager: Kaitlin Souza
Production Coordination: Estelle Gavin, Chris Jensen, Samuel McGrath, Ellen Pahr, and John Wilinski
Production Engineer: Michael Blomberg
Senior HR Business Partner: Colleen McGough
Production Management: Justin Anger and Halley Feil
Team Leader Publishing Services: Thomas Gallecier
SVP Lifestyle Games: Bill Altig

LUCASFILM LIMITED

Licensing Approvals: Brian Merten

PLAYTESTERS

Zachary Burley, Michal Koscielak, Austin Miller, Finn Peemüller, Ben Rasband, Eric Roos, Raul Rosado, Seth Rourk, Jordan Smith, and Jake Witt