

STAR WARS™

LEGION™

レギオン



ERRATA REFERENCE

レギオン

Effective 4.21.2026



POINTS ADJUSTMENTS

For competitive tournament play, players should use the adjusted points values listed below instead of the values printed on the cards. The printed points values on cards can be used for non-tournament play.

REBEL ALLIANCE

	OLD	NEW	
A-A5 Speeder Truck	65	75	
<i>Heavy Laser</i>	12	7	
<i>Quad Laser</i>	20	10	
<i>Unstable Astromech</i>	6	16	
Ahsoka Tano	145	115	
AT-RT	50	54	
<i>AT-RT Laser Cannon</i>	10	15	
<i>AT-RT Rotary Blaster</i>	20	15	
The Bad Batch	140	150	▲ 10
Fleet Troopers			
<i>Fleet Trooper Squad</i>	45	40	
Mandalorian Resistance	68	62	
Mark II Medium Blaster	38	40	
Rebel Commandos	48	42	▼ 6
Rebel Veterans			
<i>CM-O/93 Trooper</i>	26	22	
<i>Rebel Veterans Squad</i>	63	50	
Rebel Sleeper Cell	70	77	
<i>Rebel Marksman</i>	28	16	▼ 12
<i>Astromech</i>	5	10	
Rebel Troopers			
<i>Rebel Troopers Squad</i>	45	40	
Sabine Wren	125	105	
<i>The Darksaber</i>	15	5	
Wookie Warriors (Freedom Fighters)	69	62	▼ 7
Wookie Warriors (Kashyyyk Resistance)	72	62	▼ 10



GALACTIC REPUBLIC

	OLD	NEW	
ARC Troopers	64	70	
<i>Echo, ARC Marksman</i>	52	46	
ARF Troopers			
<i>ARF Trooper Duo</i>	26	20	▼ 6
AT-RT			
<i>AT-RT Laser Cannon</i>	10	15	
<i>AT-RT Rotary Blaster</i>	20	15	
The Bad Batch	160	170	▲ 10
BARC Speeder	65	59	
<i>BARC Ion Gunner</i>	25	21	
<i>BARC RPS-6 Gunner</i>	18	14	
<i>BARC Twin Laser Gunner</i>	15	12	
Clone Commander Cody	105	95	
Clone Trooper Infantry			
<i>Clone Infantry Squad</i>	56	53	
Clone Trooper Marksmen	58	50	
<i>Clone Trooper Marksmen Squad</i>	73	53	
LAAT/le Patrol Transport	100	90	
Saber-Class Tank	155	145	▼ 10
Padmé Amidala	60	52	
Wookie Warriors (Noble Fighters)	69	62	▼ 7
Wookiee Warriors (Kashyyyk Resistance)	72	62	▼ 10
Yoda	170	150	

UNIVERSAL UPGRADES

	OLD	NEW	
Attack Protocols	8	3	▼ 5
Defense Protocols	8	3	▼ 5
Saber Throw	5	10	▲ 5
Vigilance	12	9	▼ 3



CARD ERRATA

CHANGE OF PLANS

Change the first sentence to: "When this card is revealed, you may discard it to return an opponent's Command Card to their Command Hand and return to the **Select and Play Command Cards** step."

CLONE CAPTAIN REX (UPGRADE CARD)

Change the final sentence to: "When this unit defeats an enemy unit with an attack, after the Attack action is resolved, this unit may make 1 free action."

COORDINATED STRIKE

Change the final sentence to: "Each unit gains Coordinate: Clone Trooper or Coordinate: ☉ Vehicle this Round."

DF-90 MORTAR TROOPER

Change the DF-90 Mortar weapon's attack dice to 2 black attack dice.

EMERGENCY STIMS

Change the final sentence to "If you do, at the end of this unit's next Activation, this unit removes each Wound token from this card and suffers Wounds equal to the number of Wound tokens removed."

GENERAL GRIEVOUS, WHEEL BIKE WARLORD

Add a unique bullet (•) to this unit's name.

I AM A JEDI

Change the restriction to "Luke Skywalker, Jedi Knight".

INSATIABLE CURIOSITY

Change the second sentence to: "If the chosen unit has 1 or more ♠ or ♣ upgrades equipped, discard 1 of those non-unique or limited upgrades."

REBEL MARKSMAN

Add the following "Add 1 Rebel Marksman miniature."

STAP RIDERS

Change AI: Move to AI: Dodge.

TRUSTED AGENT

Change the final sentence to: "If you do, choose an allied ♠ unit. This unit may issue an Order to the chosen unit, regardless of Affiliation."

YOU SERVE YOUR MASTER WELL

Change the restriction to "Luke Skywalker, Jedi Knight".

UPDATED CARDS

The following cards have been updated from their printed versions. The up to date versions of the following cards can also be found in their corresponding documents, found at: atomicmassgames.com/swlegiondocs/

AQUA DROIDS

Replace the unit card with the card found in this PDF.

DROIDEKAS

Replace the unit card with the card found in this PDF.

ARC TROOPERS, STRIKE TEAM

Replace the unit card with the card found in this PDF.

BX-SERIES DROID COMMANDOS, STRIKE TEAM

Replace the unit card with the card found in this PDF.

REBEL COMMANDOS, STRIKE TEAM

Replace the unit card with the card found in this PDF.

SCOUT TROOPERS, STRIKE TEAM

Replace the unit card with the card found in this PDF.

BX-SERIES DROID SNIPER

Replace the upgrade card with the card found in this PDF.

DC-15X ARC TROOPER

Replace the upgrade card with the card found in this PDF.

DH-447 SNIPER

Replace the upgrade card with the card found in this PDF.

DLT-19X SNIPER

Replace the upgrade card with the card found in this PDF.

DIOXIS MINE SABOTEUR

Replace the upgrade card with the card found in this PDF.

PROTON CHARGE SABOTEUR

Replace the upgrade card with the card found in this PDF.

SONIC CHARGE SABOTEUR

Replace the upgrade card with the card found in this PDF.

IMPROVISED ORDERS

Replace the unit upgrade with the card found in this PDF.

20



BX-SERIES DROID COMMANDOS, STRIKE TEAM ONLY.

Add 1 BX-Series Droid Sniper miniature.

BX SNIPER RIFLE	2-5	2	1
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

BX-SERIES DROID SNIPER

20



BX-SERIES DROID COMMANDOS ONLY.

Add 1 Dioxis Mine Saboteur miniature.
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

DIOXIS MINE	-1	1	1
<small>BLAST, POISON 1</small>			

DIOXIS MINE SABOTEUR

5



During the **Activation Phase**, after you draw an Order token from your Order Pool, you may **P** this card. If you do, draw a second Order token from your Order Pool and choose 1 of the drawn Order tokens to use. Then shuffle the other Order token back into your Order Pool.

IMPROVISED ORDERS

20



REBEL COMMANDOS, STRIKE TEAM ONLY.

Add 1 DH-447 Sniper miniature.

DH-447 SNIPER RIFLE	2-5	2	1
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

DH-447 SNIPER

14



REBEL COMMANDOS ONLY.

Add 1 Proton Charge Saboteur miniature.
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

PROTON CHARGE	-1	1	1
<small>BLAST, IMPACT 6</small>			

PROTON CHARGE SABOTEUR

20



SCOUT TROOPERS, STRIKE TEAM ONLY.

Add 1 DLT-19x Sniper miniature.

DLT-19x SNIPER RIFLE	2-5	2	1
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

DLT-19x SNIPER

17



SCOUT TROOPERS ONLY.

Add 1 Sonic Charge Saboteur miniature.
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

SONIC CHARGE	-1	1	2
<small>BLAST, IMPACT 4, SUPPRESSIVE</small>			

SONIC CHARGE SABOTEUR

26



ARC TROOPERS, STRIKE TEAM ONLY.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x SNIPER RIFLE	2-5	2	1
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

DC-15x ARC TROOPER SNIPER

26



ARC TROOPERS ONLY.

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x BLASTER RIFLE	1-3	1	3
<small>OVERWHELM</small>			

DC-15x ARC TROOPER GUNNER

Scout Troopers

STRIKE TEAM
TROOPER

DETACHMENT: Scout Troopers
HEAVY WEAPON TEAM
INCOGNITO
LOW PROFILE
PREPARED POSITION

UNARMED

EC-17 HOLD-OUT BLASTER #1-2



1 2

1 2

1

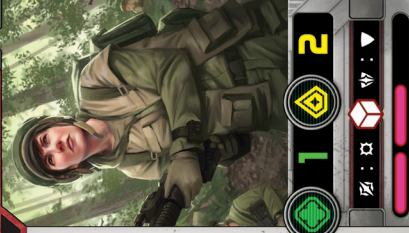
Rebel Commandos

STRIKE TEAM
TROOPER

DETACHMENT: Rebel Commandos
HEAVY WEAPON TEAM
INCOGNITO
LOW PROFILE
PREPARED POSITION

UNARMED

A280 BLASTER RIFLE #1-3



1 2

1 2

Scout Troopers

STRIKE TEAM
TROOPER



22



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Rebel Commandos

STRIKE TEAM
TROOPER



20



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