

# STAR WARS™

# LEGION™

レギオン



## ERRATA REFERENCE

レギオン

Effective 5.29.2026



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



# GALACTIC EMPIRE

|  | OLD | NEW |      |
|--|-----|-----|------|
| <b>Dewback Rider</b>                     |     |     |      |
| <i>CR-24 Flame Rifle</i>                 | 10  | 14  |      |
| <b>Fifth Brother</b>                     | 105 | 97  |      |
| <b>Iden's ID10 Seeker Droid</b>          | 15  | 0   | ▼ 15 |
| <b>Imperial Dark Troopers</b>            |     |     |      |
| <i>Imperial Dark Trooper</i>             | 32  | 28  |      |
| <i>Mortalizer Dark Trooper</i>           | 36  | 30  |      |
| <i>SM-9 Frag Launcher Dark Trooper</i>   | 45  | 40  |      |
| <i>XS-IV Assault Cannon Dark Trooper</i> | 55  | 49  |      |
| <b>Imperial Death Troopers</b>           | 72  | 66  |      |
| <i>DLT-19D Trooper</i>                   | 30  | 28  |      |
| <b>Imperial Special Forces</b>           | 62  | 54  | ▼ 8  |
| <i>T-21 Special Forces Trooper</i>       | 24  | 20  | ▼ 4  |
| <b>LAAT/le Patrol Transport</b>          | 100 | 90  |      |
| <b>Moff Gideon</b>                       | 100 | 80  |      |
| <b>Range Troopers</b>                    | 70  | 60  | ▼ 10 |
| <b>Seventh Sister</b>                    | 110 | 102 |      |
| <b>Shoretroopers</b>                     | 52  | 46  |      |
| <i>T-21B Shore Trooper</i>               | 32  | 28  |      |
| <i>Shoretrooper Squad</i>                | 70  | 52  |      |
| <b>Snowtroopers</b>                      |     |     |      |
| <i>Snowtrooper Squad</i>                 | 46  | 40  |      |
| <b>Stormtrooper Riot Squad</b>           | 50  | 44  |      |
| <i>KX-Series Security Droids</i>         | 30  | 18  |      |
| <i>Stormtrooper Marksman</i>             | 30  | 11  | ▼ 19 |
| <b>Stormtroopers</b>                     |     |     |      |
| <i>Stormtrooper Squad</i>                | 46  | 40  |      |
| <b>74-Z Speeder Bikes</b>                | 80  | 70  |      |
| <b>TX-225 GAVw Occupier Tank</b>         |     |     |      |
| <i>Pintle-Mounted DLT-19</i>             | 18  | 14  |      |
| <i>Pintle-Mounted RT-97C</i>             | 14  | 10  |      |



# GALACTIC REPUBLIC

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

# UNIVERSAL UPGRADES

|                          | OLD | NEW |     |
|--------------------------|-----|-----|-----|
| <b>Attack Protocols</b>  | 8   | 3   | ▼ 5 |
| <b>Defense Protocols</b> | 8   | 3   | ▼ 5 |
| <b>Saber Throw</b>       | 5   | 10  | ▲ 5 |
| <b>Vigilance</b>         | 12  | 9   | ▼ 3 |





# CARD ERRATA

## BOBA FETT, INFAMOUS BOUNTY HUNTER

Change unit type to Mandalorian Trooper.

## 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."

## MANDALORIAN SUPER COMMANDOS

Change unit type to Mandalorian Trooper.

## 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

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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/](http://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.

## **CAULDRON**

Replace the Mission with the card found in this PDF.

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**BX-SERIES DROID COMMANDOS, STRIKE TEAM ONLY.**

Add 1 BX-Series Droid Sniper miniature.

|  |      |  |  |
|--|------|--|--|
| <b>BX SNIPER RIFLE</b>                               | #2-5 |  |  |
| <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**.

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

**DIOXIS MINE SABOTEUR**

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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.

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

**DH-447 SNIPER**

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**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**.

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

**PROTON CHARGE SABOTEUR**

20



**SCOUT TROOPERS, STRIKE TEAM ONLY.**

Add 1 DLT-19x Sniper miniature.

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

**DLT-19x SNIPER**

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**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**.

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

**SONIC CHARGE SABOTEUR**

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**ARC TROOPERS, STRIKE TEAM ONLY.**

Add 1 DC-15x ARC Trooper Sniper miniature.

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

**DC-15x ARC TROOPER SNIPER**

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**ARC TROOPERS ONLY.**

Add 1 DC-15x ARC Trooper Gunner miniature.

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

**DC-15x ARC TROOPER GUNNER**






## CAULDRON

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**Setup:** Place 6 Waypoints (POI) as shown on the Cauldron Map Card.

**Scoring:** Starting in the second Round, during each **End Phase**, each player scores 1 VP for each Waypoint they Secure within allied Territory and 1VP for each Waypoint they Secure that is completely within Contested Territory and that is within  of another Waypoint they Secure. Additionally, a player scores 1 VP if they Secure both Waypoints that are completely within Contested Territory.

**Special Rules:** During the **End Phase**, units Contesting 1 or more Waypoints remove 1 fewer Suppression token during the **Remove Tokens** step.