

# STAR WARS™

# LEGION™

レギオン



## TERRAIN LAYOUT CARDS

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## LUCASFILM LIMITED

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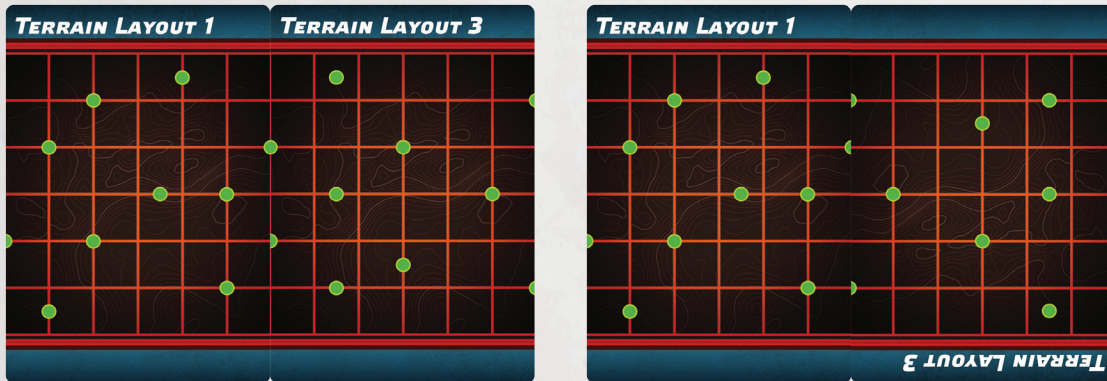
Liam Batsone, Zachary Burley, Olly Dier, Michal Koscielak, Finn Peemüller, Ben Rasband, Eric Roos, Raul Rosado, Seth Rouk, and Jake Witt

# TERRAIN LAYOUT CARDS

Terrain Layout Cards are a tool to help EOs build tables that are varied and interesting. They are designed to help EOs by giving them a place to start when tasked with the daunting challenge of setting up multiple tables at the same time. Whether an EO decides to build their tables in a totally different way or decides to follow these guidelines to the letter, both are absolutely fine!

## HOW TO USE TERRAIN LAYOUT CARDS

Each Terrain Layout Card represents half of a *Star Wars*™: Legion battlefield. To get the full battlefield, randomly select and put two Terrain Layout Cards side by side. The EO constructing the battlefield may also rotate one or both cards 180 degrees to form different variations of the battlefield.

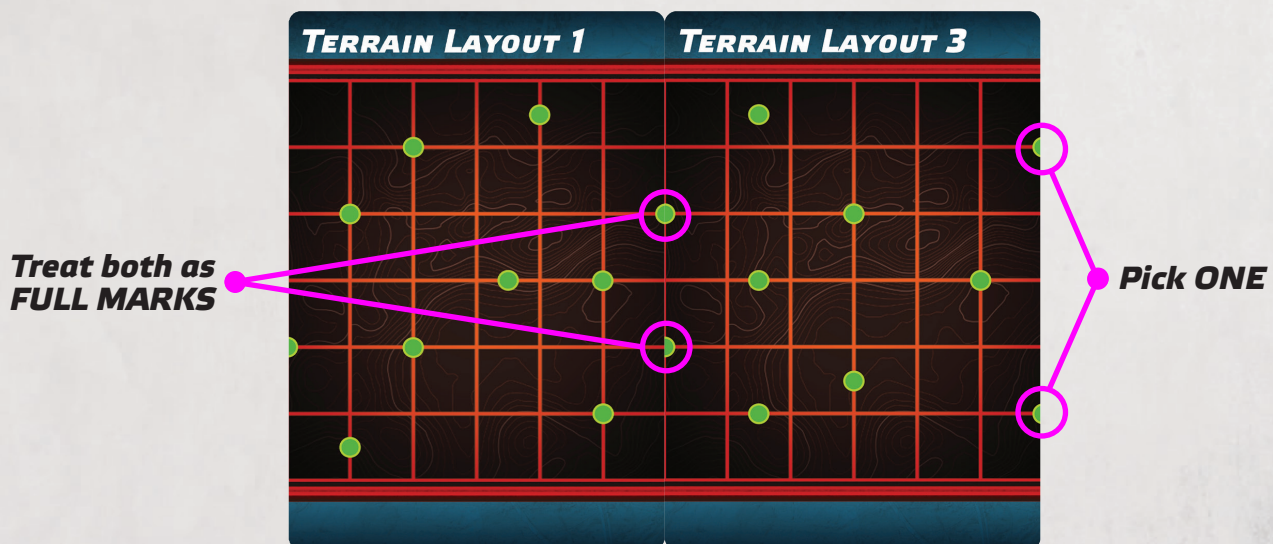


## SETTING UP TERRAIN

Now the EO sets up terrain on the battlefield. To do this, the EO takes one of the listed terrain features (see below), and places it overlapping one of the marked positions on the combined Terrain Layout Cards. That terrain feature cannot be within 1/2" of another terrain feature and should be as close to 1" from other terrain features as possible. Repeat this process until all terrain features listed are placed. If a terrain feature cannot be put onto the battlefield following these guidelines, the EO places it as close as they can, in whatever position they see fit. When placing this terrain, please remember to leave spaces for miniatures with large bases to be able to access most parts of the battlefield.

### PARTIAL MARKS

Some of the marks on the Layout Card will only be half of a mark. If two half marks line up when the Terrain Layout Cards are joined to make a full mark, treat those half marks as a single mark. Half marks on the seam where both cards meet are also considered full marks. Lastly, the EO chooses one half mark per side, that is not on the seam for terrain.



# SETTING UP FILL-IN TERRAIN

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After setting up the Terrain features outlined on the Layout Cards, it is time to put Fill-in terrain on the battlefield. Fill-in terrain are small terrain features of any type (Scatter, Area, Obstacle). The EO should put between 16–24 pieces of Fill-in terrain on the battlefield in such a way to make visually interesting and thematic battlefields. Unlike the above terrain features, Fill-in terrain does not have to overlap a marked spot on the Terrain Layout Cards and can put anywhere on the battlefield, even overlapping larger terrain features.

## TERRAIN LIST WITH EXAMPLES

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Below are examples of different sizes of terrain features, pictures of those features, and recommended total terrain features of those specific sizes.



Large Terrain - 2 pieces



Medium Terrain - 6 pieces



Small Terrain - 8 pieces



Fill-In Terrain - 16–24 pieces

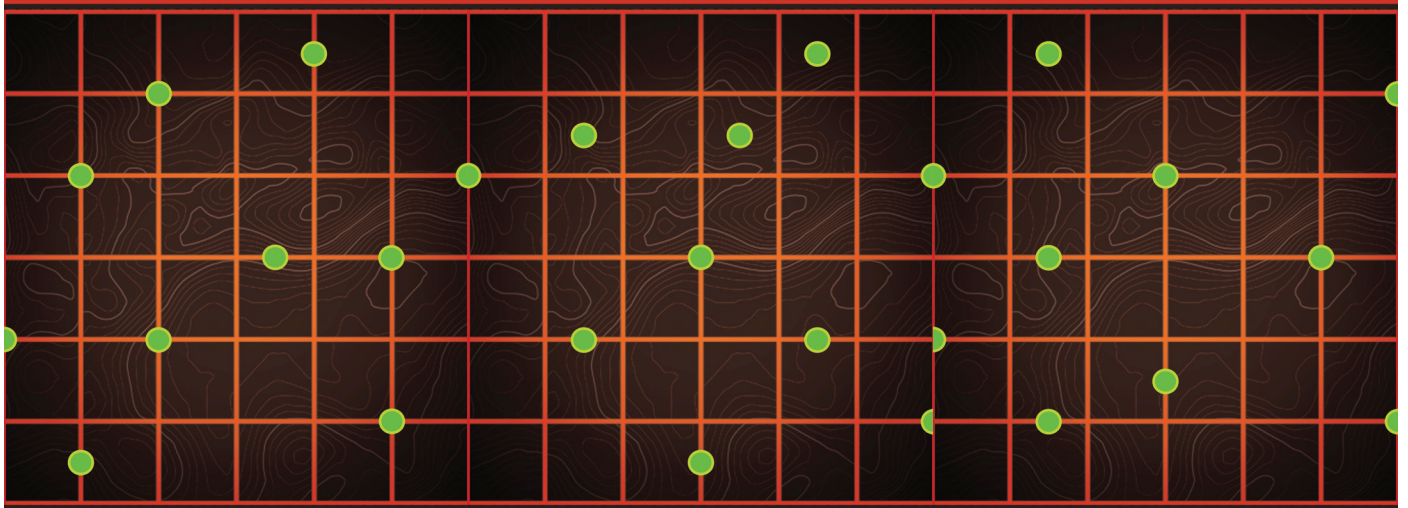
# STAR WARS LEGION

## TERRAIN LAYOUT CARDS

**TERRAIN LAYOUT 1**

**TERRAIN LAYOUT 2**

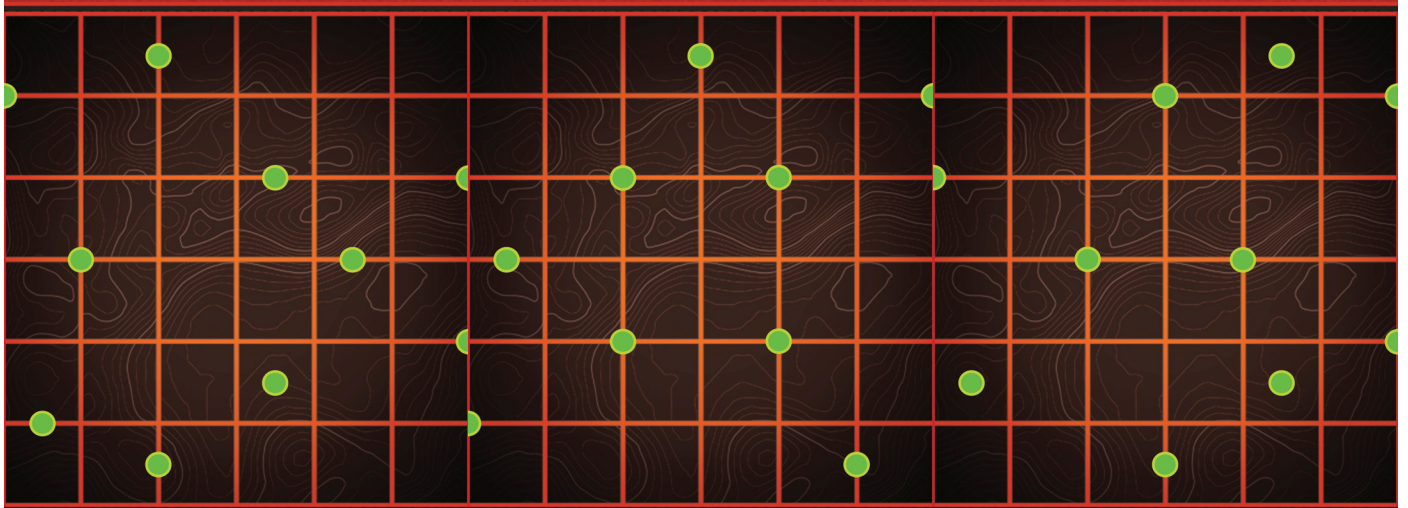
**TERRAIN LAYOUT 3**



**TERRAIN LAYOUT 4**

**TERRAIN LAYOUT 5**

**TERRAIN LAYOUT 6**





**TERRAIN LAYOUT CARDS**

