STAR WARS™

LEGION™



BATTLE FORCES

Effective 12.01.2026

In *Star Wars*™: Legion, Battle Forces represent groups of units that fought side by side across the *Star Wars* galaxy. These forces are themed around unique sub-groups and can range from a ragtag group of Mercenaries to the main invasion force of the Empire.

Battle Forces provide players with an alternative way to build and field an army. Each Battle Force has its own list of specific units that it is allowed to field, its own Rank requirements for both standard and Recon armies, and its own special rules, which may affect how that Battle Force is built, setup, or plays.

212th Attack Battalion



Special Rules

A 212th Attack Battalion Battle Force is part of the Galactic Republic Faction.

When an allied non- non- Vehicle unit is attacking or defending, it may spend up to 1 Aim token, Dodge token, or Surge token belonging to a non- non- allied Vehicle unit within 2 and in LOS, or up to 1 Aim or Dodge token belonging to an allied Clone Trooper unit within 2 and in LOS, as if the attacking or defending Vehicle unit had that token.

Army Building

Allowed Units

Commander: Obi-Wan Kenobi, Clone Commander Cody

Operative: Jedi Knight

Corps: Clone Trooper Infantry, Clone Trooper Marksmen

Special Forces: ARF Troopers

Support: AT-RT

Heavy: *Saber*-Class Tank, LAAT/le Patrol Transport, Infantry Support Platform

Flier: V-Wing

Unique Upgrades Allowed: Boil, Clone Commander Cody, Improvised Orders, Jedi Consular, Jedi Guardian, Jedi Negotiator, Obi-Wan Kenobi, Strike Team Leader, Squadron Leader, Waxer, CC-2237

Army Building (cont)

Rank Requirements

Commander: Each army must include 1–2 Commander units.

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

Corps: Each army must include 1–4 Corps units.

Support: Each army may include up to 3 Support units.

Special Forces: Each army may include up to 3 Special Forces units.

Heavy: Each army must include 1–3 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirments

Commander: Each army must include 1–2 Commander units.

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

Corps: Each army must include 1–3 Corps units.

Support: Each army may include up to 3 Support units.

Special Forces: Each army must include up to 2 Special Forces units.

Heavy: Each army must include 1–2 Heavy units.

Flier: Each army may include up to 1 Flier unit.

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224TH ARMORED DIVISION



SPECIAL RULES

During Army Building, your army may include 1 additional copy each of **Academy Trained**, **Defend in Depth**, **Platoon Commander**, and **Tip of the Spear**.

During the **Resolve Setup Effects** step, place 2 Trench tokens (Asset) within allied Territory. Trooper units completely within ½ of a Trench token benefit from heavy Cover.

During the **Resolve Setup Effects** step, after placing allied Trench tokens, you may choose up to 2 allied Trooper units. If a chosen unit has ***Prepared Position***, when they Deploy it gains 1 Aim token. Otherwise, it gains ***Prepared Position***. When the chosen units Deploy, they must Deploy completely within ½ of a Trench token in allied Territory, if able.

ARMY BUILDING

Allowed Units

Commander: Imperial Officer

Operative: Imperial Agent

Corps: Imperial Mud Troopers, 0-2 Stormtroopers

Special Forces: Stormtrooper Riot Squad (Trench Busters)

Support: E-Web Heavy Blaster Team, 0-4 Wet Weather Gear Stormtroopers

Heavy: AT-ST, TX-225 GAVw Occupier Tank

Flier: TIE/ln Fighter

Unique Upgrades Allowed: Academy Trained, Frontal Assault, Tip of the Spear, Platoon Commander, Defend in Depth, Command and Control Uplink, Fire Control, Strike Team Leader, Trusted Agent

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–5 Commander and Operative units. At least 1 unit must be a Commander unit.

Corps: Each army must include 4–7 Corps units.

Support: Each army may include up to 5 Support units.

Special Forces: Each army may include up to 3 Special Forces units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirments

Commander/Operative: Each army must include 1–4 Commander and Operative units. At least 1 unit must be a Commander unit.

Corps: Each army must include 3–5 Corps units.

Support: Each army may include up to 4 Support units.

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

Heavy: Each army may include up to 1 Heavy units.

Flier: Each army may include up to 1 Flier unit.

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501st LEGION



SPECIAL RULES

A 501st Legion Battle Force is part of the Galactic Republic Faction.

ARMY BUILDING

Allowed Units

Commander: Ahsoka Tano, Anakin Skywalker, Clone Captain Rex, Clone Commander

Operative: Anakin Skywalker

Corps: Clone Trooper Infantry, Clone Trooper Marksmen

Special Forces: ARC Troopers, ARF Troopers

Support: ARC Troopers (Strike Team), AT-RT, BARC Speeder, Clone Commandos

Heavy: LAAT/le Patrol Transport

Flier: V-Wing

Unique Upgrades Allowed: Ahsoka Tano, Clone Captain Rex, Echo (ARC Marksman), Fives, Improvised Orders, CT-4981

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander unit.

Corps: Each army must include 1–4 Corps units.

Special Forces: Each army must include 1–4 Special Forces units.

Support: Each army must include 1–2 Support units.

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

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1 Commander unit and up to 1 Operative unit.

Corps: Each army must include 1–4 Corps units.

Special Forces: Each army must include 1–4 Special Forces units.

Support: Each army may include up to 1–2 Support units.

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

Flier: Each army may include up to 1 Flier unit.

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BLIZZARD FORCE



SPECIAL RULES

A Blizzard Force Battle Force is part of the Galactic Empire Faction.

The ***Field Commander*** keyword cannot be used in a Blizzard Force army.

Imperial Probe Droid units in this army do not have the ***Detachment*** keyword.

ARMY BUILDING

Allowed Units

Commander: Darth Vader, General Veers, Imperial Officer

Corps: Snowtroopers, 0–2 Stormtroopers

Special Forces: Imperial Probe Droid

Support: 74-Z Speeder Bikes, E-Web Heavy Blaster Team

Heavy: AT-ST

Flier: TIE/ln Fighter

Unique Upgrades Allowed: Academy Trained, Defend in Depth, General Weiss, Improvised Orders, Tip of the Spear, Obsidian Leader

ARMY BUILDING (CONT)

Rank Requirements

Commander: Each army must include 1–2 Commander units.

Corps: Each army must include 3–6 Corps units.

Special Forces: Each army may include 0–3 Special Forces units.

Support: Each army must include 1–4 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander: Each army must include 1–2 Commander units.

Corps: Each army must include 2–4 Corps units.

Special Forces: Each army may include 0–3 Special Forces units.

Support: Each army may include 0–3 Support units.

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

Flier: Each army may include up to 1 Flier unit.

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BRIGHT TREE VILLAGE



SPECIAL RULES

A Bright Tree Village Battle Force is part of the Rebel Alliance Faction.

This Battle Force may take any number of Mercenary units. These units do count towards the minimum number of Ranks required and the army may include any number of Mercenaries at each Rank. This Battle Force must take at least 2 non-[droplet][rebel] units.

During the **End Phase**, [droplet] units in this army remove 1 fewer Suppression token during the **Remove Tokens** step.

[rebel][operative] units in this army gain ***Allies of Convenience***.

ARMY BUILDING

Allowed Units

Commander: C-3PO, Han Solo, Leia Organa, Logray, Wicket

Operative: Chewbacca

Corps: Ewok Skirmishers, 0-2 Rebel Troopers

Special Forces: Ewok Slingers, 0-2 Rebel Commandos

Heavy: Chewbacca

Unique Upgrades Allowed: Herbal Medicine, Improvised Orders Onwards to Victory, Secret Ingredients

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–5 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 3–6 Corps units.

Special Forces: Each army may include up to 3 Special Forces units.

Heavy: Each army may include up to 2 Heavy units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–4 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 2–4 Corps units.

Special Forces: Each army may include up to 3 Special Forces units.

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

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CUSTOM CLONE BATTALION



SPECIAL RULES

A Custom Clone Battalion Battle Force is part of the Galactic Republic Faction.

During the **Command Phase**, if your revealed Command Card is **Ambush**, **Push**, or **Assault**, your army is At the Ready until the end of the Round.

BATTLE FORCE TRAITS

When creating a Custom Clone Battalion, choose one of each of the listed Jedi Knight, Battalion, and Veteran Traits. Your Battalion gains all of the special rules for each of the selected Traits.

BATTALION TRAITS:

Assault

At the end of each allied Trooper unit's Activation, if it is in Melee, it gains 1 Surge token.

At the start of the **Activation Phase**, if your army is At the Ready, allied ▲ units gain ***Charge*** until the end of the Round.

Add **ARC Troopers** units and **ARC Troopers, Strike Team** units to this army's allowed units.

Garrison

At the start of each **Activation Phase**, choose 1 allied non-▲ Trooper unit. If your army is At the Ready, instead choose 1 allied unit. The chosen unit gains 1 Standby token.

While an allied unit defends against a Ranged Attack, if that unit is within allied Territory or Contesting a POI and if it does not suffer Wounds from that attack, it does not gain Suppression tokens during the **Assign Suppression Token to Defender** step.

Add **ARF Troopers** units to this army's allowed units..

Scout

When an allied unit makes an attack against an enemy unit that has 1 or more Observation tokens, during the **Declare Defender** step, the attacking unit may spend 1 of those Observation tokens. If it does, it gains 1 Aim token.

At the end of each allied ◢◣ and allied ▲ unit's Activation, it may make a »***Observe 1*** action. If your army is At the Ready, at the end of each allied Vehicle unit's Activation, it may make a »***Observe 1*** action.

Add **LAAT/le Patrol Transport** and **BARC Speeder** units to this army's allowed units.

JEDI KNIGHT TRAITS:

Decisive

Allied **Jedi Knight General** and allied **Jedi Knight** units' melee weapons gain ***Lethal 1***. If a weapon already has ***Lethal 1***, it loses ***Lethal 1*** and gains ***Pierce 1*** instead.

Allied **Jedi Knight General** units gain ***Makashi Mastery***.

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JEDI KNIGHT TRAITS (CONT):

Patient

At the end of each enemy unit's Activation, allied **Jedi Knight General** units that do not have a facedown Order token gain 1 Patience token. A unit cannot have more than 3 Patience tokens.

At the start of an allied **Jedi Knight General**'s Activation, it may spend 3 of its Patience tokens. If it does, this unit can make an additional action this Activation and each allied **Jedi Knight** within 2 gains 1 Aim token or 1 Dodge token.

During the **Remove Tokens** step, remove all Patience tokens.

Wise

Allied **Jedi Knight General** and allied **Jedi Knight** units gain ***Aid: Clone Trooper***.

At the start of each allied **Jedi Knight General** unit's Activation, for each other allied unit within 1, choose Aim, Dodge, or Surge. For each type of token chosen, this unit gains 1 of that token. Only 1 token of each type may be gained in this way.

VETERAN TRAITS:

Armored Support

Allied ▲ Trooper units that have 1 or more upgrades equipped gain ***Mechanized Infantry***.

Add ***Saber*-class Tank** units to this army's allowed units.

Elite Repulsor Crews

Allied Repulsor Vehicle units' Ranged Weapons gain ***Assault 2***.

Add **LAAT/le Patrol Transport** and **BARC Speeder** units to this army's allowed units.

Forward Observers

Allied **ARF Troopers** units gain ***Scout 1*** and ***Observe 1***.

Add **ARF Troopers** units to this army's allowed units.

Hand Picked

Allied **Clone Commandos** units gain ***Retinue:*** .

Add **Clone Commandos** units to this army's allowed units

Reinforced

Allied ▲ Trooper units gain 1 upgrade icon.

This army may take up to 1 additional unit and up to 1 additional unit.

Superior ARC Training

Allied **ARC Troopers** units and Allied **ARC Trooper, Strike Team** units gain ***Precise 1***.

Add **ARC Troopers** units and **ARC Troopers, Strike Team** units to this army's allowed units.

ARMY BUILDING

Allowed Units

Commander: 1 Jedi Knight General (required), BARC Speeder, Clone Commander

Operative: Jedi Knight

Special Forces: None

Corps: Clone Trooper Infantry, Clone Trooper Marksmen

Support: AT-RT

Heavy: Infantry Support Platform

Flier: V-Wing

Unique Upgrades Allowed: Improvised Orders, Fire Control, Strike Team Leader

Rank Requirements

Commander: Each army must include 1–2 Commander units.

Operative: Each army may include up to 2 Operative units.

Special Forces: Each army may include up to 3 Special Forces units.

Corps: Each army must include 3–6 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander: Each army must include 1–2 Commander units.

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

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

Corps: Each army must include 2–4 Corps units.

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

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

Flier: Each army may include up to 1 Flier unit.

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ECHO BASE DEFENDERS



SPECIAL RULES

An Echo Base Defenders Battle Force is part of the Rebel Alliance Faction.

The ***FIELD COMMANDER*** keyword cannot be used in an Echo Base Defenders army.

ARMY BUILDING

Allowed Units

Commander: Leia Organa, Luke Skywalker, Han Solo, Rebel Officer

Operative: Chewbacca, Han Solo, R2-D2 (C-3PO), Rebel Agent

Corps: Rebel Veterans, Mark II Medium Blaster Trooper

Support: 1.4 FD Laser Cannon Team, Tauntaun Riders

Heavy: T-47 Airspeeder

Flier: T-65 X-Wing Fighter

Unique Upgrades Allowed: Frontline Commander, Improvised Orders, Luke Skywalker, Proven Tactician, Reluctant Hero, Squadron Leader, Trusted Agent, Unseen Saboteur, Wedge Antilles

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–4 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 3–6 Corps units.

Support: Each army must include 1–4 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–3 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 2–4 Corps units.

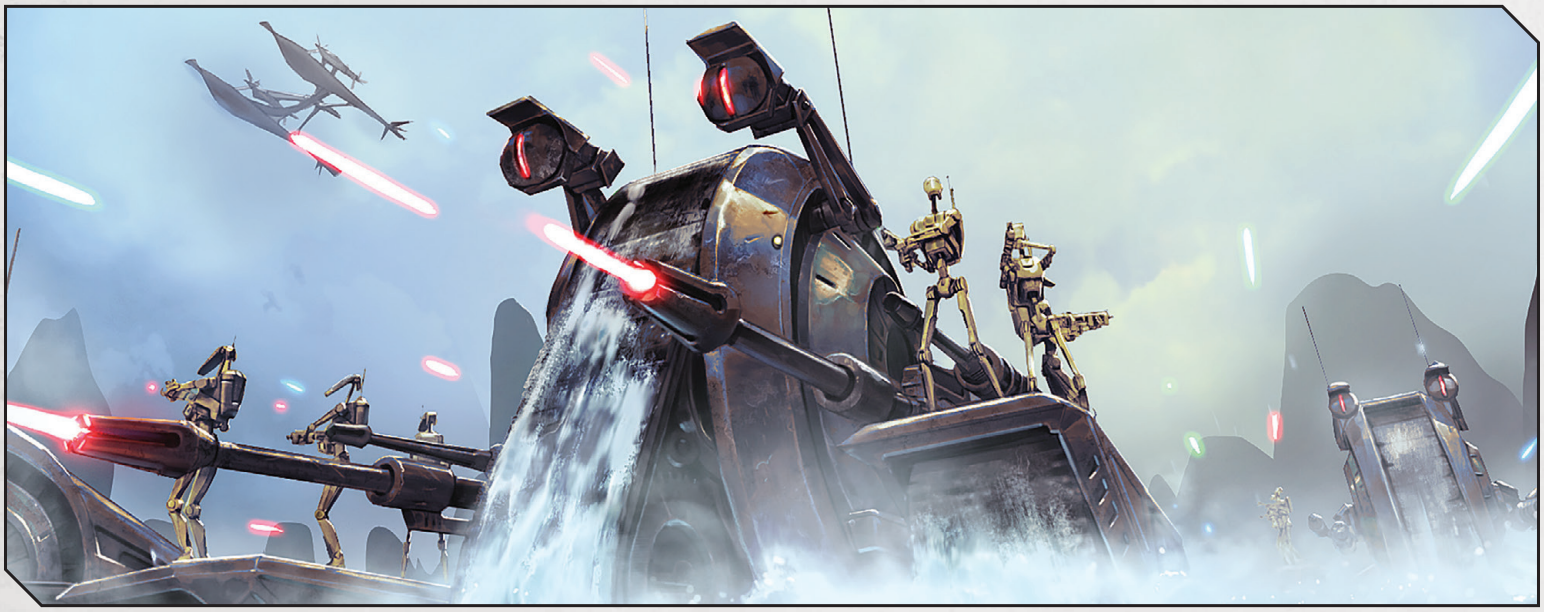
Support: Each army must include 1–3 Support units.

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

Flier: Each army may include up to 1 Flier unit.

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EXPERIMENTAL DROIDS



SPECIAL RULES

An Experimental Droids Battle Force is part of the Separatist Alliance Faction.

The following unit counts as a ▲ unit for the purposes of army building and Battle Cards: **IG-100 MagnaGuard (Prototype Assassin Droids)**.

At the start of each **Activation Phase**, choose up to 1 of your ◥◤ units. If you do, put 3 Advantage tokens on that unit's Unit Card. Once during its Activation, an allied ◥◤, ▲, or ⬣ unit that has the ***AI*** keyword may make a free action to spend 1 Advantage token on the chosen ◥◤ unit, if it is within 3. If it does, choose 1 of the following:

- Increase their Speed by 1 during their next Move action this Turn.
- Gain 1 Aim token or 1 Dodge token.
- Add 1 black die and 1 white die to 1 of their Attack Pools during their next Attack action this turn.
- Remove up to 2 Suppression tokens.

ARMY BUILDING

Allowed Units

Commander: Kalani, Kraken, T-Series Tactical Droid

Corps: 0–2 B1 Battle Droids. 0–2 B2 Battle Droids

Special Forces: 0–2 BX-Series Droid Commandos, IG-100 MagnaGuard (Prototype Assassin Droids)

Support: Droidekas

Heavy: *Persuader*-class Tank Droid (Prototype Tank Droid)

Flier: Vulture Droid

Unique Upgrades Allowed: Improvised Orders, Strike Team Leader, Kraken

ARMY BUILDING (CONT)

Rank Requirements

◥◤ **Commander:** Each army must include 1–2 Commander units.

▲ **Corps:** Each army must include 3–6 Corps units.

◥◤ **Special Forces:** Each army may include up to 3 Special Forces units.

⬣ **Support:** Each army may include up to 3 Support units.

⬣ **Heavy:** Each army may include up to 2 Heavy units.

⬣ **Flier:** Each army may include up to 2 Flier units.

Recon Rank Requirements

◥◤ **Commander:** Each army must include 1 Commander unit.

▲ **Corps:** Each army must include 2–4 Corps units.

◥◤ **Special Forces:** Each army may include up to 3 Special Forces units.

⬣ **Support:** Each army may include up to 1 Support unit.

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

⬣ **Flier:** Each army may include up to 1 Flier unit.

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IMPERIAL REMNANT



SPECIAL RULES

An Imperial Remnant Battle Force is part of the Galactic Empire Faction.

The following units count as ▲ units for the purposes of army building: **Scout Troopers** and **Imperial Death Troopers**.

When building an army, an Imperial Remnant Battle Force cannot take more than 1 of each unit with a ▲ Rank until at least 1 of each has been taken. This army may not include detachments.

When issuing Orders, the nominated Commander can only issue Orders to allied units within 2 of them. Undeployed units or units not within 2 of any allied units gain ***Independent: Aim 1 or Dodge 1***. When an allied unit checks to see if it is Panicked, it can never use the of an allied unit that is not within 2.

Any non-Droid Trooper unit in this army with a upgrade icon may equip a upgrade with one of the following unit requirements, ignoring that requirement: Stormtroopers only, Shoretroopers only, Scout Troopers only, or Imperial Death Troopers only.

ARMY BUILDING

Allowed Units

Commander: Moff Gideon, Imperial Officer

Operative: Imperial Agent

Corps: 1–2 Stormtroopers, 1–2 Shoretroopers

Special Forces: Scout Troopers, Imperial Death Troopers

Support: 74-Z Speeder Bikes, E-Web Heavy Blaster Team

ARMY BUILDING (CONT)

Heavy: Imperial Dark Troopers

Flier: TIE/ln Fighter

Unique Upgrades Allowed: Academy Trained, Command and Control Uplink, Defend in Depth, Improvised Orders, Platoon Commander, Strike Team Leader, Tip of the Spear, The Darksaber, Trusted Agent

Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 3–6 Corps units.

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

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander.

Corps: Each army must include 2–4 Corps units.

Support: Each army may include up to 1 Support unit.

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

Flier: Each army may include up to 1 Flier unit.

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IRREGULARS



SPECIAL RULES

An Irregulars Battle Force is part of the Rebel Alliance Faction.

This army may include any number of the **Unseen Saboteur** Upgrade cards.

Allied ▲ units gain ***Field Commander***.

Allied units cannot use another unit's ◈ value when determining Panic.

Allied units that are not within 1 of an allied ▲ unit cannot be issued Orders, unless they are issuing an Order to themselves.

You may include 0-1 **TX-225 GAVw Occupier Tank**, 0-1 **WLO-5 Speeder Tank**, and 0-1 **LAAT/le Patrol Transport** units in this army. These units change their Faction to ⓡ.

UNDISCIPLINED:
At the start of each **Activation Phase**, choose up to 2 allied units that have different Ranks and that do not have faceup Order tokens. For each chosen unit, resolve the corresponding effect:

▼ OR ●
The chosen unit may make a Speed-1 Move or, if it is undeployed, may instead gain 1 Dodge token.

▲
The chosen unit may gain 1 Dodge token and may make a Free Recover action.

● OR ●
The chosen unit may gain 1 Surge token and 1 Dodge token.

▲
Choose 1 POI that is within ½ of the chosen unit. Then roll 5 black attack dice. For each ✸ result in the roll each unit within ½ of the chosen POI gains 1 Suppression token. For each ✲ result in the roll each unit within ½ of the chosen objective gains 1 Suppression token and suffers 1 Wound.

ARMY BUILDING

Allowed Units

Operative: Cassian Andor, Jyn Erso, K-2SO, Rebel Agent

Special Forces: Rebel Sleeper Cell, Guerilla Troopers

ARMY BUILDING (CONT)

Corps: Rebel Troopers

Support: AT-RT

Heavy: A-A5 Speeder Truck, 0-1 LAAT/le Patrol Transport, 0-1 TX-225 GAVw Occupier Tank, 0-1 WLO-5 Speeder Tank, X-34 Landspeeder

Flier: T-65 X-Wing, Stolen TIE/ln Fighter

Unique Upgrades Allowed: Cassian Andor, Jyn Erso, Improvised Orders, Unseen Saboteur, Reluctant Hero, Strike Team Leader

ARMY BUILDING (CONT)

Rank Requirements

▲ **Operative:** Each army must include 1-4 Operative units

▲ **Corps:** Each army must include 1-6 Corps units.

▼▲▼ **Special Forces:** Each army must include 1-3 Special Forces units.

● **Support:** Each army may include up to 3 Support units.

●● **Heavy:** Each army must include 1-3 Heavy units.

●●● **Flier:** Each army may include up to 2 Flier units.

Recon Rank Requirements

▲ **Operative:** Each army must include 1-2 Operative units

▲ **Corps:** Each army must include 1-4 Corps units.

▼▲▼ **Special Forces:** Each army must include 1-2 Special Forces units.

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

●● **Heavy:** Each army must include 1-2 Heavy unit.

●●● **Flier:** Each army may include up to 1 Flier unit.

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MANDALORIAN CLANS



SPECIAL RULES

In a Mandalorian Clan, Mercenary units do count toward the minimum number of Ranks required and the army may include any number of Mercenaries at each Rank.

All units included in this army must have the same Affiliation as at least 1 or unit in this army.

During Setup, a player may choose to align their army with the Light Side or the Dark Side.

During Army Building, if all your and units have the same Affiliation, your army gains that Affiliation's special rules:

Your army may include any number of **Mandalorian Initiate** units, but must still follow this Battle Force's Rank Requirements. When a **Mandalorian Initiate** unit equips a unique Personnel upgrade, reduce the cost of that upgrade by 5 points.

During the **Remove Tokens** step of the **End Phase**, choose up to 3 green tokens on allied units. The chosen tokens are not removed.

Allied Mandalorian Trooper units gain ***Guardian 1:*** . Units with ***Guardian X*** in this army can use the ***Guardian X*** keyword on other allied units that have the ***Guardian X*** keyword. and units in this army that have the ***Guardian X*** keyword can benefit from ***Backup***.

When an allied unit defeats an enemy unit, after the effect is resolved, the allied unit may make a Recover action or may make a Speed-1 Move.

CHOOSE 2 OF THE FOLLOWING:

Veterans: Each time a **Mandalorian Warriors** unit equips the **GALAAR-15 Carbines** upgrade, reduce the cost of that upgrade by 5 points. Additionally, during Setup you may choose 2 allied units. Each chosen gains ***Dauntless***.

Tools of the Trade: You may include 1 additional copy each of the **Flame Projector**, **Jetpack Rockets**, and **Whipcord Launcher** Upgrade Cards in your army. These additional copies do not cost points, and may be equipped by any allied Mandalorian Trooper unit, ignoring restrictions. Each unit may still only ever be equipped with 1 copy of an Upgrade Card.

Rapid Deployment: During Setup, you may set aside up to 2 allied units that are not holding an Asset Objective token, marking the set aside units with Advantage tokens. The first time each set-aside unit would be chosen to activate this Game, you may Deploy it by putting that unit's unit leader onto the battlefield not within 2 of all enemy units, if able, then put the rest of the unit in Cohesion. If you do, that unit is treated as activated and its Order token is placed facedown. Then the unit loses its Advantage token.

Guns for Hire: You may include an **A-A5 Speeder Truck**, a **TX-225 GAVw Occupier Tank**, or a **WLO-5 Speeder Tank** in your army. These units change their Affiliation to , and gain ***Coordinate: Mandalorian Warriors***, and ***Independent: Surge 1***.

Feats of Valor: When an allied unit in this army defeats an enemy unit, after the effect is resolved, the allied unit gains 1 Valor token. While a unit has 1 or more Valor tokens, it has ***Dauntless***. While a unit has 2 or more Valor tokens, at the start of each of its Activations it gains 1 Aim token, Dodge token, or Surge token. While a unit has 3 or more Valor tokens, it has ***Exemplar***. These bonuses are cumulative.

Rule the Skies: Reduce the points cost of Flying Vehicle units in this army by 10 points. Your army may include 1 additional unit. units in this army gain ***Direct:*** ***unit***.

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ARMY BUILDING

Allowed Units

Commander: Bo-Katan Kryze, Gar Saxon (Head of Clan Saxon), Ursa Wren, The Armorer, Mandalorian Leader

Operative: Axe Woves, Din Djarin, Paz Viszla, Rook Kast, Sabine Wren (Back in the Fold), Mandalorian Hunter

Corps: 0-2 Mandalorian Initiates, Mandalorian Warriors

Special Forces: Clan Kryze Veterans, Clan Wren Veterans, Super Commandos

Support: Mandalorian Warriors (Fire Support)

If Din Djarin is included in your army, your army can include Grogu.

Flier: Fang Fighter

Unique Upgrades Allowed: Axe Woves, Battle Master, Beskar Spear, Bo-Katan Kryze, The Darksaber, Deadeye, Din's Amban Rifle, Din Djarin, Din's Jetpack, Full Beskar Armor, Gar Saxon, Guildmember, Improvised Orders, Paz Viszla, Sabine Wren, Rook Kast, The Armorer, Tristan Wren, Ursa Wren, War Party Leader.

Rank Requirements

Commander: Each army must include 1-2 Commander units

Operative: Each army may include up to 2 Operative units

Corps: Each army must include 2-6 Corps units.

Special Forces: Each army may include up to 3 Special Forces units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1-3 Commander and Operative units. At least 1 unit must be a Commander.

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

Special Forces: Each army may include up to 3 Special Forces units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 1 Heavy units.

Flier: Each army may include up to 1 Flier unit.

SUGGESTED RECON ARMY

MANDALORIAN WARRIORS (FIRE SUPPORT)

- Children of the Watch
- GALAAR-90 Sniper Rifle
- Jetpack Rockets

MANDALORIAN WARRIORS

- Children of the Watch
- Combat Shields
- SHUKUR-05 Repeater

THE ARMORER

- Whipcord Launcher

MANDALORIAN INITIATES

- Children of the Watch
- Mandalorian Initiates Squad
- Micro-Grenade Launcher

DIN DJARIN

- Grogu
- The Darksaber
- Din's Jetpack
- Flame Projector



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THE OHNAKA GANG



SPECIAL RULES

This Battle Force must be composed entirely of Mercenary units. These units do count toward the minimum number of Ranks required and the army may include any number of Mercenaries at each Rank. All units in an Ohnaka Gang Battle Force must have the Affiliation.

During Setup, a player may choose to align their army with the Light Side or the Dark Side.

This army cannot include more **WLO-5 Speeder Tank** units than **Weequay Pirate** units. Each **WLO-5 Speeder Tank** unit in this army **must** Transport a **Weequay Pirate** unit.

When **Hondo Ohnaka** Deploys, instead of Deploying normally, he may make a Speed-1 Move, measuring the start of this Move with both prongs of one side of the Movement Tool touching the base of an allied **WLO-5 Speeder Tank** unit on the battlefield. When **Hondo Ohnaka** Deploys in this way, measure the vertical distance changed during that Move starting from the allied **WLO-5 Speeder Tank** unit.

Trooper units in this army gain ***Eyes on the Prize: Relentless***.

While units in this army are within of an allied **Hondo Ohnaka**, they use his instead of their own when checking for Panic. Additionally, **Hondo Ohnaka** gains a upgrade icon, and can be nominated as Commander during the **Command Phase**.

ARMY BUILDING

Allowed Units

Operative: Hondo Ohnaka

Corps: Weequay Pirates

Support: Swoop Bike Riders

Heavy: WLO-5 Speeder Tank

Unique Upgrades Allowed: Gang Boss, Improvised Orders, Squadron Leader, Raiding Party Leader

Rank Requirements

Operative: Each army must include 1 Operative.

Corps: Each army must include 3-6 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army must include 2-4 Heavy units.

Recon Rank Requirements

Operative: Each army must include 1 Operative.

Corps: Each army must include 2-5 Corps units.

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

Heavy: Each army must include 1-3 Heavy units.

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RAPID INTERDICTION FORCE



SPECIAL RULES

A Rapid Interdiction Force Battle Force is part of the Separatist Alliance Faction.

At the start of the first **Command Phase**, place 1 Advantage token on each allied Heavy Droid Trooper or Vehicle unit's Unit Card. Additionally, when an allied Heavy Droid Trooper unit or Vehicle unit makes a third Move action during its Activation, if it does not have an Advantage token on its Unit Card, place 1 Advantage token on its Unit Card.

During the **Resolve Command Card Effects** step, after revealing Command Cards but before resolving Command Card effects, if you played a Command Card with fewer pips than your opponent, you may choose up to 3 allied Heavy Droid Trooper or Vehicle units without an Advantage token on their Unit Cards. Put an Advantage token on each chosen unit's Unit Card. If you played a Command Card with the same number of pips or more than your Opponent, you may choose 1 allied Heavy Droid Trooper unit or Vehicle unit without an Advantage token on its Unit Card and put an Advantage token on the chosen unit's Unit Card.

At the start of an allied Heavy Droid Trooper unit or Vehicle unit's Activation, it may spend an Advantage token on its Unit Card to choose 1 of the following effects:

- Until the end of its Activation, when this unit makes a Move, it may increase or decrease its Speed by 1 for the duration of that Move.
- Gain 1 Dodge token.

BX-Series Commando Droids units in this army count as ▲ units for the purposes of army building and Battle Cards. **BX-Series Commando Droids** units in this army gain ***Infiltrate***.

ARMY BUILDING

Allowed Units

Commander: Admiral Trench, General Grievous (Wheelbike Warlord), Super Tactical Command Droid (Command and Control Droid)

Operative: Super Tactical Command Droid (Auxiliary Command Droid)

Corps: Geonosian Warriors (Geonosian Engineers)

Special Forces: BX-Series Commando Droids,TSMEU-6 Wheel Bikes

ARMY BUILDING (CONT)

Support: Droidekas, DSD-1 Dwarf Spider Droid, LM-432 Crab Droid, STAP Riders

Heavy: AAT Battle Tank

Flier: Vulture Droid

Unique Upgrades Allowed: Caught in a Web, Improvised Orders, Squadron Leader

Rank Requirements

Commander/Operative: Each army must include 1–3 Commander and Operative units. At least 1 unit must be a Commander.

Special Forces: Each army may include up to 3 Special Forces units.

Corps: Each army must include 3 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 3 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander.

Special Forces: Each army may include up to 3 Special Forces units.

Corps: Each army must include 1 Corps unit.

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

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 1 Flier unit.

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SEPARATIST INVASION



SPECIAL RULES

A Separatist Invasion Battle Force is part of the Separatist Alliance Faction.

The ***Field Commander*** keyword cannot be used in a Separatist Invasion army.

ARMY BUILDING

Allowed Units

Commander: Count Dooku, General Grievous, T-Series Tactical Droid

Operative: Maul (Impatient Apprentice)

Special Forces: IG-100 MagnaGuard

Corps: B1 Battle Droids

Support: Droidekas, STAP Riders

Heavy: AAT Battle Tank

Flier: Vulture Droid

Unique Upgrades Allowed: General Grievous, Improvised Orders Squadron Leader, DFS-081, DFS-311

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 of these units must be a Commander.

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

Corps: Each army must include 4–8 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army must include 1–2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 of these units must be a Commander.

Special Forces: Each army may include up to 1 Special Forces units.

Corps: Each army must include 2–6 Corps units.

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

Heavy: Each army must include 1 Heavy unit.

Flier: Each army may include up to 1 Flier unit.

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SHADOW COLLECTIVE



SPECIAL RULES

This Battle Force must be composed entirely of Mercenary units. These units do count toward the minimum number of Ranks required and the army may include any number of Mercenaries at each Rank.

A Shadow Collective Battle Force is aligned with the Dark Side.

Units in this army with the ***TRANSPORT*** keyword may issue Orders to transported units regardless of Affiliation.

ARMY BUILDING

Allowed Units

Commander: Black Sun Vigo, Gar Saxon (Militant Commander), Pyke Syndicate Capo

Operative: Bossk, Cad Bane, Maul (A Rival), Savage Oppress (Maul's Enforcer)

Special Forces: Mandalorian Super Commandos

Corps: Black Sun Enforcers, Pyke Syndicate Foot Soldiers, Weequay Pirates

Support: Swoop Bike Riders

Heavy: A-A5 Speeder Truck, WLO-5 Speeder Tank

Flier: Fang Fighter

Unique Upgrades Allowed: The Darksaber, Gang Boss, Improvised Orders, Raiding Party Leader, Rook Kast, Saxon's Galar-90 Rifle, Saxon's Jetpack Rockets, Trusted Agent

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–4 Commander or Operative units. At least 1 unit must be a Commander.

Special Forces: Each army may include up to 4 Special Forces units.

Corps: Each army must include 2–6 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–2 Commander or Operative units. At least 1 unit must be a Commander.

Special Forces: Each army may include up to 3 Special Forces units.

Corps: Each army must include 1–4 Corps units.

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

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

Flier: Each army may include up to 1 Flier unit.

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STORMTROOPER BATTALION



SPECIAL RULES

A Stormtrooper Battalion Battle Force is part of the Galactic Empire Faction.

Non-unique and non-unique units in this army gain ***Target 2***. When a non-unique or non-unique unit in this army is issued an Order, it gains 1 Surge token.

units in this army have ***Compel*** while they are the nominated Commander.

ARMY BUILDING

Allowed Units

Commander: Darth Vader, Imperial Officer

Operative: Imperial Agent

Corps: Stormtrooper Riot Squad, Stormtroopers

Special Forces: Imperial Probe Droid, Scout Troopers

Support: 74-Z Speeder Bikes, E-Web Heavy Blaster Team, Scout Troopers (Strike Team)

Heavy: AT-ST, TX-225 GAVw Occupier Tank, LAAT/le Patrol Transport

Flier: TIE/ln Fighter

Unique Upgrades Allowed: Academy Trained, Agent Kallus, Command and Control Uplink, Defend in Depth, Improvised Orders, Platoon Commander, Tip of the Spear, Trusted Agent, Obsidian Leader, Helix 2

ARMY BUILDING (CONT)

Rank Requirements

Commander: Each army must include 1–3 Commander units.

Operative: Each army may include up to 2 Operative units.

Corps: Each army must include 4–7 Corps units.

Support: Each army may include up to 3 Support units.

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

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirments

Commander: Each army must include 1–3 Commander units.

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

Corps: Each army must include 4–6 Corps units.

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

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

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

Flier: Each army may include up to 1 Flier unit.

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TEMPEST FORCE



SPECIAL RULES

A Tempest Force Battle Force is part of the Galactic Empire Faction.

Vehicles in this army gain ***Scout 2***.

Units that are not within 3 of an allied unit and do not have a upgrade equipped remove 1 less Suppression token during the **Remove Tokens** step.

During the **Resolve Setup Effects** step, you may set aside 1 allied or unit that is not holding an Asset Objective token, marking the unit with an Advantage token. The first time the set-aside unit would activate this game, you must Deploy that unit in cohesion onto the battlefield not within 2 of any enemy units, if able. If you do, that unit is treated as activated and its Order token is placed facedown. Then, the unit loses its Advantage token.

ARMY BUILDING

Allowed Units

Commander: Imperial Officer

Operative: Imperial Agent

Special Forces: Imperial Probe Droid, Scout Troopers

Corps: Stormtroopers

Support: 74-Z Speeder Bikes

Heavy: AT-ST, Major Marquand

Flier: TIE/ln Fighter

Unique Upgrades Allowed: Academy Trained, Command and Control Uplink, Improvised Orders, Platoon Commander, Squadron Leader, Tip of the Spear

ARMY BUILDING (CONT)

Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander.

Special Forces: Each army must include 2–6 Special Forces units.

Corps: Each army must include 1–3 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 3 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander/Operative: Each army must include 1–2 Commander and Operative units. At least 1 unit must be a Commander.

Special Forces: Each army must include 1–4 Special forces units.

Corps: Each army must include 1–2 Corps units.

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

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 1 Flier unit.

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WOOKIEE WAR GROVE



SPECIAL RULES

A Wookiee War Grove Battle Force is part of the Galactic Republic Faction.

Reduce the cost of the **Tenacity** Upgrade Card to 0 points for **Wookiee Warriors (Treetop Defenders)**.

Allied **Raddaugh Gnasp Fluttercraft** gain ***Transport***.

ARMY BUILDING

Allowed Units

Commander: Yoda, Chewbacca, Wookiee Chieftain

Operative: Jedi Knight

Special Forces: Wookiee Warriors (Fearsome Guardians)

Corps: 2+ Wookiee Warriors (Treetop Defenders), 0–2 Clone Trooper Infantry

Support: Raddaugh Gnasp Fluttercraft, 0–1 BARC Speeder

Heavy: 0–1 Infantry Support Platform, 0–1 *Saber*-class Tank

Flier: V-Wing

Unique Upgrades Allowed: Chewbacca, Improvised Orders, Jedi Consular, Jedi Guardian, Jedi Negotiator, Strike Team Leader, Yoda

ARMY BUILDING (CONT)

Rank Requirements

Commander: Each army must include 1–2 Commander units.

Operative: Each army may include up to 2 Operative units.

Special Forces: Each army may include up to 3 Special Forces units.

Corps: Each army must include 3–6 Corps units.

Support: Each army may include up to 3 Support units.

Heavy: Each army may include up to 2 Heavy units.

Flier: Each army may include up to 2 Flier units.

Recon Rank Requirements

Commander: Each army must include 1–2 Commander units.

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

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

Corps: Each army must include 2–4 Corps units.

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

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

Flier: Each army may include up to 1 Flier unit.

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