STAR WARS™ LEGION™



CORE RULEBOOK

Effective 12.01.2026

ATOMIC MASS GAMES

CREDITS

ATOMIC MASS GAMES

Lead Game Developer: William Shirley Kopf

Game Development Director: Will Pagani

Game Development Manager: Michael Plummer

Producer: Summer Ditona

Studio Coordinator: Reid Christianson

Editing: Scheherazade Anisi and Nathan Pullan

Lead Graphic Designer: Ryan Furey

Photography Manager: Matt Ferbrache

Graphic Design Director: Jessy Stetson

Cover Art: Mariusz Gandzel

Interior Art: Carlos Justino, Romain Kurdi, and Blake Rottinger

Miniatures Hobby Specialist: Tony Konichek

Art Direction: Josh Colón

Engineering Manager: Kevin Kircus

Sculpting Direction: Evan Kang

Marketing: Aman Khusro

Director of Marketing: William Hungerford

Events & Logistics Manager: Jeremy Button

Product Line Management: Brandon Anderson

Director of Studio Operations: Andi Lowe

Creative Director: Dallas Kemp

Senior Director, Business Strategy: Brandon Anderson

VP Creative Development & Strategy: Will Shick

ASMODEE NORTH AMERICA

Licensing Coordination: Kira Hartke, Tyler Lee, and Nika Sawyer

Licensing Approvals Manager: Kaitlin Souza

Production Coordination: Jennifer Koenig, Maya Powell, Isabella Ramm, and John Wilinskii

Production Engineer: Michael Blomberg

Production Management: Halley Feil and Jennifer Koenig

Senior HR Business Partner: Colleen McGough

Team Leader Publishing Services: Thomas Gallecier

LUCASFILM LIMITED

Licensing Approvals: Brian Merten

LEAD PLAYTESTERS

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

© & TM Lucasfilm Ltd. No part of this product may be used without specific written permission. Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games, 1995 West County Road B2, Roseville, MN 55113, USA, 1-651-639-1905. Actual components may vary from those shown.



CONTENTS

COMPONENTS **4**

GAME OVERVIEW **5**

KEY CONCEPTS **5**
- Rules Priority 5
  - Objects/The Battlefield 5
    - Bases and Base Contact 5
- Dice 5
- Units 6
- Cards 6
- Game Effects 6
- Card Effects 6
- Timing 6
- Card Anatomy 7
  - Battle Cards 7
    - Objective Cards 7
    - Map Cards 7
    - Secondary Objective Cards 7
    - Advantage Cards 7
  - Unit Cards 7
  - Upgrade Cards 8
  - Command Cards 8
  - Keywords 9
- Tokens 10
- Measurement 11
  - Within, Completely Within, and Not Within 12
- Terrain 12
  - Scatter Terrain 12
  - Area Terrain 12
  - Obstacle Terrain 13
  - Terrain Restricting Movement 13
  - Terrain Providing Cover 14
  - Terrain Height 14
- Cover 14
- Actions 15
- Suppression 15

GETTING READY TO PLAY **16**
- Setup 16
- Build an Army, Command Hand, and a Battle Deck 16
  - Factions, Light Side, and Dark Side 16
  - Points 16
  - Ranks and Rank Requirements 16
  - Upgrade Cards 16
    - Exhaust and Expend 17
    - Unique and Limited 17
  - Building a Command Hand 18
  - Building a Battle Deck 18
- Establish the Battlefield and Prepare Components 18
  - Declare and Place Terrain 19
  - Determine Blue Player 19
  - Building a Mission 19
  - Resolve Setup Effects 20
  - Deploy in Prepared Positions 20
  - Objective Tokens 20
    - Types of Objective Tokens 20
    - Contesting Objective Tokens 20
    - Claiming Asset Objective Tokens 20
    - Securing Objective Tokens 20
    - Placing Objectives 20
- Winning the Game 20

GAME MECHANICS **21**
- Parts of a Round 21
- The Command Phase 21
  - Select and Play Command Cards 21
  - Resolve Command Card Effects 21
  - Determine Priority 21
  - Nominate Commanders and Issue Orders 22
    - Create the Order Pool 22
    - Create the Pass Pool 22
- The Activation Phase 22
  - Choose a Unit to Activate or Pass 23
  - Activating a Unit 23
  - Rallying 23
  - Make Actions 24
  - Movement 24
    - Standard Move 25
    - Notched Based Movement 26
    - Moving Through Terrain 27
    - Climbing 28
    - Moving Into Melee 28
    - Engaged 29
    - Withdraw 29
  - Attack 30
    - Attack Timing 30
    - Line of Sight 30
    - Blocking LOS 31
    - Terrain Blocking LOS 31
    - Weapons 31
    - Declare Defender 31
    - Form Attack Pool 32
    - Declare Additional Defender 33
    - Roll Attack Dice 33
    - Upgrading and Downgrading Dice 33
    - Apply Dodge and Cover 34
    - Roll Defense Dice 34
    - Modify Attack Dice 34
    - Roll Defense Dice 34
    - Modify Defense Dice 35
    - Compare Results 35
    - Suffering Wounds and Defeating Miniatures 35
    - Assign Suppression Token to Defender 36
    - Choose Additional Attack Pool 36
    - Full Attack Sequence Example 37
  - Standby 36
  - Place Order Token 37
  - Resolve End of Activation Phase Effects 37
- The End Phase 38
  - Score Victory Points 38
  - Discard Command Cards 38
  - Remove Tokens 38
  - Advance Round Counter 38

APPENDIX A: NOTCHED BASES **39**

APPENDIX B: UNIT TYPES **39**
- Vehicles 40

APPENDIX C: MERCENARIES AND BATTLE FORCES **41**

APPENDIX D: LEGACY CARD ANATOMY **41**
- Unit Cards 43
- Upgrade Cards 43
- Command Cards 43

APPENDIX E: TIMING **44**
- Setup 44
- Parts of a Round 44
- Parts of the Command Phase 44
- Resolving Command Card Effects 44
- Parts of the Activation Phase 44
- Parts of a Unit's Activation 44
- Attack Timing 45
- Parts of the End Phase 45

KEYWORD GLOSSARY **46**
- Unit Keywords 46
- Weapon Keywords 57
- Upgrade and Command Card Keywords 60

CHANGE LOG **62**

LEGACY TOKENS & LINE OF SIGHT SILHOUETTES **63**

COMPONENTS


Unit Card


Counterpart Unit Card


Flyer Unit Card


Dice

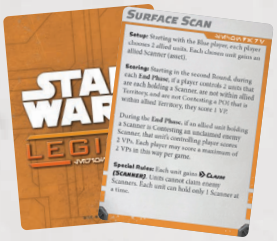

Upgrade Card


Command Card

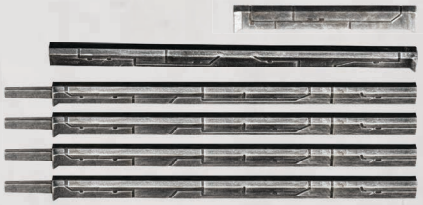

Map Card


Movement Tools


Objective Card


Secondary Objective Card


Advantage Card


Range Rulers


Observation Token


Smoke Token


Incognito Token


Suppression Tokens


Advantage Token


Asset Token


Round Tracker Token


Standby Token

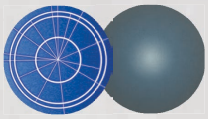

Vehicle Damage Token


Panic Token


Aim Token


Dodge Token

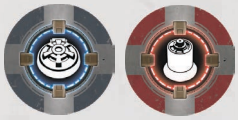

Surge Token


Active and Inactive Shield Tokens


Order Tokens


Objective Tokens


Field Commander Tokens


Charge Tokens


Red and Blue Graffiti Tokens


Player Marker Tokens


Generic Tokens


Ion Token


Poison Token


Immobilize Token


Wound Tokens


Bane Tokens

GAME OVERVIEW

In *Star Wars™: Legion,* players build, paint, and command entire armies from the various factions of the *Star Wars* galaxy. Each of these characters is represented on the tabletop by a highly detailed hobby miniature. Before the game, players assemble and paint their miniatures to create an army of *Star Wars* characters that is truly their own. Each miniature brings with it a host of rules and abilities for players to use in order to complete their mission and achieve victory.

KEY CONCEPTS

This section describes the fundamental concepts around the miniatures and basic gameplay.

RULES PRIORITY

This rulebook contains the core rules of *Star Wars: Legion*. Some special rules, keywords, or cards may contradict these rules. When they do, the special rule takes precedence over the core rules found in this rulebook.

Some rules state that things "can" happen, while others say that things "cannot." If two such rules occur at the same time, the "cannot" overrides the "can."

OBJECTS/THE BATTLEFIELD

Miniatures, tokens, and terrain are all objects. The table or surface being played on is the battlefield.

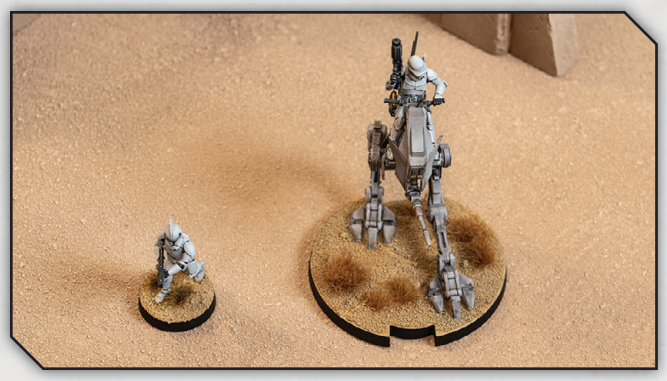
OVERLAPPING OBJECTS

Objects can rest on top of each other only in the following ways:

- Terrain can be placed resting on top of other terrain but cannot be placed resting on top of tokens or miniatures.
- Tokens that are on the battlefield can be placed resting on top of terrain and other tokens but cannot be placed resting on top of miniatures.
- Miniatures can be placed resting on top of both tokens and terrain but cannot be placed resting on top of each other.

BASES AND BASE CONTACT

Each miniature in *Star Wars: Legion* is modeled on a base. A unit's base depends on its unit type: Troopers, Clone Troopers, Droid Troopers, and Wookiee Troopers are on small bases. Everything else is on notched bases of various sizes.



Many rules in *Star Wars: Legion* use the term "base contact," which means that the miniature's base must be touching whatever the rule is referencing. This includes another miniature's base, a piece of terrain, or a token.

Miniatures cannot Move into base contact with miniatures from enemy units unless the unit leader has a Melee weapon ( ). If the unit leader does, the unit leader can make a Move into base contact with an enemy miniature to start a melee. For more information on Melee combat, see pg. 28.

Because an object can be placed on top of uneven terrain, there are situations in which another miniature cannot be placed into physical base contact with the object because of a difference in elevation between the two bases. In these situations, if the following two conditions are met, the miniature and object are treated as if they are in base contact: when viewed from above, there is no space between the miniature's base and the object, such that if they were not on differing elevations or were both flat on the battlefield, the miniature's base and the object would be touching, and the vertical distance between the miniature's base and the object is no greater than the height of either object's Silhouette. For more information on Silhouettes, see pg. 30.



DICE

Star Wars: Legion uses dice rolls to determine the results of the actions the players' armies make on the battlefield—most commonly attacking and defending. *Star Wars: Legion* uses five different kinds of dice: three for attacking and two for defending. For attacking, players roll red, black, or white attack dice; while defending, they roll red or white defense dice.

Attack dice have the following symbols: Hit (), Attack Surge (), Critical ().

Defense dice have the following symbols: Block (), Defense Surge ().

Die faces that are blank are Blank results.

The faces of each die are as follows:

- : Hit
- : Critical
- : Attack Surge
- : Defense Surge
- : Block
- Blank

- There are three colors of attack dice: red, white, and black. Each attack die is represented on cards by the following icons:
  - Red attack die 
  - White attack die 
  - Black attack die 
- There are two colors of defense dice: red and white. Each defense die is represented on a unit's card by the following icons:
  - Red defense die 
  - White defense die 

The dice used by a unit to attack and defend are listed on its Unit Card, or occasionally an Upgrade or Command Card.

UNITS

Miniatures in an army are organized as units that move and fight together. The rules for each unit in a player's army can be found on their Unit and Upgrade Cards.

Each unit in *Star Wars: Legion* is led by a unit leader that has a unique miniature.

Units must always be in Cohesion. For more information on Cohesion, see pg. 23.

ALLIED AND ENEMY

Rules in *Star Wars: Legion* often use the terms allied and enemy when referring to units. Units a player controls are allied to that player. Units that a player does not control are considered enemy units to that player.

CARDS

Star Wars: *Legion* uses a variety of cards to present the rules for different miniatures as well as track various game effects.

GAME EFFECTS

Game effect refers to any instance, occurrence, or trigger of any rule, card text or effect, unit ability, keyword, or other special rule.

CARD EFFECTS

Card effect refers to any effect that originates from the text or rule on any card. Keywords are card effects. Keywords can be found in the Keyword Glossary on pg. 45.

REMINDER TEXT

Some cards contain italicized text in parentheses called reminder text. Reminder text is NOT rules text and is only there to remind players how the rule or ability functions. For full rules text, players must consult the Keyword Glossary on pg. 45.

TIMING

Some rules refer to the active player; the active player is the player whose Turn it is.

Sometimes effects will occur at the same time. The player with priority always resolves their effects first. If neither player has priority, the blue player resolves their effects first. If a player has multiple effects that occur at the same time, they choose the order in which to resolve effects.

Sometimes an effect happens after something is resolved, which means that the effect happens immediately after that thing has been totally completed.

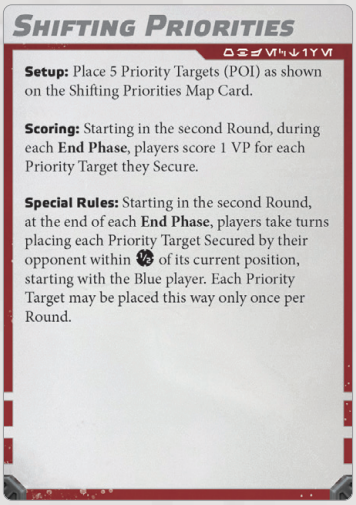
CARD ANATOMY

BATTLE CARDS

Battle Cards form a Battle Deck and are used in Setup, where players work together to build the mission for that game. Battle Cards are divided into three categories: Objective Cards that have a paired Map Card (Red), Secondary Objective Cards (Yellow), and Advantage Cards (Green).

OBJECTIVE CARDS

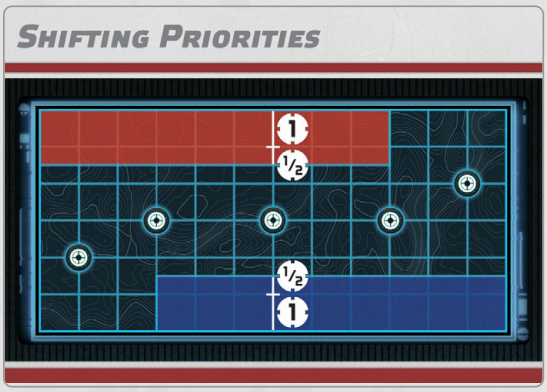
Objective Cards contain the card title, setup instructions, special rules, and details on how to score Victory Points (VPs) for that Objective. An Objective Card is paired with a Map Card that has the same Card Title.



1. **Card Title:** The title of this Objective.
2. **Setup:** Instructions for setting up this Objective.
3. **Scoring:** Details for scoring Victory Points.
4. **Special Rules:** Special rules associated with this Objective.

MAP CARDS

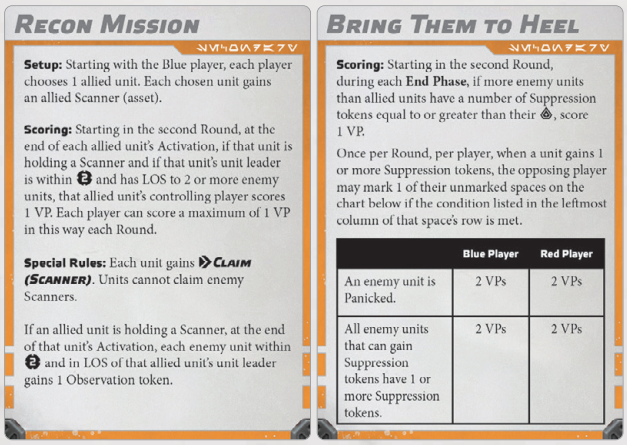
Map Cards show player Territories and Objective placement on a gridded map. Each side of each grid square is 1. Each player will be assigned one of the player Territories during Setup.



1. **Card Title:** The title of the Objective that is paired with this Map Card.
2. **Player Territory:** Limits where units can Deploy.
3. **Contested Territory:** The area of the battlefield that is not part of any player's Territory.
4. **POI Placement:** Shows where to place a POI on the battlefield during Setup.

SECONDARY OBJECTIVE CARDS

Secondary Objective Cards contain additional rules for scoring Victory Points.



1. **Card Title:** The title of this Secondary Objective.
2. **Setup:** Instructions for setting up this Secondary Objective.
3. **Scoring:** Details for scoring Victory Points.
4. **Scoring Table:** Some Secondary Objectives have a scoring table. Scoring tables have a column for blue player and a column for red player. When a space in a player's column is marked, that player scores the VPs shown there.
5. **Special Rules:** Special rules associated with this Secondary Objective.

ADVANTAGE CARDS

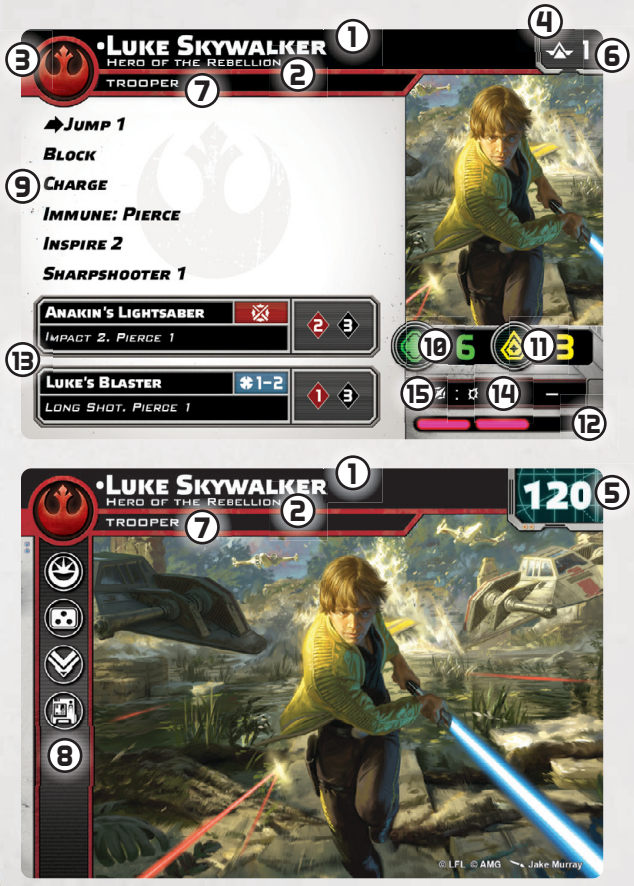
Advantage Cards contain additional special rules a player with that Advantage can use during a game.



1. **Card Title:** The title of this Advantage.
2. **Setup:** Instructions for setting up this Advantage.
3. **Special Rules:** Special rules associated with this Advantage.

UNIT CARDS

Unit Cards show the special rules and stats of a unit. Every unit in an army has its own Unit Card, an example of which is shown below.

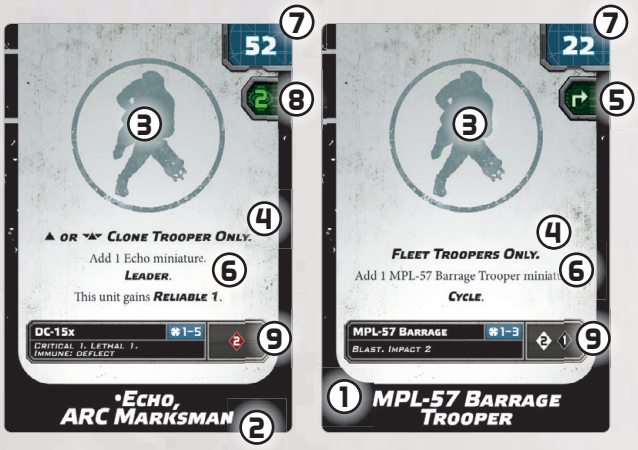


UNIT CARDS (CONT.)

1. **Name:** The unit's name.
2. **Subtitle:** The unit's subtitle, if it has one. Rules may reference a unit by its subtitle.
3. **Faction:** The unit's Faction. For more information on factions, see pg. 16.
4. **Unit Rank:** The unit's Rank. For more information on ranks, see pg. 16.
5. **Points Value:** The unit's point cost. Points are used in Army Building. See pg. 16 for more information on Army Building.
6. **Number of Miniatures:** The number of miniatures in the unit.
7. **Unit Type:** The unit's type. For more information on unit types, see pg. 39.
8. **Upgrade Bar:** The types of upgrades, if any, that are available to the unit.
9. **Unit Keywords:** The unit's keywords. Each unit keyword provides special rules and abilities to the unit. Keywords can be found in the Keyword Glossary on pg. 45.
10. **Wound Threshold:** The unit's Wound threshold. This is the maximum number of Wound tokens each miniature in the unit can have before they are defeated.
11. **Courage Value:** The unit's Courage value, or ◈. See pg. 15 for more information on Suppression and Courage.
12. **Speed:** The unit's Speed. A unit's Speed indicates the longest Movement Tool the unit may use while moving.
13. **Weapons:** The unit's weapons. For more information on weapons, attacks, and dice pools, see pg. 31.
14. **Defense:** The type of defense die the unit rolls when defending against attacks. For more information on rolling defense dice, see pg. 34.
15. **Surge Chart:** The unit's surge chart. For more information on surge results, see pg. 33-34.

UPGRADE CARDS

Upgrade Cards can be added to units and give them additional rules and/or miniatures. The parts of an Upgrade Card are shown below.



1. **Card Title:** The upgrade's title.
2. **Subtitle:** The upgrade's subtitle, if it has one. An upgrade's subtitle is separated from its card title by a comma. Rules may reference an upgrade by its subtitle.
3. **Upgrade Type:** The upgrade's type.
4. **Restriction:** The restrictions on which units can take the upgrade, if any. Restrictions may include a unit's name, Rank, type, or Faction.
5. **Expend/Exhaust:** Some Upgrade Cards require the card to be expended or exhausted. See pg. 17 for more information on exhaust and expend.
6. **Effect:** The upgrade's effect.
7. **Points Value:** The upgrade's point cost.
8. **Wound Threshold:** The Wound threshold of any additional miniatures added to the unit with the upgrade. If no Wound threshold is specified, the additional miniatures added with the upgrade have the same Wound threshold as the unit it is added to.
9. **Weapon:** Some Upgrade Cards add additional weapons for the upgraded unit to use. The card shows the Range at which attacks may be made with this weapon, and the dice this weapon contributes to the dice pool when used in attacks. For more information on weapons, attacks, and dice pools, see pg. 31.

COMMAND CARDS

Command Cards form a player's Command Hand and are used in the Command Phase to determine player priority, issue Orders to units, and grant powerful game effects.



1. **Card Title:** The title of the Command Card.
2. **Pips:** The number of pips this Command Card has. Pips are used in Army Building and when determining player priority.
3. **Restriction:** Some Command Cards are restricted to a certain Commander, Faction, units, subtitle, or Battle Force, which is listed here.
4. **Orders:** The units the nominated Commander can issue orders to with this card.
5. **Effect:** The effect of the Command Card.
6. **Weapon:** Some Command Cards allow miniatures to use a weapon on the Command Card.

KEYWORDS

Bolded words are special rules called keywords. There are four types of keywords: command, unit, upgrade, and weapon. Their full rules text is written in the Keyword Glossary instead of on the cards. Keywords are found in the Keyword Glossary on pg. 45.

X KEYWORDS

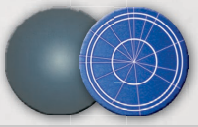
Some keywords have a numerical value, presented as "X" in the Keyword Glossary. These keywords stack with themselves and can be any type of keyword. If a unit gains multiple instances of a unit keyword with a numerical value, add those values together. If a unit adds multiple instances of a weapon keyword with a numerical value to an Attack Pool, add those values together.

For example, Stormtroopers have the **Precise 1** keyword on their Unit Card. If they equip the Targeting Scopes upgrade, which gives them **Precise 1**, they will have **Precise 2**.

TOKENS

Star Wars: Legion uses a variety of tokens to track game effects and rules. Below is a list of all the different types of tokens and a summary of their effects.

Token	Rules
Aim 	Used when attacking to reroll up to 2 Attack dice. Aim tokens are green tokens.
Dodge 	Used when defending to cancel incoming ✸ results. Dodge tokens are green tokens.
Surge 	Used when attacking or defending to convert surges to ✸ or ▼. Surge tokens are green tokens.
Standby 	Used to Move or Attack after an enemy makes an action.
Observation 	Used when attacking to reroll 1 Attack die.
Smoke 	Improves Cover of nearby units.
Suppression 	Used to track the amount of Suppression on a unit.
Panic 	Used to track units that are Panicked.
Wound 	Used to track the number of Wounds a miniature has suffered.

Vehicle Damage 	Used to track the penalties suffered by a Vehicle that has sustained significant damage.
Order 	Used in the Command Phase to issue Orders to units and to form the Order Pool. Used in the Activation Phase to track which units have activated.
Commander 	Used to track the **Field Command** keyword.
Ion 	Used to track the effects of the **Ion** keyword.
Poison 	Used to track the effects of the **Poison** keyword.
Immobilize 	Used to track the effects of the **Immobilize** keyword.
Shield 	Used to track the **Shielded** keyword.
Charge 	Used by certain upgrade and Command Cards in conjunction with the **Arm** keyword.
Incognito 	Used to track the **Incognito** keyword.
Bane 	Used by Cad Bane's I Make the Rules Now unique Upgrade Card.

Graffiti 	**Used by Sabine Wren and her Command Cards.**
POI 	**A 2-inch token used to mark the location of point-of-interest Objectives on the battlefield.**
Asset 	**A 1-inch token used to represent Asset Objectives.**
Advantage 	**A 1-inch token used to represent the effects of Advantage Cards. They are also used to form the Pass Pool.**
Generic 	**These double sided tokens may be used to mark various game effects. Players may use these tokens if they do not have enough of a particular token. These tokens cannot be used for Advantage, Bane, Objective, or Smoke tokens.**

MEASUREMENT

Star Wars: Legion uses two kinds of measuring Tools: Movement Tools and Range Tools. Any distance can be measured at any time, but players may use only 1 Movement Tool and 1 Range Tool at a time.

There are 3 Movement Tools, from shortest to longest: the Speed-1 Tool, the Speed-2 Tool, and the Speed-3 Tool.



Movement Tools



Range Rulers

A Range Tool can be made up of any number of connected 6-inch segments as well as up to 1 3-inch Half-Range Tool.

- » : Melee
- » : Half-Range
- » : Range 1
- » : Range 2
- » : Range 3
- » : Range 4
- » : Range 5
- » : Beyond Range 5

AREA RANGE

Range icons that are yellow indicate area weapons. For the full rules on area weapons, see Area Weapons in the Keyword Glossary.

Sometimes, more than one number is shown—in this case, the first number represents the minimum Range, and the second number represents the maximum Range. If only a single number is shown, then that is the maximum Range for that effect.



Range is always measured as the shortest distance possible between two objects. To measure Range between two objects, take the Range Tool and place it flat on the battlefield so that one end is touching the object being measured from. Then add segments until the total length of the Range Tool is longer than the distance between the two objects. The segment of the Range Tool that object is inside is equal to the Range between the two objects. When measuring to or from miniatures, always measure from the miniature's base, ignoring the miniature itself.



Melee Range is not measured with the Range Tool; instead, two miniatures are in melee Range with one another if they are in base contact. For more information on Melee, see pg. 28.

MEASURING RANGE

When measuring Range between two objects, only take the horizontal distance into account—never the vertical distance. A Measurement Tool should always be flat on the battlefield; if this isn't possible (due to terrain, for example), hold the Measurement Tool above the battlefield and check positions based on the Measurement Tool.



WITHIN, COMPLETELY WITHIN, AND NOT WITHIN

Some abilities require two objects to be within, completely within, or not within a certain distance from each other.

An object is within a Range of another object if any portion of it is inside that Range as measured by the Range Tool. For a unit to be within a specified Range, only 1 miniature in the unit must be within the given Range. An object is always within any Range of itself.

An object is completely within a Range of another object if it is entirely inside that Range as measured by the Range Tool. For a unit to be completely within a Range, all miniatures in the unit must be completely within the given Range. A unit that is completely within a certain Range is also within that Range.

An object is not within a Range of another object if it is entirely outside that Range as measured by the Range Tool. For a unit to be not within a Range, all miniatures in the unit must be not within the given Range.

EXAMPLE: WITHIN, COMPLETELY WITHIN, AND NOT WITHIN



The Clone Trooper unit is within 1 of Obi-Wan Kenobi because it has at least 1 miniature whose base is at least partially inside the first segment of the Range Tool. The AT-RT is completely within 1 of Obi-Wan Kenobi because its base is entirely inside the first segment of the Range Tool. The B1 Battle Droids are not within 1 of Obi-Wan Kenobi because all of their miniatures' bases are entirely outside the first segment of the Range Tool.

UNDEPLOYED UNITS

If a unit is not on the battlefield because it has not yet Deployed this game, it is undeployed. An undeployed unit is within any distance and in LOS of each allied undeployed unit and is not within any distance and not in LOS of each enemy unit and each unit on the battlefield.

TERRAIN

The scenery and features that make up the battlefield are terrain. Terrain serves more of a purpose than simply being aesthetically pleasing—the terrain over which armies fight can have as dramatic an impact on the course of battle as the abilities of the armies themselves. Players should always discuss terrain before the game starts. There are three types of terrain: scatter terrain, area terrain, and obstacle terrain.

SCATTER TERRAIN

Scatter terrain represents small terrain features such as crates, planters, or lamp posts. It is up to the players to determine the height, special rules, and the type of Cover that scatter terrain provides.

BARRICADES

Barricades are a specific type of scatter terrain. Barricades are no more than 3" wide, 1" tall, and 1" deep. Barricades are open terrain and provide Trooper units that are not Creature Troopers or Heavy Troopers with heavy Cover.

Barricades cannot overlap Objective or Advantage tokens and cannot have Objective or Advantage tokens placed on them. A Trooper miniature can never end a Move or be placed overlapping a barricade.



AREA TERRAIN

Some terrain features consist of an area of terrain containing multiple terrain elements inside a boundary or footprint, like a forest, craters, ruined buildings, or piles of rubble. The individual elements and their locations inside the area terrain are not relevant, only the boundary.

When determining the size of area terrain, imagine a Silhouette beginning at the bottom of the area terrain and extending upwards to the tallest point of the terrain. The volume of this Silhouette is all part of the area terrain, and blocks line of sight. While drawing line of sight to or from a miniature that is overlapping a piece of area terrain, ignore that piece of area terrain. A miniature is always obscured while it is overlapping a piece of area terrain. It is up to the players to determine the height, the boundaries, special rules, and the type of Cover that area terrain provides.



OBSTACLE TERRAIN

Obstacle terrain represents large or tall terrain features such as buildings, cliffs, or high walls. When a Trooper miniature wants to Move through or onto an obstacle terrain feature, it may have to make a Climb based on the obstacle terrain's height.

TERRAIN RESTRICTING MOVEMENT

In addition to being scatter, area, or obstacle terrain, a terrain feature is also open, difficult, or impassable.

Open terrain represents parts of the battlefield that are relatively easy to traverse and free from obstacles or obstructions. Open fields, lamp posts, planters, tall grass, or sandy desert are all open terrain. Open terrain does not restrict movement.

Difficult terrain restricts but does not completely prevent movement. Craters, ruins, woods, piles of rubble, and swamps are all examples of difficult terrain. Difficult terrain reduces the Speed of a unit moving through or into it by 1 to a minimum of 1.

Impassable terrain completely prevents movement. Miniatures cannot Move through or end a movement on impassable terrain unless they have a special rule which allows them to do so.

Some larger and more complex pieces of terrain are made up of various parts that each restrict movement differently. For example, the walls of a piece of obstacle terrain may be impassable, but a miniature may be able to Move through a door or window that is open terrain. Players should discuss the parts of terrain and agree on how they are to be played before the Game begins.

EXAMPLE: DIFFERENT TYPES OF TERRAIN



The Clone Trooper unit is preparing to Move. The battlefield and barricades are open terrain and do not restrict the Clone Trooper unit's movement. The building is impassable terrain, and the Clone Troopers may not Move through it unless they have a special rule that allows them to do so.

FITTING ON TERRAIN

When a Trooper miniature's base is overlapping a piece of obstacle terrain, it must be completely overlapping that terrain. Trooper miniatures cannot end a movement or be placed in a way that would cause their base to only partially overlap a piece of obstacle terrain and may not have any part of part of its base hanging off the terrain. Trooper miniatures cannot be Deployed in a way where any part of their base is only partially overlapping a piece of obstacle terrain.

EXAMPLE: FITTING ON TERRAIN



When placing miniatures on obstacle terrain, a miniature's base must completely overlap the terrain. Because the 2 Clone Troopers are hanging off the balcony and only partially overlapping the piece of obstacle terrain, they cannot be placed there and must be placed in such a way that their bases completely overlap the obstacle terrain like the other 2 Clone Troopers.

TERRAIN PROVIDING COVER

The main purpose of terrain is to block Line of Sight (LOS) between miniatures and provide them with Cover. Terrain provides either light, heavy, or no Cover. What kind of Cover, if any, a piece of terrain provides is ultimately for players to decide. Before the game begins, players should agree on what kind of Cover each piece of terrain on the battlefield provides.

TERRAIN HEIGHT

Each piece of terrain has a height characteristic. To measure this, take the Range Tool and put one end on the battlefield, orienting the Range Tool vertically. Then add segments until the end of the Range Tool is taller than the piece of terrain. The segment of the Range Tool that the top of the terrain is inside is equal to that object's height.

Some terrain might have various pieces at multiple heights. When determining the height of the terrain for the purposes of making a movement or a Climb, measure the height of the part of the terrain the miniatures are moving or climbing to, subtracting the height of any terrain the miniatures may be on.

EXAMPLE: MEASURING HEIGHT



Sarah wants to measure the height of this building to determine how it will impede the movement of her Clone Troopers. To do so, she takes the Range Tool and places one end on the battlefield, holding the Range Tool upright. Because the roof of the building is entirely inside the first segment of the Range Tool, the building is considered height 1.

Later in the game, Sarah measures the height of another building. Because this building has multiple levels, it consists of different heights. The first roof is completely inside the first segment of the Range Tool, so that part of the building is height 1. However, the second roof of the building is inside the second segment of the Range Tool, so that part of the building is height 2.



To determine how the building affects the movement of her Clone Troopers, Sarah only considers the part of the building her Clone Troopers wish to Move to—they may make a climb onto the height 1 part of the building but are unable to Move onto the height 2 part from the battlefield. If they begin their movement while on the height 1 part of the building, then they may climb onto the height 2 part of the building.

THE GOLDEN RULE OF TERRAIN

Ultimately, the type of terrain and the rules used are up to the players and should be discussed before the game begins.

COVER



Cover helps miniatures defend themselves from attacks. Cover is divided into three categories: light, heavy, and no Cover, and is determined during the attack sequence. Some rules refer to Cover having a numerical value that is improved or reduced—light Cover has a value of 1, heavy Cover has a value of 2, and no Cover has a value of 0. The numerical value of Cover cannot be increased above 2 for any reason. Resolve effects that improve Cover before effects that reduce Cover.

For more information on determining Cover, see pg. 33.

ACTIONS

Actions are how units of miniatures move and fight their way across the battlefield. A unit will typically make 2 actions during its Activation. The following actions are available to every unit.

- Aim: The unit gains 1 Aim token, which allows it to reroll up to 2 dice when attacking.
- Attack: The unit attacks with its weapons.
- Dodge: The unit gains 1 Dodge token, which allows it to cancel incoming ✸ results when defending.
- Card Action ➧: The unit makes an action listed on its Unit Card or one of its Upgrade Cards. Card actions have this symbol ➧. A unit may make more than one Card action, as long as they are different. A Card action with ➧➧ requires two actions to make.
- Free Card Action ⏩: The unit makes an action listed on its Unit Card or one of its Upgrade Cards. Free Card actions do not cost the unit any actions to make. Free Card actions have this symbol ⏩. A unit may make more than one free Card action, as long as they are different. A unit may only make free actions during their Make Actions step and may only make each instance of a free action once per Activation. Free actions do not allow a unit to make a non-Move action more than once during its activation.
- Move: The unit Moves.
- Standby: The unit gains 1 Standby token, which allows it to make certain actions after an enemy unit makes an action.
- Recover: The unit removes any number of Suppression tokens and readies any exhausted Upgrade Cards.

EXAMPLE: CARD ACTIONS AND FREE ACTIONS



Luke Skywalker has the ➧ **Jump 1** *Card action on his Unit Card. During his Activation, he may spend 1 of his actions to make the Jump action.*



Luke Skywalker also has the Force Reflexes Upgrade Card equipped. Once per Activation as a free action, he may exhaust the card to gain 1 Dodge token. This is in addition to the 2 actions he is allowed per Activation, but he may only make the Force Reflexes free action when he would normally be allowed to make an action. A unit may make any number of different free actions during its Activation.

SUPPRESSION

Suppression represents the morale and combat effectiveness of a unit—the more Suppression it has, the less effective it is on the battlefield. Suppression is tracked during the game with Suppression tokens. Vehicles do not suffer Suppression.



Suppression Tokens



Trooper units have a Courage value ◈ on their Unit Card. When a unit has a number of Suppression tokens equal to or greater than its ◈, it is Suppressed. If a unit has a number of Suppression tokens that is equal to or greater than double its ◈, it is Panicked. A Suppressed unit makes 1 less action each Activation, while a Panicked unit suffers additional effects. For more information on the effects of Suppression, see pg. 24.

GETTING READY TO PLAY

SETUP

The process of getting ready to play a game of *Star Wars: Legion* is called Setup. Setup consists of the following steps:

1. Build an Army, a Command Hand, and a Battle Deck
2. Establish the Battlefield and Gather Components
3. Declare Terrain
4. Place Terrain
5. Determine Blue Player
6. Build a Mission
7. Resolve Setup Effects
8. Deploy in Prepared Positions

BUILD AN ARMY, A COMMAND HAND, AND A BATTLE DECK

Before the game begins, each player builds an army using the *Star Wars: Legion* miniatures in their collections. In addition to their miniatures, each player prepares a Command Hand, a Battle Deck, and the Unit and Upgrade Cards containing the rules for their units.

FACTIONS, LIGHT SIDE, AND DARK SIDE

Units in *Star Wars: Legion* are grouped together in Factions: the Galactic Empire (Empire), the Rebel Alliance (Rebel), the Separatist Alliance (Separatist), and the Galactic Republic (Republic). A unit's Faction is shown by the Faction icon printed in the top left corner of its Unit Card. All units in an army must share the same Faction, unless otherwise specified by a special rule.

Occasionally a rule references the Light Side or the Dark Side. The Rebel Alliance and the Galactic Republic are the Light Side, and the Galactic Empire and the Separatist Alliance are the Dark Side. Armies not built using these Factions state whether they are part of the Light Side or the Dark Side in their rules text.

POINTS

Each army is made up of a collection of miniatures organized into units. These units may further be equipped and customized with Upgrade Cards. Each unit and upgrade have a point cost printed on the corresponding card. The total point cost of all units and Upgrade Cards in an army cannot exceed 1,000 points. An updated list containing the points for all Unit and Upgrade cards can be found at https://www.atomicmassgames.com/swlegiondocs/.

RANKS AND RANK REQUIREMENTS

Each unit in *Star Wars: Legion* has a Rank. When building an army, a player is restricted on the number of units of each Rank they may include as follows:

- **Commander:** Each army must include 1 to 2 Commander units.
- **Operative:** Each army may include up to 2 Operative units.
- **Corps:** Each army must include 3 to 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.

UPGRADE CARDS

Upgrade Cards contain additional rules that can be equipped by units during Army Building. Upgrades vary between additional miniatures, weapons, equipment, or even special training or programming.

The types of upgrades available for a unit to equip are shown on the unit's upgrade bar. The types of upgrades are as follows:

- **Heavy Weapon**
- **Personnel**
- **Force**
- **Command**
- **Hardpoint**
- **Gear**
- **Grenades**
- **Programming**
- **Doctrine**
- **Comms**
- **Pilot**
- **Training**
- **Generator**
- **Armament**
- **Crew**
- **Ordnance**
- **Squad Leader**
- **Clan**
- **Starfighter Pilot**
- **Astromech**
- **Missile**

For each icon on the unit's upgrade bar, the unit may equip 1 Upgrade Card with a matching icon. Points listed on the Upgrade Card are counted towards an army's points total. A unit may not equip the same Upgrade Card twice. Some Upgrade Cards have restrictions on which units may equip them. Any restrictions for an Upgrade Card are listed on the card.

Cards with the , , or icons add 1 or more miniatures armed with the weapon shown on the Upgrade Card to the unit in addition to any weapons on the Unit Card. Only the miniatures added to the unit by the Upgrade Card may use the weapon on the Upgrade Card.

Cards with the , , , , , , , or icons add an additional weapon, as shown on the Upgrade Card. Any miniature in a unit with an , , , , or Upgrade Card equipped may use the weapon on the Upgrade Card. Only 1 miniature may use the weapon on a Upgrade Card per attack sequence.

EXHAUST AND EXPEND

Most Upgrade Cards provide a static game effect, but some cards must be exhausted or expended after being used. A card that must be exhausted or expended after use has the exhaust or expend icon on the card. Cards that exhaust or expend start the game readied, and only readied cards may be exhausted or expended.



When a card is exhausted, turn the card 90° to the right so that it is sideways. Exhausted cards may not be used for an effect that would exhaust them until they are readied.

When a card is expended, turn the card 180° so that it is upside down. Once a card is expended, it cannot be used for the rest of the game. Expended cards cannot be unexpended or readied.

After a miniature adds a weapon on an exhaust or expend Upgrade Card to an Attack Pool, exhaust or expend the Upgrade Card. If the weapon is an upgrade that exhausts or expends, then any number of miniatures in the unit may add the weapon to the Attack Pool.

The and icons indicate that an Upgrade Card is exhausted after that action or free action is resolved.

When a unit makes a Recover action, it readies all of its exhausted cards. When a card is readied, turn it 90° to the left so it is in its original orientation. The card is no longer exhausted.

EXAMPLE: EXHAUST AND EXPEND



The Fleet Trooper unit adds the MPL-57 Barrage Trooper's weapon to an Attack Pool, exhausting the card once the dice are added. It cannot be added to another Attack Pool until it is readied.



Luke Skywalker expends Burst of Speed to increase his Speed. The card is expended and cannot be used for the rest of the game.

UNIQUE AND LIMITED

Some units and upgrades represent specific characters, weapons, or equipment. Unique or limited cards are identified by a number of bullets (•) in front of their name. Unique cards have one bullet, and limited cards have more than one bullet. The number of bullets indicates the maximum number of unique and limited cards a player can field that share the same name. This restriction also applies across card types. For example, if a name has two bullets in front of it, the player could field two units with that name, two upgrades with that name, one Unit Card and one upgrade with that name, etc.





DEFEATING UPGRADE CARD MINIATURES AND DISCARDING UPGRADE CARDS

When all miniatures added by an Upgrade Card are defeated, the unit it was added to can no longer use or benefit from any rules on the Upgrade Card, with the exception of additional upgrade icons granted to the unit.

If an Upgrade Card that adds a miniature to a unit is discarded, but the miniatures are not defeated, the miniatures are not removed, but the unit can no longer use or benefit from any rules on the discarded Upgrade Card.

DUAL-SIDED UPGRADE CARDS

Some Upgrade Cards are dual-sided. When building an army, only count the points cost on one of the sides of the card. When a unit with a dual-sided Upgrade Card equipped Deploys, the unit's controlling player decides which side is faceup. Only the rules on the faceup side of the card can be used.



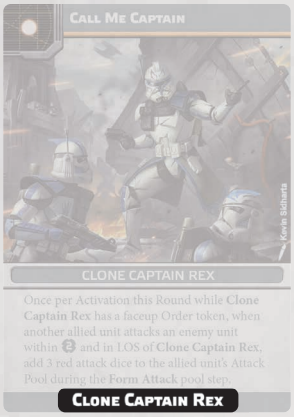
FORCE UPGRADE CARDS

If a unit has a Upgrade Card equipped, measure the Range of any effects on the card from the unit's unit leader.

BUILDING A COMMAND HAND

Each player prepares a command hand of exactly seven Command Cards. A player must include two 1 pip cards, two 2 pip cards, and two 3 pip cards, with no duplicates. Additionally, players must always include the 4 pip card "Standing Orders."

Some Command Cards require certain units, subtitles, Factions, or Battle Forces. These restrictions are printed on the Command Card. The required unit must be in a player's army for these Command Cards to be included in a Command Hand. If a restriction mentions multiple units, at least 1 of the named units must be included in a player's army if they are referenced with "or", and all of the characters must be included in a player's army if they are referenced with "and".



SECRET INFORMATION

The contents of a player's Command Hand are secret information and are never shared with their opponent. However, the number of cards in a player's Command Hand is not secret, nor is the contents of a player's discard pile. Non-secret information must be freely shared between players at all times.

BUILDING A BATTLE DECK

Each player must prepare a Battle Deck of 9 cards before the game begins, consisting of exactly 3 Objective Cards, 3 Secondary Objective Cards, and 3 Advantage Cards with no duplicates. A player must also prepare the 3 Map Cards that pair with the Objective Cards in their Battle Deck.

ESTABLISH THE BATTLEFIELD AND PREPARE COMPONENTS

Once players have built their armies, they must establish the battlefield. *Star Wars*: Legion uses a 6 ft x 3 ft (72" x 36") battlefield.

Players then gather any tokens, Measuring Tools, cards, or other game components they might need and place them near the battlefield.

DECLARE AND PLACE TERRAIN

Players determine what pieces of terrain to use in their game and their rules. Players should be sure to agree with their opponent on the rules for each terrain piece before the game begins.

Once players have determined what terrain is being used and any applicable rules, they then cooperatively set up terrain on the battlefield.

DETERMINE BLUE PLAYER

In *Star Wars: Legion*, a player is either the red player or the blue player. Each player rolls 4 black attack dice to determine who will start building a mission as the blue player. The blue player is the player with the most ✪ results. If there is a tie, the player with the most ✸ results is the blue player. If there is still a tie, the player with the most attack ⚔ results is the blue player. If there is still a tie at this point, the players reroll the dice and follow the above rules until the tie is broken.

BUILDING A MISSION

Now that the blue player is determined, it is time to build the mission. Place the game dashboard with the mission side face up near the table. Then each player separates their Battle Deck by type—Advantage, Objective, and Secondary Objective—and shuffles each of their three decks, placing them near the Mission Dashboard.



Place a token on the Mission Dashboard to indicate which player is the blue player. The blue player then chooses to reveal the top card of either their Objective Deck or Secondary Objective Deck, placing the revealed card in the designated space on the Mission Dashboard. Their opponent reveals the top card of either their Objective Deck or Secondary Objective Deck, whichever was not already placed, and places it on the designated space on the Mission Dashboard. Then each player reveals the top card of their Advantage Deck and places it on the designated space on their side of the dashboard.

Then, starting with the blue player, players alternate modifying the mission. A player can modify the mission in the following ways:

- Reveal the top card of your Objective Deck, discard the current card on the Objective space of the Mission Dashboard, and replace it with the newly revealed Objective Card.
- Reveal the top card of your Secondary Objective Deck, discard the current card on the Secondary Objective space of the Mission Dashboard, and replace it with the newly revealed Secondary Objective Card.
- Reveal the top card of your Advantage Deck, discard the current card on your Advantage space on the Mission Dashboard, and replace it with the newly revealed Advantage Card.
- Your opponent reveals the top card of their Advantage Deck, discards the current card on their Advantage space on the Mission Dashboard, and replaces it with the newly revealed Advantage Card.
- Move the token indicating the blue player to your side of the Dashboard. You are now the blue player.
- Pass. There is no effect.

After each player has modified the mission twice, the mission is built. Before the first round, the players set up the mission in the following order:

1. The blue player chooses one of the long edges of the battlefield as their side. The red player gets the opposite side. The player Territory that shares an edge with a player's side is that player's allied Territory and the other player's Territory is enemy Territory.
2. Follow any setup instructions on the Objective Card.
3. Follow any setup instructions on the Secondary Objective Card.
4. Starting with the blue player, each player follows any setup instructions on their Advantage Card.

EMPTY DECKS

When a player would reveal a card from a deck that no longer contains any cards, shuffle all of that player's previously discarded cards of that type, including the card just discarded, to form a new deck. Then reveal the top card of that deck.

RESOLVE SETUP EFFECTS

Starting with the blue player, players resolve any abilities and effects that occur during Setup.

DEPLOY IN PREPARED POSITIONS

Starting with the blue player, players alternate placing units with the Prepared Position keyword on the battlefield.

OBJECTIVE TOKENS

Units in *Star Wars: Legion* use Objective tokens to score Victory Points (VPs). Objective Cards and Secondary Objective Cards specify which Objective tokens are used and how to score VPs with them. Miniatures can Move through Objective tokens.

TYPES OF OBJECTIVE TOKENS

There are two types of Objective tokens:

1. **Asset Tokens:** Assets are valuable Objects that can be carried around.
2. **Point-of-Interest Tokens:** Also referred to as POIs. POIs represent critical locations, vantage points, or particularly interesting areas that armies attempt to Secure throughout a battle.

- When determining LOS, treat each POI as a piece of area terrain that provides heavy Cover. The Silhouette for a POI is 1" tall and as wide as the token.
- Miniatures, Advantage tokens, and other Objective tokens cannot overlap or be overlapped by POIs.
- POIs can be represented by a miniature on a 2-inch base instead of using a token. A POI represented by a miniature still counts as a token and does not count as a miniature for all rules purposes.

CONTESTING OBJECTIVE TOKENS

A unit is Contesting an Objective token if its unit leader is within 1½ of the Objective token and the unit is not Panicked.

CLAIMING ASSET OBJECTIVE TOKENS

Battle Cards describe which units are eligible to claim Asset tokens in that mission by granting them a Claim free action. An eligible unit can claim an unclaimed Asset token it is Contesting by making that free action. When a unit claims an Asset Objective token, remove that token from the battlefield and place it on that unit's Unit Card. That unit is now holding that Asset token. When a unit drops an Asset token it is holding, the opponent of that unit's controlling player places that token on the battlefield within 1½ of that unit's unit leader. While an Asset Objective token is on the battlefield, it is unclaimed.

When a unit Panics, it drops all Asset tokens it is holding. When a unit is defeated, it drops all Asset tokens it is holding before removing its unit leader miniature from the battlefield.

SECURING OBJECTIVE TOKENS

Some Objective tokens can be Secured. If an Objective token can be Secured, the player with the most units Contesting that Objective token is Securing it.

PLACING OBJECTIVES

Objective tokens must meet the following conditions when they are placed:

- Objective tokens cannot be placed overlapping impassable terrain.
- Objective tokens cannot be placed partially overlapping a non-area terrain feature.
- Objective tokens cannot be placed overlapping obstacle terrain that is height 2 or greater.

During Setup, if an Objective token should be placed at a position where the above conditions are not met, players must adjust terrain placement in a mutually agreeable manner so that the conditions are met. After Setup, if an Objective token must be placed and there is not a position in Range where the above conditions are met, that token is placed in the closest position that meets the above conditions instead.

WINNING THE GAME

Each game of *Star Wars: Legion* ends when one of the following conditions has been met:

- If, at the end of the **End Phase** of any Round, a player has 12 or more Victory Points (VPs) and has more VPs than each opponent, they win the game.
- If, at any time, only one player has undefeated units, they immediately win the game.
- At the end of the fifth Round, the player with the most VPs is the winner. If both players have the same number of VPs, each player totals the point value of defeated units in their army. Whichever player has the lowest point value of defeated units in their army wins the game. If the game is still tied, the game ends in a draw.

GAME MECHANICS

Star Wars: Legion is played over a series of five Rounds. Each Round is divided into Turns, taken by each player. The following sections contain the rules that specify the parts of each Round and how to play them.

PARTS OF A ROUND

Each of the five Rounds in a game of *Star Wars: Legion* are divided into the following phases:

1. The Command Phase
2. The Activation Phase
3. The End Phase

THE COMMAND PHASE

During the **Command Phase**, players select a Command Card from their Command Hand, reveal and resolve their Command Cards, determine priority, issue Orders, and create the Order Pool.

PARTS OF THE COMMAND PHASE

1. Select and Play Command Cards
2. Resolve Command Cards
3. Determine Priority
4. Nominate Commanders and Issue Orders
5. Create the Order Pool
6. Create the Pass Pool

SELECT AND PLAY COMMAND CARDS

Each player secretly chooses a Command Card to play from their Command Hand and places it face down on the battlefield. If a player does not have at least 1 undefeated Trooper unit or 1 undefeated unit with the Field Commander keyword, they cannot play Command Cards this Round.

Some units have several unique Command Cards, which may only be played if that unit is included in a player's army and is not defeated. Those Command Cards belong to that unit. To play a Command Card's that has a restriction mentioning multiple units, at least 1 of the named units must be included in a player's army and not be defeated if they are referenced with "or", and all of the characters must be included in a player's army and not be defeated if they are referenced with "and". When that unit's name is included in the effects section of that Command Card without specifying allied or enemy, it refers to only allied units with that name.

RESOLVING COMMAND CARD EFFECTS

1. Command Card effects that occur when the Command Card is revealed, starting with the Blue Player.
2. Command Card effects that do not have a specific timing, starting with the Blue Player.
3. Command Card effects that occur when a unit issues Orders, starting with the player with priority.
4. Command Card effects that occur at the start of the Activation Phase, starting with the player with priority.
5. Command Card effects that occur during the Activation Phase, starting with the player with priority.

RESOLVE COMMAND CARD EFFECTS

After both players have played a Command Card facedown, they then reveal their Command Cards by flipping them faceup and proceed to resolve the effects of the Command Cards. Fully resolve the effect of each Command Card before moving to the next Command Card. If both players have an effect that occurs at the same time, the blue player resolves their Command Card effect first.

DETERMINE PRIORITY

Once players have resolved all relevant Command Card effects, compare the number of pips on the Command Cards that were played this Round. The player whose card has the fewest pips chooses which player has priority this Round.

If both players reveal Command Cards with the same number of pips, one player rolls a red defense die. If the result is a ▼, that chooses which player has priority this Round. On any other result, the other player chooses which player has priority.

If one player was unable to play a Command Card due to not having a ▲ or ▲ unit, the other player automatically has priority. If neither player played a Command Card, one player rolls a red defense die to determine priority.

EXAMPLE: PLAYING A COMMAND CARD AND DETERMINING PRIORITY

Michael and Kevin are choosing their Command Cards for the turn. They each secretly choose a card from their hands to play, then they reveal their cards at the same time. Michael has played a 3-pip card, Assault, and Kevin has played a 1-pip card, Ambush. Because Kevin played the card with the fewest number of pips, he gains priority for the Round.







Sarah and Michael are choosing Command Cards for the turn. Both of them play the 4-pip card Standing Orders. Because they revealed cards with the same number of pips, 1 of them rolls a red defense die. Michael rolls the die and rolls a blank. Because he did not roll a ▼, Sarah chooses which player has priority for the Round.

NOMINATE COMMANDERS AND ISSUE ORDERS

After determining priority, players nominate Commanders and issue Orders to their units.

If the Command Card that was played corresponds to one or more specific units, one of those units must be nominated as the Commander. Otherwise, players must nominate 1 undefeated allied unit in the following order:

1. ▲ unit.
2. If a player has no undefeated ▲ units, nominate an ▲ or a unit with the ***FIELD COMMANDER*** keyword.
3. If a player has no undefeated ▲ units, ▲ units, or units with the ***FIELD COMMANDER*** keyword, nominate a Trooper unit.

If a player does not have any of the above units that are undefeated, they do not nominate a Commander.

Once all players have nominated a Commander, they issue Orders to their units, starting with the player who has priority. The number of Orders and the units they can be issued to is listed on each Command Card. For a Commander to issue an Order to a unit, the following must be true:

- The unit cannot have already received an Order during the current **Command Phase**.
- The unit must match the type (if any) listed on the Command Card.

When a unit is issued an Order, take an Order token that corresponds to the unit's Rank and place it faceup next to the unit. A Commander must issue all the Orders allowed by the Command Card, if able. If a Commander cannot issue all the orders allowed by the Command Card, any excess Orders are lost. Once both players have issued Orders, they then proceed to create the Order Pool.

OTHER WAYS TO ISSUE ORDERS

Some rules or abilities allow units to be issued Orders from sources other than the nominated Commander. These units do not have to follow the above criteria when they are issued Orders in this way, instead following the rules of the effect granting that Order. A unit cannot be issued more than 1 Order each Round.

CREATE THE ORDER POOL

After issuing Orders, each player creates their Order Pool by taking 1 Order token that matches the Rank of each undefeated unit that was not issued an Order and shuffling those Order tokens together.

CREATE THE PASS POOL

After creating the Order Pool, each player counts the number of undefeated units they control. The player with fewer undefeated units adds Advantage tokens to their Pass Pool equal to the difference in those counts. Once players have created their Pass Pools, if any, the **Command Phase** is over and the **Activation Phase** begins.

EXAMPLE: CREATE THE PASS POOL

Nick has 8 undefeated units and Ben has 12. The difference between the counts is 4, so Nick adds 4 Advantage tokens to his Pass Pool.

THE ACTIVATION PHASE

During the **Activation Phase**, players activate their units and may make actions with them.

Starting with the player who has priority, players take Turns activating their units one at a time.

PARTS OF THE ACTIVATION PHASE

1. Resolve Abilities or Effects at Start of Activation Phase
2. Choose a Unit to Activate or Pass
3. Activate Unit
   a. Resolve Any Abilities or Effects at the Start of a Unit's Activation
   b. Rally Step
   c. Make Actions
   d. Resolve Any Abilities or Effects at the End of a Unit's Activation
   e. Place Order Token
4. Resolve Abilities or Effects at End of Activation Phase

CHOOSE A UNIT TO ACTIVATE OR PASS

The active player chooses to either activate an allied unit with a faceup Order token or to draw an Order token randomly from the Order Pool and activate a unit matching that Order token's Rank that does not have an Order token. Alternatively, a player may be able to Pass. When a player Passes, they do not activate a unit and their Turn ends.

If a player draws an Order token with a Rank that does not have any corresponding undefeated allied units that do not have an Order token, remove that token from the game. Then that player may Pass. If they do not Pass and still have units to activate, they must choose to either activate an allied unit with a faceup Order token or to draw another Order token randomly from the Order Pool.

If a player did not Pass on their previous Turn this Round, they may spend 1 Advantage token in their Pass Pool. If they do, they Pass.

If a player does not have any units they can activate, they Pass.

ACTIVATING A UNIT

When a unit is chosen to activate, it first attempts to Rally, and then the unit may make actions. After the unit has completed its actions, flip the unit's faceup Order token facedown or assign it the drawn Order token facedown.

PARTS OF A UNIT'S ACTIVATION

1. Resolve Any Abilities or Effects at the Start of a Unit's Activation
2. Rally Step
3. Make Actions
4. Resolve Any Abilities or Effects at the End of a Unit's Activation
5. Place Order Token

UNIT COHESION

When a unit leader miniature changes position in any way, all other miniatures in the unit must be put into Cohesion. For a miniature to be in Cohesion, all of the following must be true:

- Each miniature must be within 1/2 of its unit leader. When measuring Cohesion, the Range Tool may not overlap impassable terrain.
- Each miniature must have LOS to its unit leader.
- Each miniature must be within a vertical distance equal to the height of the unit leader's Silhouette of its unit leader.

If a miniature cannot be put into Cohesion, place it as close as possible to its unit leader instead.

RALLY STEP

Each time a unit activates, it has a chance to Rally and remove Suppression tokens. To Rally a unit, its controlling player rolls 1 white defense die for each Suppression token the unit has. Then its controlling player removes 1 Suppression token for each ▼ or ⯆ result rolled.

After a units Rally step, if a unit begins its Make Actions step while Suppressed, it makes 1 fewer action during its Make Actions step.

If a unit begins its Make Actions step while Panicked, it cannot make any actions or free actions. Then, if a unit did not make any actions or free actions due to Panic, at the end of the unit's Activation, it removes Suppression tokens equal to its ◈.

EXAMPLE: SUPPRESSED AND PANICKED

On Ryan's turn, he chooses to activate a Rebel Trooper unit with 2 Suppression tokens. After resolving any effects at the start of the Rebel Trooper unit's Activation, he performs the unit's Rally step and rolls 2 white defense dice, 1 for each Suppression token. Unfortunately, he rolls 2 Blanks and does not remove any Suppression tokens from the unit. Because the Rebel Troopers have a ◈ of 1 and have a number of Suppression tokens equal to or greater than their ◈, they are still Suppressed and must make 1 fewer action during the Make Actions step of their Activation.

Additionally, because the Rebel Troopers have Suppression equal to or greater than double their ◈, they are still Panicked as well as Suppressed. Therefore, they make no actions or free actions, and at the end of their Activation, they remove Suppression tokens equal to their ◈.

COMMANDERS AND CHECKING FOR PANIC

When a unit checks to see if it is Panicked, if there are 1 or more allied units with higher ◈ within 3, it uses the highest of those ◈ instead of its own. For example, a unit with 3 Suppression tokens and ◈ 1 would not be Panicked if it there is an allied within 3 that has a ◈ of 2 or greater.

NULL ◈

Some units have a null ◈, or "-." These units can never gain or be assigned Suppression tokens and cannot be Suppressed or Panicked. If a unit gains a null ◈ through a special rule, it loses any Suppression tokens it has, if any.

If a unit has a null ◈, then allied units within 3 use that unit's ◈ and, therefore, never Panic, regardless of the number of Suppression tokens they might have.

MAKE ACTIONS

During the Make Actions step, a unit may make up to 2 of the actions below. A unit may only make each action once per Activation, except for the Move action.

- Aim: A unit that makes an Aim action gains 1 Aim token which it can use to reroll dice during attacks.
- Attack: The unit makes an attack with its weapons.
- Card Action ➦: The unit makes an action listed on its Unit Card one of its Upgrade Cards, a Command Card, or a Battle Card. A unit may make more than one Card action, as long as they are different. A Card action with ➦➦ requires 2 actions to make.
- Dodge: A unit that makes a Dodge action gains 1 Dodge token. Units may spend Dodge tokens to cancel ✸ results during attacks.
- Free Card Action ⏩: The unit makes an action listed on its Unit Card, one of its Upgrade Cards, a Command Card, or a Battle Card. Free Card actions do not cost the unit any actions to make. Free Card actions have this symbol ⏩. A unit may make more than one Free Card action, as long as they are different. A unit may only make free actions during its Make Actions step and may only make each instance of a free action once per Activation. Free actions do not allow a unit to make a non-Move action more than once during its Activation.
- Move: When a unit makes a Move action, it makes a Standard Move or Climb.
- Recover: A unit that makes a Recover action removes any number of Suppression tokens from the unit and readies any number of the unit's exhausted Upgrade Cards.
- Standby: The unit gains 1 Standby token, which it can use to make actions in response to enemy actions. Only Trooper units and Ground Vehicles can make the Standby action.

DEPLOYING UNITS

When an undeployed unit makes a Move, it Deploys. When a unit Deploys in this way, measure the start of the Move with both prongs of one end of the Movement Tool touching the portion of the edge of the battlefield within allied Territory. When a unit Deploys, the unit leader measures the vertical distance changed during that Move starting from the portion of the edge of the battlefield the Movement Tool is touching. When an undeployed unit activates, it must Deploy and may not make any action that is not a Move until it Deploys. Only undeployed units can Deploy.

MOVEMENT

When a unit makes a Move action, it makes a Standard Move or Climb. Miniatures have one of two types of bases—notched or unnotched. What kind of base a miniature has determines how that unit makes Moves. Creature Troopers, Emplacement Troopers, and Vehicles all have notched bases. For more information on unit types, see pg. 39.

LEAVING THE BATTLEFIELD

Units may not voluntarily end a movement with any of its miniature's bases partially or fully outside the battlefield. A miniature may leave the battlefield temporarily if it ends its movement with its base fully inside the battlefield, such as when a unit with a notched base moves along the Movement Tool. If this is not possible, the miniature stops its movement when it contacts the edge of the battlefield, then it loses any remaining actions and may not make any free actions.

STANDARD MOVE

To make a Standard Move, take a Movement Tool of lower or equal Speed of the moving unit and place it flat on the battlefield so that one end wholly touches the base of the unit's unit leader. Then, the player may adjust the joint of the Movement Tool as they wish. After the Movement Tool has been adjusted, pick up the unit leader miniature and place it on the battlefield in contact with any portion of the Movement Tool. A unit may choose to use a Movement Tool of a lower Speed when making a Move unless otherwise specified.

After placing the unit leader miniature, pick up any other miniatures in the unit and place them in Cohesion. If for any reason a miniature cannot be placed in Cohesion at the end of a Move, place it as close as possible to the unit leader.

When moving the unit leader of a unit with multiple miniatures, the player moving the unit may temporarily put non-unit leader miniatures in that unit out of the way to make room for the unit leader, placing these miniatures in Cohesion as normal after the unit leader is placed.

EXAMPLE: MAKING STANDARD MOVES

Marco is activating an undeployed unit of B1 Battle Droids. He declares a Move action to Deploy them by making a Standard Move. As the Battle Droids are Speed-2, he may choose either the Speed-1 or Speed-2 movement Tool. Marco chooses the Speed-2 Movement Tool and places it flat on the battlefield so that both prongs of one end of the Movement Tool touch the edge of the battlefield within allied Territory. Then, he may adjust the Movement Tool at its joint as he wishes. After he is content with the placement and position of the Movement Tool, Marco picks up the Battle Droid's unit leader and places it back down on the battlefield in contact with any portion of the Movement Tool. Then he picks up the rest of the miniatures in the Battle Droid unit and places them so that they are all within ½ of their unit leader.



With their first action complete, Marco declares the second action of the B1 Battle Droids will be another Move action. Because the Battle Droids are now Deployed, he places the Movement Tool on the battlefield so that one end wholly touches the unit leader's base. He then adjusts the Movement Tool and places his unit leader in contact with it. Finally, he picks up the rest of the miniatures in the Battle Droid unit and places them so that they are all within ½ of their unit leader.





NOTCHED BASE MOVEMENT

Units on notched bases follow all the above rules for movement. Additionally, a unit on a notched base must execute the following steps to make a Standard Move:

1. The player may rotate the unit leader's base up to 90° to the left or right, keeping the center of the base in the same place.
2. The player takes a Movement Tool less than or equal to the unit's Speed characteristic and places it flat on the battlefield so that one end is wholly inside the front notch of the unit leader's base.
3. The player may adjust the Movement Tool at its joint as they wish.
4. The player decides to make either a full Move and proceeds step 6 or a partial Move and proceeds to step 5. Unlike normal bases, notched bases cannot be placed anywhere along the Movement Tool and instead Move along the Tool with different requirements based on this decision.
5. To execute a partial Move, pick up the unit leader miniature and move it along the Movement Tool, taking care to keep the Movement Tool lined up with the front and rear notches on the base. The player may choose to stop this movement anywhere along the path created by the Movement Tool, moving the Movement Tool out of the way and placing the miniature on the battlefield. The miniature must be placed in such a way so that the line of the front and back notches on its base are parallel to the section of the Movement Tool the miniature reached at the farthest part of its Move.
6. To execute a full Move, pick up the unit leader miniature and move it along the Movement Tool, taking care to keep the Movement Tool lined up with the front and rear notches on the base. The player places the miniature so that the other end of the Movement Tool is inserted in the back notch of the miniature's base.
7. When a miniature makes a full or partial Move, if the base of the miniature is impeded by an object while moving, it must stop its movement prematurely unless it can legally Move through, over, or on top of the obstructing object. Move the Movement Tool out of the way and place the miniature on the battlefield accordingly.

8. After placing the unit leader miniature, pick up any other miniatures in the unit and place them in Cohesion. Miniatures with notched bases must be placed in the exact same directional orientation as their unit leader's base. If for any reason a miniature cannot be placed in Cohesion at the end of a Move, place it as close to the unit leader as possible.

NON-STANDARD MOVES

Climb and Pivot are not Standard Moves. These Moves each have a separate rules entry describing how they are made.

EXAMPLE: MOVING WITH NOTCHED BASES



Simone chooses to make a Standard Move with her Swoop Bike Riders. Since the Swoop Bike Riders have the Speeder X keyword, she cannot rotate the unit leader's base. She then chooses to use the Speed-3 Movement Tool since the Swoop Bike Riders are Speed-3. She places the movement Tool in the front notch of the Swoop Bike Riders unit leader's base. Next, she adjusts the Movement Tool as she wishes, then decides if she wants to make a full or partial Move. She decides to make a full Move and picks up the miniature and moves it along the Movement Tool, making sure to keep the Tool lined up with the front and rear notches on the miniature's base. She then places the miniature so that the rear notch is on the opposite end of the Movement Tool.





If Simone wishes to make a partial Move instead, she simply stops the miniature's movement along the Movement Tool at the desired point and places it on the battlefield in such a way so that the front and rear notches on its base are parallel to the section of the Movement Tool the miniature reached at the farthest part of its Move.



If terrain impedes a full or partial movement, the miniature must stop prematurely. Because the tower is stopping the Swoop Bike Riders movement, it ends its movement even though it has not traveled the full distance of the Movement Tool.

MINIATURES PHYSICALLY INTERFERING WITH MOVEMENT

While moving a miniature, treat the non-base portion of all miniatures as if they do not exist. A miniature's movement cannot be impeded by the non-base parts of itself or another miniature.

MOVING THROUGH MINIATURES

Miniatures can move through and overlap other miniatures during a Move, but they cannot end a Move overlapping other miniatures.

ABILITIES THAT PROVIDE MOVES

Some abilities provide Standard Moves, often of certain Speeds. A Move provided by an ability is not a Move action unless specifically stated.



MOVING THROUGH TERRAIN

Battlefields in *Star Wars: Legion* are often covered with terrain that impedes troops' movements.

When a unit makes a Standard Move, if it begins or ends a Move with any of its miniatures in difficult terrain, or the Movement Tool overlaps a piece of difficult terrain, the unit reduces its Speed by 1 to a minimum of 1 during that Move. This may force the unit to use a Movement Tool of a lower Speed than it originally intended.

Miniatures can make Standard moves onto or through obstacle terrain that is shorter than the height of the moving unit's Silhouette. When placing the Movement Tool, it may not overlap an obstacle terrain feature that is taller than the moving miniature's Silhouette. When a unit is overlapping an obstacle terrain feature, it may make a Standard Move if the vertical distance changed is not greater than the height of the moving unit's Silhouette. If they wish to Move onto, off of, or through obstacle terrain greater than the height of their Silhouette, they must instead make a Climb. Miniatures on notched bases may not Climb.

Impassable terrain completely prevents movement. Miniatures cannot Move or Climb onto or through impassable terrain unless they have a special rule which allows them to do so.

EXAMPLE: MAKING A STANDARD MOVE THROUGH TERRAIN



Evan declares a Move action with his Clone Trooper unit and chooses to make a Standard Move with them. As the clones are Speed-2, he may choose either the Speed-1 or Speed-2 Movement Tool. However, because the Clone Troopers are starting their Move on difficult terrain, their Speed is reduced by 1 to a minimum of 1, meaning they cannot use the Speed-2 Movement Tool.

If Obi-Wan Kenobi wishes to Move into the same piece of difficult terrain as the Clone Troopers, he will reduce his Speed by 1 to a minimum of 1 and must use the Speed-1 Movement Tool because the Movement Tool will overlap the difficult terrain.

CLIMBING

Sometimes units maneuver onto or through tall pieces of obstacle terrain. This is accomplished by making a Climb. Miniatures on notched bases may not Climb.

To make a Climb, a unit makes a Move as normal, except its Speed becomes 1 during this Move and cannot be increased. A miniature may Move a vertical distance up to height 1 when making a Climb and may place the Movement Tool overlapping obstacle terrain that is up to height 1 taller than the height of any terrain the unit may be on.

EXAMPLE: MAKING A CLIMB



Sarah wishes to Move her Clone Trooper unit on top of the building. She measures the height of the building and determines that it is taller than the Clone Trooper's Silhouette, meaning that the Clone Troopers cannot reach the top by making a Standard Move. Instead, Sarah makes a Climb with the Clone Troopers. The Clone Troopers Move as normal, except they must use the Speed-1 Movement Tool when Climbing, and they may Move up to a vertical distance of height 1 when making a Climb.

MELEE

Melee is close ranged, hand-to-hand combat between two or more units. When two miniatures controlled by opposing players are in base contact, those units are in Melee.

MOVING INTO MELEE

The only way a unit can Move or be placed into base contact with an enemy miniature is to Move into Melee. While a unit that has at least one weapon with a ⚔ is Moving or being placed, it can Move into Melee by Moving or placing that unit's unit leader into base contact with an enemy miniature. When a unit Moves into melee, the following steps must be performed:

1. After the unit leader of the unit Moving into Melee is placed, place the other miniatures in that unit into base contact with enemy miniatures in the unit that their unit leader is now in Melee with.
2. If the opponent's unit leader is not in base contact with an enemy miniature, that miniature's controlling player places it into base contact with a miniature in the unit that moved into Melee.
3. The opposing player places the other miniatures in their unit that are not currently in base contact with an enemy miniature or are not in Cohesion into base contact with miniatures from the enemy unit that Moved into Melee.



If any miniatures cannot be placed into base contact with enemy miniatures during this process, they must still be placed in Cohesion. Miniatures may never Move or be placed in such a way that they would be in base contact with multiple enemy units, though it is possible for a unit to be in Melee with multiple enemy units if another unit joins the Melee later.

EXAMPLE: MOVING INTO MELEE





Will decides that he wants to Move his Clone Trooper unit into Melee with Tony's Battle Droids. Because they have a Melee weapon, the Clone Troopers may Move into base contact with the Battle Droids. To do this, Will makes a Move with the Clone Troopers' unit leader that ends with the Clone Troopers' unit leader in base contact with 1 of the Battle Droids. Then, ensuring that all of the Clone Troopers remain in Cohesion, Will places the rest of the Clone Troopers so that they are also in base contact with the Battle Droids. The unit leader of the Battle Droids is in base contact with an enemy miniature, so it does not Move. Tony then places the Battle Droids that are not in base contact into base contact with Will's Clone Troopers while maintaining Cohesion. The Clone Troopers and Battle Droids are Engaged and in Melee.

ENGAGED

When two or more Trooper units are in Melee with one another, those units are Engaged. Only Trooper units can be Engaged. An Engaged unit cannot make Moves, make Ranged attacks, and cannot be targeted by Ranged attacks.

WITHDRAW

An Engaged unit may Withdraw during its Activation to leave Melee. To Withdraw, a unit must make a Move action. The unit's Speed becomes 1 during this Move action, before applying effects that increase or reduce speed. A unit with a Speed of 0 cannot Withdraw. A unit cannot Move into Melee during an Activation that it Withdraws. A unit cannot make a Standby action or an attack and Withdraw during the same Activation.

ATTACK

Attacks are usually made by units as part of an Attack action but can be made as part of another rule. A unit may make multiple attacks a turn but can only make 1 Attack action per turn, regardless of whether the Attack action is a free action.

ATTACK TIMING

1. Declare Defender
2. Form Attack Pool
    a. Determine Eligible Miniatures
    b. Choose Weapons and Gather Dice
3. Declare Additional Defender
4. Roll Attack Dice
    a. Upgrade or Downgrade Attack Dice
        I. Attacker downgrades attack dice
        II. Defender downgrades attack dice
        III. Attacker upgrades attack dice
        IV. Defender upgrades attack dice
    b. Roll Dice
    c. Reroll Dice
    d. Convert Attack Surges
5. Apply Dodge and Cover
    a. Determine Number of Obscured Miniatures
    b. Determine Cover
    c. Roll Cover Pool
    d. Apply Cover
    e. Apply Dodge
6. Modify Attack Dice
7. Roll Defense Dice
    a. Gather Defense Dice
    b. Upgrade or Downgrade Defense Dice
        I. Attacker downgrades defense dice
        II. Defender downgrades defense dice
        III. Attacker upgrades defense dice
        IV. Defender upgrades defense dice
    c. Roll Dice
    d. Reroll Dice
    e. Convert Defense Surges
8. Modify Defense Dice
9. Compare Results
10. Assign Suppression Token to Defender
11. Choose Additional Attack Pool

LINE OF SIGHT

Line of sight (LOS) is used to see if one miniature can "see" another miniature. A player determines LOS from the perspective of their miniatures. This is done by creating a cylinder rising from the miniature's base called a Silhouette. A miniature's Silhouette includes the miniature's base and the area above it up to the height of the Silhouette. When determining LOS between two miniatures, if an unobstructed straight imaginary line can be drawn from any part of one miniature's Silhouette to any part of the other miniature's Silhouette, those miniatures have LOS to each other.

To determine the height of a miniature's Silhouette, use the following rules:

- Trooper units and all their subtypes use a standardized Silhouette template to determine LOS. Place the side with the white mark touching the miniature's base, moving the template around if needed. The Large Silhouette template is not as wide as some bases, so it will need to be moved around to measure LOS to various parts of the Silhouette. Miniatures in Trooper units with small bases use the Small Silhouette template, and miniatures in Creature Trooper, Emplacement Trooper, and Heavy Trooper units use the Large Silhouette template.



Large Silhouette



Small Silhouette

- Unlike Trooper units, Vehicles do not use Silhouette templates when determining LOS. To determine a Vehicles Silhouette, create a cylinder rising from the Vehicle miniature's base all the way to the top of the Vehicle's hull—do not include things like antennas, arms, legs, weapons, or crew members when creating this cylinder. Players should discuss Vehicle Silhouettes before the game begins.

BLOCKING LOS

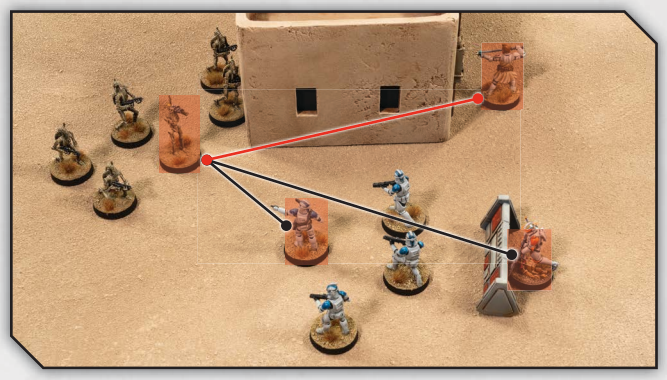
Regardless of which Silhouettes are used to determine LOS, several things may block LOS by preventing an imaginary straight line from being drawn between the Silhouettes of the two miniatures:

- The Silhouettes of miniatures in Vehicle units block LOS. For rules on Vehicles, see pg. 40.
- Terrain that the players have determined blocks LOS.
- The Silhouettes of miniatures in Trooper units and all their subtypes **do not** block LOS.
- The Silhouettes of Miniatures do not block LOS to or from other miniatures in the same unit.

TERRAIN BLOCKING LOS

Terrain can block LOS between miniatures by preventing an unobstructed imaginary straight line from being drawn between their Silhouettes. This usually is due to the terrain's size or shape creating a barrier between the two Silhouettes. Additionally, some terrain also blocks LOS due to its nature of being concealing or obscuring—an example of this would be a billowing smokestack, a foggy marsh, or a burning ruin. Terrain like this should be identified by the players before the game begins.

EXAMPLE: DRAWING LINE OF SIGHT AND BLOCKING LOS



The Battle Droids can draw LOS to the Clone Troopers because they can draw an imaginary straight line from their unit leader's Silhouette to at least 1 of the Clone Trooper's Silhouettes.

The Battle Droids can draw LOS to Clone Commander Cody because the Silhouette of the Clone Troopers does not block LOS.

The Battle Droids do not have LOS to Obi-Wan Kenobi, because the building blocks all unobstructed straight imaginary line from their unit leader's Silhouette to any part of his Silhouette.

WEAPONS

Each unit is equipped with weapons that miniatures may contribute to Attack Pools. Every weapon has a Range and dice it contributes to an Attack Pool when used by a miniature during an attack. Some weapons have keywords associated with them, called weapon keywords. Weapons on Upgrade or Command Cards sometimes have their own surge charts.

A weapon with a icon is a Melee weapon, and a weapon with a blue Range icon is a Ranged weapon. A weapon with both a icon and one or more blue Ranged icons can be used as a Melee weapon or a Ranged weapon, chosen when the weapon is added to an Attack Pool—treat the weapon as that type for the duration of the attack sequence.

An Attack Pool that contains Melee weapons is a Melee attack, while an Attack Pool that contains Ranged weapons is a Ranged attack.



BACKUP

When an allied Trooper unit with the or Rank is defending against a Ranged attack from an attacking unit whose unit leader is not within 2, the defending unit benefits from Backup if it is within and has LOS to the unit leader of an allied unit that provides Backup. A unit must meet the following requirements to provide Backup:

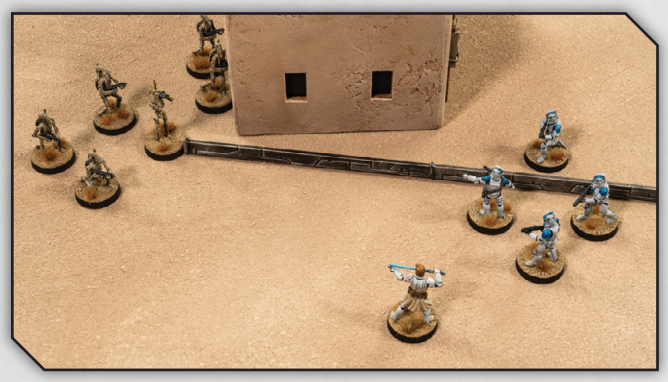
- The unit has the Rank.
- The unit is a Trooper unit.
- The unit does not have a number of Suppression tokens equal to or greater than its .

A unit beneffiting from Backup may cancel up to 2 results during the Modify Attack Dice step of the attack sequence.

DECLARE DEFENDER

The first stage in the attack sequence is choosing an enemy unit to attack. The attacking player declares they are making an Attack action with their unit against an enemy unit, which becomes the defending unit. Then, measuring from the attacking unit's unit leader, the attacking player checks to see that the defending unit is within Range of at least 1 of the attacking unit's weapons and has at least 1 miniature in LOS of the attacking unit leader. If either of these conditions cannot be met, the attack or Attack action cannot be made.

EXAMPLE: DECLARE DEFENDER



Sarah has declared an Attack action with her unit of Battle Droids. The first step of the attack sequence is to declare a defender. Measuring from the Battle Droids' unit leader, Sarah chooses an enemy unit that is within Range of at least one of the Battle Droid's weapons and that has at least 1 miniature in LOS. In this case, since the Battle Droids' weapons are 1–3, Sarah must choose an enemy unit within 3 of the Battle Droids' unit leader that is also in LOS. Since the Battle Droid unit leader has LOS to both Obi-Wan Kenobi and the Clone Troopers, and both are within Range of at least 1 of the Battle Droids' weapons, Sarah can choose either as the defending unit.

FORM ATTACK POOL

The Attack Pool consists of all the attack dice the attacking unit rolls against the defending unit. To form the Attack Pool, the attacking player makes the following steps:

1. **Determine Eligible Miniatures:** A miniature in the attacking unit is eligible to add dice to the Attack Pool if that miniature has LOS to any miniature in the defending unit.

2. **Choose Weapons and Gather Dice:** For each eligible miniature, the attacking player may choose up to 1 weapon available to the miniature to add to the Attack Pool, along with any weapon keywords that weapon may have.

- A miniature must meet any requirements to choose a weapon.

- A miniature may only add a weapon to an Attack Pool once throughout the entire attack sequence.

- Weapons provided by a , , or upgrade or Command Card can only be used by the miniature indicated on the card.

- A weapon cannot be chosen if the defending unit is within a Range less than the weapon's minimum Range or greater than the weapon's maximum Range, as measured from the attacking unit leader to the closest miniature in the defending unit.

- A Ranged weapon cannot be chosen if the defending unit is in Melee with the attacking unit.

- An Attack Pool cannot contain both Melee and Ranged weapons.

- An Attack Pool can consist of different weapons.

- All weapons with an identical name must go in the same Attack Pool and cannot be split among multiple Attack Pools.

- An Attack Pool must consist of at least 1 weapon.

After the attacking player is done forming the Attack Pool, they gather all the dice for that Attack Pool and place them on the battlefield next to the defending unit.

EXAMPLE: FORMING ATTACK POOLS



Summer has declared an attack with her unit of Battle Droids and ensured that the defending unit of Clone Troopers are in Range and LOS. Next, Summer determines eligible miniatures by checking LOS from each individual Battle Droid in the unit. A miniature is eligible to contribute dice to an Attack Pool if it has LOS to any miniature in the defending unit. Summer determines that all but 1 of Battle Droids are eligible miniatures. Then, for each eligible miniature, Summer chooses 1 of the weapons available to the unit for that miniature to contribute to the Attack Pool. A miniature must meet all requirements, if any, to choose a particular weapon. Finally, Summer cannot choose any weapons if the Clone Troopers would be closer than the weapon's minimum Range or not within the weapon's maximum Range.

Since the Clone Troopers are within 2 and Summer has 4 eligible Battle Droids, she decides to add 4 1–3 blaster rifles to the Attack Pool. She gathers the dice for these weapons and places them together on the battlefield next to the defending unit.

ATTACKING IN MELEE

Miniatures that are not in base contact with an enemy miniature can still contribute dice to an Attack Pool with a Melee weapon if they belong to a unit in Melee. A Melee weapon cannot be in the same Attack Pool as a non-Melee weapon.

DECLARE ADDITIONAL DEFENDER

If there are any remaining weapons available to a unit that have not been added to an Attack Pool, and there are eligible miniatures that have not yet added a weapon to an Attack Pool, the attacking player may repeat steps 1–2 of the attack sequence, forming a new Attack Pool targeting a different defending enemy unit than any other Attack Pool. Weapons cannot be added to an Attack Pool if a weapon with the same name has already been added to a different Attack Pool.

EXAMPLE: DECLARE ADDITIONAL DEFENDER

In the previous example, Sarah put all the Clone Troopers' weapons into the same Attack Pool. If she wishes, she may leave the heavy weapon out of the Attack Pool and instead form a pool with only the 4 blaster rifles, leaving an eligible miniature that has not contributed a weapon to an Attack Pool. After she has formed the first Attack Pool, she may then choose to declare a new defender and repeat steps 1–2 of the attack sequence, forming a new Attack Pool with the heavy weapon against a different defending unit.

ROLL ATTACK DICE

The attacking player chooses an Attack Pool and resolves the following steps in order:

1. **Upgrade or Downgrade Attack Dice:** Resolve any effects that downgrade 1 or more attack dice in the Attack Pool, starting with the attacker. Then, resolve any effects that upgrade 1 or more Attack dice in the Attack Pool, starting with the attacker.

2. **Roll Dice:** The attacking player rolls the dice in the Attack Pool.

3. **Reroll Dice:** The attacking player can resolve any abilities or spend any Aim tokens that allow the attacking unit to reroll attack dice. A unit may spend any number of Aim tokens while it is attacking to reroll up to 2 different attack dice for each Aim token spent. If a unit has multiple Aim tokens, that unit can choose to spend each Aim token after determining the results of any previous rerolls granted by Aim tokens. A unit may reroll the same die multiple times by spending multiple Aim tokens, but each die may only be rerolled once per Aim token.

4. **Convert Attack Surges:** The attacking player changes any ⚠ results to the result indicated on the Unit Card. Additonally, the attacking player may spend any number of Surge tokens on the attacking unit to convert 1 ⚠ result to a ✸ result for every Surge token spent. If no result is indicated, turn the die to a Blank result.

EXAMPLE: ROLL ATTACK DICE

Simone has an attacking unit of Snowtroopers with an Attack Pool that consists of 5 white dice. She rolls the dice and gets 1 ✹, 1 ✸, 1 ⚠, and 2 Blank results. Having rolled the dice, Simone then resolves any abilities that let her reroll dice. The Snowtroopers do not have any reroll abilities, but they do have an Aim token. Simone chooses to use the Aim token to reroll up to 2 dice of her choice. Both dice must be rerolled at the same time; she cannot reroll 1 and then reroll it again with the same Aim token. Simone chooses to reroll both Blank dice, getting 1 ⚠ and 1 Blank result, bringing the final dice results to 1 ✹, 1 ✸, 2 ⚠, and 1 Blank result. Next, she converts attack surges. Since the Snowtroopers have ⚠:✸ on the surge chart on their Unit Card, Simone changes the 2 ⚠ results to ✸ results. If the Snowtroopers did not have ⚠:✸, she would have turned the ⚠ results to Blank results instead. The final dice results for the attack are therefore 1 ✹, 3 ✸, and 1 Blank result.

CANCELING RESULTS

When a result in an Attack Pool is canceled, remove that result from the Attack Pool.

UPGRADING AND DOWNGRADING DICE

Some effects will instruct players to upgrade or downgrade a unit's attack or defense dice. When a die is upgraded or downgraded, it is removed from the Attack or Defense pool and the corresponding die it was upgraded or downgraded to is added. If the color of a die being upgraded or downgraded is not specified by the effect, the player controlling that effect may choose which dice are upgraded or downgraded. A die cannot be upgraded or downgraded more than once by the same effect.

When upgrading attack dice, a white attack die is upgraded to a black attack die, and a black attack die is upgraded to a red attack die. A red attack die cannot be upgraded.

When downgrading attack dice, a red attack die is downgraded to a black attack die, and a black attack die is downgraded to a white attack die. A white attack die cannot be downgraded.

When upgrading defense dice, a white defense die is upgraded to a red defense die. A red defense die cannot be upgraded.

When downgrading defense dice, a red defense die is downgraded to a white defense die. A white defense die cannot be downgraded.

APPLY DODGE AND COVER

1. **Determine Number of Obscured Miniatures:** If the attack is not a Ranged attack, skip to the Apply Dodge step below. If the attack is a Ranged attack, the attacking player checks LOS from the attacking unit leader to each miniature in the defending unit. If LOS to a miniature is completely blocked, the miniature is obscured. If LOS from any part of the attacking unit leader's Silhouette to any part of the defending miniature's Silhouette is blocked by terrain that the attacking unit leader is not in base contact with and that terrain is within 1½ of the defending miniature, the defending miniature is obscured. Repeat this process for every miniature in the defending unit.

2. **Determine Cover:** If at least half of the miniatures in the defending unit are obscured, the defending unit has Cover. The type of Cover is determined by whatever is obscuring the defending unit, providing either heavy or light Cover based on the players' discussion of terrain before the game. If a unit has Cover and at least 1 of the miniatures in the defending unit is obscured by terrain that provides heavy Cover, the unit has heavy Cover. If the defending unit has Cover but does not have heavy Cover, it has light Cover.

   While a unit is Suppressed, it improves its Cover by 1: a unit with no Cover gains Light Cover, and a unit in light cover gains heavy Cover.

3. **Roll Cover Pool:** If the defending unit has Cover, the defending player rolls 1 white defense die for every ✸ result in the Attack Pool.

4. **Apply Cover:** If the defending unit has light Cover, it cancels 1 ✸ result in the Attack Pool for each ▼ result in the Cover Pool. If the defending unit has heavy Cover, it cancels 1 ✸ result in the Attack Pool for each ▼ and each ⚜ result in the Cover Pool instead.

5. **Apply Dodge:** If the defending unit has 1 or more Dodge tokens, the defending player may spend any number of them. For each Dodge token spent, cancel 1 ✸ result in the Attack Pool. Units may spend Dodge tokens even if there are no ✸ results in the Attack Pool.

EXAMPLE: APPLYING COVER

Summer's Clone Troopers are attacking Brian's unit of 7 Battle Droids with a Ranged attack; she has rolled 1 ✡ and 3 ✸ results. Summer then checks LOS from the Clone Troopers' unit leader to each miniature in the Battle Droid unit. Summer has LOS to every miniature in the Battle Droid unit, but part of the Silhouette of 5 Battle Droids is blocked by terrain. Brian then measures the distance between those Battle Droids and the obscuring terrain. Since 4 of them are at 1½ of the obscuring terrain, those 4 miniatures are obscured.

Because at least half of the Battle Droids are obscured, the Battle Droids have Cover. Before the game, Brian and Summer determined that the building provides heavy Cover and the crates provide light Cover. Because at least 1 of the Battle Droids is obscured by the building, the Battle Droids have heavy Cover.

Brian then rolls 3 white defense dice in the Cover Pool, 1 for each ✸ result. Brian rolls 1 Blank result and 2 ⚜ results.

Because the Battle Droids have heavy Cover, 2 ✸ results are canceled in the attack roll, 1 for each ▼ and ⚜ result in the Cover Pool. That leaves 1 ✡ and 1 ✸ result in the Attack Pool.

Brian's Battle Droids do not have any Dodge tokens, so the Apply Dodge and Cover step of the attack is over.

MODIFY ATTACK DICE

The attacking player may resolve any effects that modify the attacking unit's attack dice. Then the defending player may resolve any effects that modify the attacking unit's attack dice.

ROLL DEFENSE DICE

The defending player rolls defense dice by following the below steps.

1. **Gather Defense Dice:** For every remaining ✸ and ✡ result remaining in the Attack Pool, the defending player adds 1 defense die to the Defense Pool, using the die pictured on the defending Unit Card.

2. **Upgrade or Downgrade Defense Dice:** Resolve any effects that downgrade 1 or more defense dice in the Defense Pool, starting with the attacker. Then, resolve any effects that upgrade 1 or more defense dice in the defense roll, starting with the attacker.

3. **Roll Defense Dice:** Roll all of the defense dice in the Defense Pool. The result of this roll is the defense roll.

4. **Convert Defense Surges:** The defending player changes any ⚡ results to the result indicated on the Unit Card. If no result is indicated, turn the die to a Blank result. The defending player may spend any number of Surge tokens on the defending unit to convert 1 ⚡ result to a ▼ result for each Surge token spent.

EXAMPLE: ROLLING DEFENSE DICE

Summer has attacked Brian's Battle Droids and has an Attack Pool of 1 ✡ and 1 ✸ result after applying Dodge and Cover. Since Battle Droids have white defense dice, Brian rolls 2 white defense dice, 1 for each ✸ and ✡ result remaining. He rolls 1 ▼ and 1 ⚡ result.

After rolling defense dice, Brian may use any abilities that allow him to reroll defense dice. The Battle Droids do not have such an ability, so he proceeds to convert defense surges. Since Battle Droids do not have ⚡:▼ on their Unit Card, he changes the ⚡ he rolled to a Blank, resulting in a final roll of 1 ▼ and 1 Blank result.

MODIFY DEFENSE DICE

The defending player may resolve any effects that modify the defending unit's defense dice. Then the attacking player may resolve any effects that modify the defending unit's defense dice.

COMPARE RESULTS

The attacking player counts the number of ✸ and ✡ results. Then the defending player counts the number of ▼ results and subtracts the total number of ▼ results from the total number of ✸ and ✡ results. The defending unit suffers a number of Wounds equal to the difference.

EXAMPLE: COMPARING RESULTS

Summer has rolled 1 ✡ and 1 ✸ result after applying Cover in her attack against Brian's Battle Droids, and he has rolled 1 ▼ and 1 Blank result in defense. Summer counts her ✸ and ✡ results for a total of 2. Brian counts his ▼ results for a total of 1. The players subtract Brian's total from Summer's total for 2-1=1. Since the defending unit suffers a number of Wounds equal to the difference in the attacking and defending results, Brian's Battle Droids suffer 1 Wound.

SUFFERING WOUNDS AND DEFEATING MINIATURES

When a player's unit suffers Wounds, that player chooses a miniature from that unit and assigns Wound tokens to it until either all Wounds have been suffered or the miniature is defeated.

A miniature is defeated when it has a number of Wound tokens assigned to it equal to its Wound threshold. If there are unassigned Wounds remaining after a miniature has been defeated, the player chooses another miniature from the same unit and repeats the process until either all Wounds have been assigned or all miniatures in the unit have been defeated. When a unit suffers Wounds from a Ranged attack, if the attacker has LOS to only some of the miniatures in the defending unit, the defending unit cannot suffer Wounds greater than the total Wound threshold of miniatures that are in LOS.

A unit leader cannot be assigned Wounds unless it is the only miniature in the unit.

A miniature or unit with at least 1 Wound token is Wounded. When assigning Wound tokens, the Wounded miniature with the most Wound tokens must be chosen before any others when assigning Wounds and must be assigned Wounds until it is defeated. If more than 1 miniature has the same number of Wound tokens assigned, choose 1 of those miniatures to assign Wounds to.

When a miniature is defeated, remove it from the battlefield. If a unit leader is defeated and there are still undefeated miniatures in the unit, the unit's controlling player must immediately choose another miniature in that unit to become the unit leader, replacing that miniature with the unit leader miniature.

When all of the miniatures in a unit are defeated, the unit is defeated. Remove all Order tokens for that unit from the battlefield.

REMOVING MINIATURES IN MELEE

When miniatures in Melee are defeated, space may be created for the attacking miniatures to advance. After the attack is resolved, the attacking player performs the following steps to place their miniatures back into Melee:

1. That player places each allied unit leader miniature that is no longer in base contact with any enemy miniatures into base contact with an enemy unit their unit was in Melee with before the attack was resolved.
2. That player places each allied miniature that is not in Cohesion or no longer in base contact with an enemy miniature into Cohesion and into base contact with an enemy unit their unit was in Melee with before the attack was resolved.

Then the defending player performs the steps above. If any miniature cannot be placed into base contact with an enemy miniature during this process, they must still be placed into Cohesion.

If, for any reason, miniatures cannot be placed back into base contact with an enemy miniature and none of the miniatures belonging to that unit are in base contact with an enemy miniature, those miniatures do not move and that unit is no longer in Melee.

EFFECTS THAT DEAL OR ASSIGN WOUNDS

Some effects deal or assign Wounds without going through the attack sequence. These effects are not attacks, so no defense dice are rolled, nor are any Suppression tokens assigned. The player that controls the unit suffering Wounds assigns the Wounds as normal.

Some effects explicitly state that a certain miniature in a unit suffers Wounds. In this case, the player who controls the effect may assign any Wounds suffered in this way, ignoring the normal rules for assigning Wounds.

EXAMPLE: ASSIGNING WOUNDS AND DEFEATING MINIATURES

After comparing results, Dallas' unit of 5 Clone Troopers has suffered 3 Wounds from an attack. He then assigns 1 of the Wounds to a miniature in the unit. Since all the miniatures in the Clone Trooper unit have a Wound threshold of 1, the miniature that Dallas assigned a Wound to is defeated. Since there are 2 unassigned Wounds remaining, Dallas chooses another miniature from the same unit and repeats the process until either all Wounds have been suffered or all miniatures in the unit have been defeated. Since each Clone Trooper only has a Wound threshold of 1 and the unit suffered 3 Wounds, this means that 3 Clone Troopers are defeated, leaving 2 Clone Troopers remaining.

After comparing results, Chris' unit of 3 unwounded Wookiees has suffered 4 Wounds. He then assigns 1 of the Wounds to a miniature in the unit. Because Wookiees have a Wound threshold of 3, the Wookiee is not defeated when it is assigned the Wound, and Chris has 3 more Wounds left to assign. However, because the Wookiee has at least 1 Wound token assigned to it, it is Wounded, and Chris MUST choose to assign it any additional Wound tokens since it has more Wound tokens assigned to it than any other miniature in the unit. Chris is forced to assign the next 2 Wounds to that Wookiee until it reaches its Wound threshold of 3 and is defeated, leaving 1 Wound left to be assigned. Chris must choose a non-unit leader Wookiee to assign the Wound to. In the future, because the Wounded Wookiee has more Wound tokens than the others, Chris must assign Wounds to it first, and must continue to do so until it is defeated.

ASSIGN SUPPRESSION TOKEN TO DEFENDER

After resolving steps 1–9 of the attack sequence, if there were any ✸ or ✲ results in the Attack Pool during the Roll Attack Dice step of the attack sequence and the attack was a Ranged attack, if the defending unit was not defeated, it gains 1 Suppression token.

CHOOSE ADDITIONAL ATTACK POOL

After resolving steps 1–10 of the attack sequence, if the attacking unit still has Attack Pools to resolve, the attacking player chooses another Attack Pool to resolve against a defending unit, making an attack against it by repeating steps 4–11 of the attack sequence.

Once all of an attacking unit's Attack Pools have been resolved, the Attack action ends.

FULL ATTACK SEQUENCE EXAMPLE

Simone has declared an Attack action with her unit of Snowtroopers. The first step of the attack sequence is to declare a defender. Measuring from the Snowtroopers' unit leader, Simone chooses an enemy unit that is in Range of at least 1 of the Snowtrooper's weapons and that has at least 1 miniature in LOS. In this case, since the maximum Range on the Snowtrooper's weapons is 3, Simone must choose an enemy unit within ❸ of the Snowtrooper unit leader that is also in LOS. The Snowtroopers cannot see Luke Skywalker because they do not have LOS to him. Instead, Simone declares the Rebel Troopers as the defending unit, as they are within ❸ of the Snowtroopers unit leader and are in LOS.

Next, Simone determines eligible miniatures by checking LOS from each individual Snowtrooper in the attacking unit. A miniature is eligible to contribute dice to an Attack Pool if it has LOS to any miniature in the defending unit. Simone determines that all but 1 of the Snowtroopers are eligible miniatures. Then, for each eligible miniature, Simone chooses 1 of the weapons available to the unit for that miniature to contribute to the Attack Pool. A miniature must meet all requirements, if any, to choose a particular weapon. Finally, Simone cannot choose any weapons if the Rebel Troopers would be closer than the weapon's minimum Range or not within the weapon's maximum Range.

Since the Rebel Troopers are within 3 and Simone has 5 eligible Snowtroopers, Simone decides to add 5 1–3 blaster rifles to the Attack Pool. Simone gathers the dice for these weapons and places them together on the battlefield next to the defending unit.

The Attack Pool consists of 5 white dice. Simone rolls the attack dice and gets 1 ☼, 1 ✸, 1 ⚂, and 2 Blank results. Having rolled the dice, Simone then resolves any abilities that let her reroll dice. The Snowtroopers do not have any reroll abilities, but they do have an Aim token. Simone chooses to use the Aim token to reroll up to 2 dice of her choice. Both dice must be rerolled at the same time, she cannot reroll 1 and then reroll it again with the same Aim token. Simone chooses to reroll both Blank dice, getting 2 ⚂ results, bringing the final dice results to 1 ☼, 1 ✸, and 3 ⚂ results. Next, she converts attack surges. Since the Snowtroopers have ⚂:✸ on their Unit Card, Simone changes the 3 ⚂ results to ✸ results. If the Snowtroopers did not have ⚂:✸, she would have turned the ⚂ results to Blank results instead. The final dice results for the attack are therefore 1 ☼ and 4 ✸ results.

The next step of the attack is to Apply Dodge and Cover. To do so, Simone checks LOS from the Snowtrooper's unit leader to each miniature in the Rebel Trooper unit. If LOS to any part of a Rebel Trooper's Silhouette is blocked by terrain that the Snowtroopers' unit leader is not in base contact with, and that terrain is within ½ of that Rebel Trooper, it is obscured. Simone checks LOS and determines that 5 Rebel Troopers are obscured.

Because at least half of the Rebel Troopers are obscured, the Rebel Troopers have Cover. Before the game, Will and Simone determined that the crates provide light Cover. Because over half of the Rebel Troopers are obscured by the crates, the Rebel Troopers count as having light Cover.

Will then rolls 4 white defense dice in the Cover Pool, 1 for each ✸ result. Will rolls 2 Blank results, 1 ⚃ result, and 1 ▼ result.

Because the Rebel Troopers have light Cover, 1 ✸ result is canceled for each ▼ result in the Cover Pool. Will only rolled 1 ▼ result, so he cancels 1 ✸ result in Simone's dice roll, leaving the Attack Pool at 1 ☼ and 3 ✸ results.

Will's Rebel Troopers do not have any Dodge tokens, so the attack moves to the next step.

Since Rebel Troopers have white defense dice, Will rolls 4 white defense dice, 1 for each ✸ and ☼ result remaining. He rolls 1 ▼, 1 ⚃, and 2 Blank results.

After rolling defense dice, Will may use any abilities that allow him to reroll defense dice. The Rebel Troopers do not have such an ability, so he proceeds to convert defense surges. Since Rebel Troopers have ⚃:▼ on their Unit Card, he changes the ⚃ he rolled to a ▼, resulting in a final roll of 2 ▼ and 2 Blank results.

Simone has rolled 1 ☼ and 3 ✸ results after applying Cover in her attack against Will's Rebel Troopers, and he has rolled 2 ▼ and 2 Blank results in defense. Simone counts her ✸ and ☼ results, for a total of 4. Will counts his ▼ results for a total of 2. The players subtract Will's total from Simone's total for 4-2=2. Since the defending unit suffers a number of Wounds equal to the difference in the attacking and defending results, Will's Rebel Troopers suffer 2 Wounds.

Will must now assign the Wounds to miniatures in the Rebel Trooper unit. Since all the miniatures in the Rebel Trooper unit have a Wound threshold of 1, each miniature that Will assigns a Wound to is defeated. Will chooses a Rebel Trooper to assign the Wound to, and that miniature is defeated. There is still 1 unassigned Wound remaining, so Will chooses another miniature from the same unit and repeats the process until either all Wounds have been suffered or all miniatures in the unit have been defeated. Since each Rebel Trooper only has a Wound threshold of 1 and the unit suffered 2 Wounds, 2 Rebel Troopers are defeated, leaving 3 Rebel Troopers left.

Because there were ✸ or ☼ results in the Attack Pool during the Roll Attack Dice step of the attack sequence, and the attack was a Ranged attack, the Rebel Trooper unit gains 1 Suppression token.

STANDBY

A Trooper or Ground Vehicle unit can make the Standby action to gain 1 Standby token. Place it on the battlefield near the unit's unit leader. A unit cannot make an Attack action and a Standby action in the same Activation. A unit can only have 1 Standby token at a time.



During the **Activation Phase**, after an enemy unit within 2 and in LOS of any miniature in an allied Trooper or allied Ground Vehicle unit with a Standby token makes an attack, Move, or action, if it is not that allied unit's Activation and that attack, Move, or action was not caused by an effect of that allied unit's controlling player, that allied unit may spend a Standby token to make a free Move action or a free Attack action. The only unit that can be declared as a defender during a free Attack action made in this way is the enemy unit that made the attack, Move, or action that triggered the Standby.

If a unit makes a Move, an attack, an action, or gains 1 or more Suppression tokens, it removes any Standby tokens it has.

A Standby token is spent before any effects that trigger after an attack, Attack action, Move, or Move action is resolved. A unit cannot spend a Standby token until all of an attacking unit's Attack Pools have been resolved.

EXAMPLE: STANDBY



Melissa's Battle Droid unit makes the Standby action and gains a Standby token. Later in the round, the enemy Clone Trooper unit activates and makes an action. Because the Clone Trooper unit is within 2 of the Battle Droids and in LOS, after the action is complete the Battle Droids may spend their Standby token to make a free Move or Attack action after the Clone Trooper's action is resolved.

PLACE ORDER TOKEN

Once the active player has resolved any end of unit Activation effects, if the unit has a faceup Order token, flip it facedown or assign it the drawn Order token facedown. The unit's Activation and active player's Turn have ended, and the other player becomes the active player. They take their Turn, repeating steps 2–3 of the **Activation Phase**.

RESOLVE END OF ACTIVATION PHASE EFFECTS

When all units on the battlefield have been activated, both players' Order Pools are empty, and neither player has Order tokens on Command Cards, resolve any effects that occur at the end of the **Activation Phase**.

Once any end of **Activation Phase** effects have been resolved, the **Activation Phase** is over and players proceed to the **End Phase**.

THE END PHASE

During the **End Phase**, players prepare for the next Round by scoring VPs, discarding Command Cards, removing certain types of tokens, updating the Order Pool, resolving any effects, and advancing the Round counter.

PARTS OF THE END PHASE

1. Resolve Any Abilities or Effects that happen at the Start of the End Phase
2. Score VPs
3. Discard Command Cards
4. Remove Tokens
5. Update Order Pool
6. Resolve Any Abilities or Effects at End of End Phase
7. Advance Round Counter

SCORE VICTORY POINTS

Players score VPs as described on the Objective Card. Then players score VPs as described on the Secondary Objective Card.

DISCARD COMMAND CARDS

Each player discards their revealed Command Cards from this Round into their discard pile. These cards cannot be used again this game.

REMOVE TOKENS

Players remove all Aim, Dodge, Observation, Surge, and Standby tokens from their units. Then, they remove 1 Suppression token from each of their units, if able. Finally, each player removes all Advantage tokens from their Pass Pool.

ADVANCE ROUND COUNTER

Set the Round counter to the next highest number. The current Round is over, and a new Round begins. After the fifth game Round, the game ends.

APPENDIX A: NOTCHED BASES

Some miniatures in *Star Wars: Legion* have notched bases. Units on notched bases follow all of the rules detailed in this section.



MOVING WITH NOTCHED BASES

Miniatures with notched bases have a number of additional movement options available to them:

PIVOT

Some miniatures that have notched bases can Pivot. If a unit can Pivot, it is noted in the rules for its unit type.

When a unit that can Pivot makes a Move action, it may choose to Pivot instead of making another movement. To Pivot, rotate the unit leader's base up to 90° to the left or right, keeping the center of the base in the same place. If a unit contains multiple miniatures, each miniature in the unit must Pivot so that the directional orientation of its base is the same as the unit leader's.

REVERSE MOVES

Some miniatures on notched bases can Reverse. Only certain unit types may make Reverse Moves.

When a unit makes a Move action, it may choose to make a Reverse Move instead of making another movement. A Reverse Move is a normal notched base Standard Move, with the following exceptions:

- When making a partial Reverse Move, instead of placing the Movement Tool wholly in the front notch of the unit leader's base at the start of the Move, place the Movement Tool wholly in the rear notch.
- When making a full Reverse Move, instead of placing the Movement Tool in the front notch of the unit leader's base, place it in the rear notch. Then place the front notch of the unit leader's base on the other end of the Movement Tool.
- While making a Reverse Move, a unit reduces its Speed by 1 to a minimum of 1.

ATTACKING WITH NOTCHED BASES

Miniatures with notched bases have four different arcs represented by lines sculpted on their bases: front, two sides, and rear. These arcs are referenced by certain rules, such as the **Fixed** and **Weak Point** keywords.

APPENDIX B: UNIT TYPES

Each unit in *Star Wars: Legion* has a unit type indicated on their Unit Card. All units are either Troopers or Vehicles, and each type has a number of subtypes with their own special rules.

TROOPER

Trooper is the most common unit type in *Star Wars: Legion*. Trooper units may have the following subtypes, each with their own additional rules:

- Clone Trooper
- Creature Trooper
- Droid Trooper
- Emplacement Trooper
- Heavy Trooper
- Heavy Droid Trooper
- Mandalorian Trooper
- Wookiee Trooper

Rules that affect a Trooper unit affect all its subtypes. Subtypes must follow all the rules of normal Trooper Units unless otherwise stated.

CLONE TROOPER

- While attacking or defending, a Clone Trooper unit may spend 1 Aim, Dodge, or Surge token belonging to another allied Clone Trooper unit within 2 and in LOS as if the attacking or defending unit had that token.

CREATURE TROOPER

- Creature Troopers have notched bases.
- Creature Troopers can make Reverse Moves.
- Creature Troopers can Pivot, even while they are Engaged.
- Creature Troopers do not receive Cover from barricades.
- Creature Troopers can attack and Withdraw during the same Activation.

DROID TROOPER

- Droid Troopers do not make 1 less action due to being Suppressed at the start of the Make Actions step.
- Droid Troopers cannot gain or resolve Poison tokens.

EMPLACEMENT TROOPER

- Emplacement Troopers have notched bases.
- Emplacement Troopers can make Reverse Moves.
- Emplacement Troopers can Pivot, even while they are Engaged.

HEAVY TROOPER

- Heavy Troopers may have notched bases.
- Heavy Troopers can make Reverse Moves.
- Heavy Troopers can Pivot, even when they are Engaged.
- Heavy Troopers do not receive Cover from barricades.
- Heavy Troopers can attack and Withdraw during the same activation.

HEAVY DROID TROOPER

- Heavy Droid Troopers are both Heavy Troopers and Droid Troopers.

MANDALORIAN TROOPER

- Mandalorian Troopers have no additional special rules, other than being referenced by their unit type for certain rules and abilities.

WOOKIEE TROOPER

- The first time a Wookiee Trooper unit makes a Climb during its Activation, it retains its Speed instead of its Speed becoming 1.

VEHICLES

There are many types of vehicles in *Star Wars: Legion,* from lumbering tanks to soaring airspeeders and everything in between. Every Vehicle unit in *Star Wars: Legion* also has one of the subtypes listed below with their own special rules:

- Ground Vehicle
- Repulsor Vehicle
- Flying Vehicle

Rules that affect a Vehicle unit affect all its subtypes unless otherwise stated. Regardless of subtype, all Vehicles have the Resiliency rules listed below.

RESILIENCY

Vehicles do not have a ◈. Instead most, but not all, have a Resilience value. A Vehicle that does not have a Resilience value has a "-" on its Unit Card where the Resilience value should be.

When a Vehicle with a Resilience value has a number of Wounds equal to or more than its Resilience value, after the effect causing this is resolved, the Vehicle gains a Vehicle Damage token.



When a Vehicle unit that does not have the AI keyword starts its Activation, if that Vehicle has a Vehicle Damage token, roll 1 white defense die. On a Blank result that Vehicle makes 1 fewer action during its Make Actions step.

A Vehicle can only have 1 Vehicle Damage token at a time and can only gain a Vehicle Damage token in this way once per game.

EXAMPLE: VEHICLE DAMAGE

Nicholas' AAT Tank has already suffered 3 Wounds and suffers 3 more from an attack. After the attack is resolved, Nicholas' AAT Tank gains a Vehicle Damage token.

Because a Vehicle can only ever gain a Vehicle Damage token when it has Wounds equal to its Resilience once per game, if Nicholas removes the Vehicle Damage token from his AAT Tank and it suffers further Wounds, he does not gain another Vehicle Damage token.

GROUND VEHICLES

- Ground Vehicles have notched bases.
- Ground Vehicles can Pivot and make Reverse Moves.
- Ground Vehicles can end a Move with some part of their base partially overlapping terrain.
- A Ground Vehicle may not end a Move or be placed in a position where the miniature would be physically unstable or fall over, or cause the angle of the miniature's base to be greater than 45°.
- Ground Vehicles can be in Melee but cannot be Engaged.
- Ground Vehicles block LOS as if they were a piece of area terrain consisting of the volume of their Silhouette.
- When determining the number of obscured miniatures and determining Cover during an attack sequence, treat Ground Vehicles as a piece of area terrain consisting of the volume of their Silhouette that provides heavy Cover.
- When a Ground Vehicle is defending against a Ranged attack, during the Apply Dodge and Cover step, it cannot be obscured and cannot have Cover as a result of being obscured.

REPULSOR VEHICLES

- Repulsor Vehicles have notched bases.
- Repulsor Vehicles can Pivot.
- Repulsor Vehicles cannot make the Standby action or gain or spend Standby tokens.
- Repulsor Vehicles can end a Move with part of their base partially overlapping terrain.
- Repulsor Vehicles may Move onto or through impassable terrain and may place the Movement Tool overlapping impassable terrain when doing so.
- A Repulsor Vehicle may not end a Move or be placed in a position where the miniature would be physically unstable or fall over, or cause the angle of the miniature's base to be greater than 45°.
- Repulsor Vehicles can be in Melee but cannot be Engaged.
- Repulsor Vehicles do not block LOS, do not obscure miniatures, and do not provide Cover.
- When a Repulsor Vehicle is defending against a Ranged attack, during the Apply Dodge and Cover step, it cannot be obscured and cannot have Cover as a result of being obscured.

FLYING VEHICLES

- A unit that is attacked by a Flying Vehicle can benefit from Backup, even if the attacking Flying Vehicle is within 2.
- Flying Vehicles cannot be in Melee and cannot be Engaged.
- Flying Vehicles cannot have the **Infiltrate** or **Prepared Position** keywords.
- Flying Vehicles cannot Contest or hold Objective tokens and cannot be chosen when resolving the effects of Objective Cards, Secondary Objective Cards, or gain Card or Free Card actions from objective cards, unless otherwise specified.
- Flying Vehicles cannot make Standby actions and cannot have Standby tokens.
- Flying Vehicles may make Evade actions. When a unit makes an Evade Action it gains **Cover 1** until the start of its next Activation.
- When making an Attack action, a Flying Vehicle may Dogfight by declaring an opponent's undeployed Flying Vehicle as a defender. While Dogfighting, treat the defending undeployed Flying Vehicle's Battlefield Approach as its base when adding weapons with the **Fixed: Front/Sides/Rear** keyword to the Attack Pool.
- Flying Vehicles have additional rules as detailed in Appendix F: Flying Vehicles.

APPENDIX C: MERCENARIES AND BATTLE FORCES

MERCENARIES

The *Star Wars* galaxy is populated with all manner of heroes, villains, rogues, organizations, and even entire forces unaligned with the galaxy's major power structures. These characters and forces appear in *Star Wars: Legion* as Mercenary units.

Mercenary units are not loyal to any of the game's Factions. However, Factions and some Battle Forces can hire certain Mercenary units and field them in their armies. The Unit Card of a Mercenary unit indicates each Faction that can include that Mercenary unit in an army. There is no additional cost to fielding a Mercenary unit in an army.

Mercenary units do not count toward the minimum number of Ranks required in an army, but they do count toward the maximum Ranks allowed. An army may include only 2 Mercenary units of the ▲ Rank and only 1 Mercenary unit of each other Rank. For more information on Rank requirements, see pg. 16.

EXAMPLE: MERCENARIES AND RANK REQUIREMENTS

For example, a standard Galactic Empire army that includes 1 or more Black Sun Enforcers units must field at least 3 non-Mercenary ▲ units and cannot field a combined number of ▲ units greater than 6.

A player cannot normally field an army that contains only Mercenary units, but some Battle Forces allow a player to do just that. These Battle Forces have their own unique requirements and rules. Some Mercenary units cannot be used by any Faction; these units can only be used when special rules allow them to be included in armies.

A Mercenary unit is allied to the other units in its army but is not considered part of that army's Faction. When including Mercenary units in an army, use Order tokens with a back that corresponds to the Faction of the army. Players fielding an army that includes only Mercenary units use the Mercenary Order tokens.

EXAMPLE: MERCENARIES AND FACTIONS

For example, Black Sun Enforcers in a Galactic Empire army are allied to other units in the army but are not part of the Galactic Empire Faction. Black Sun Enforcers in a Galactic Empire army would use Galactic Empire Order tokens.

AFFILIATIONS

Every Mercenary unit has an Affiliation. Their Affiliation is where their true loyalty lies. Affiliations represent criminal organizations, syndicates, guilds, gangs, or even a lone bounty hunter just looking out for themselves. A unit's Affiliation is represented by an icon in the upper left corner of their Unit Card, where a unit's Faction icon would normally be.

A unit with an Affiliation can be issued orders **only by an allied unit that has the same Affiliation.**

AFFILIATION ICONS

Each Affiliation is represented by an icon. The Affiliations found in *Star Wars: Legion* are as follows:


BLACK SUN


THE PYKE SYNDICATE


RAIDERS


ROGUES


BRIGHT TREE VILLAGE


SHADOW COLLECTIVE


MANDALORIANS


CLAN KRYZE


CHILDREN OF THE WATCH


CLAN WREN


CLAN SAXON

BATTLE FORCES

In *Star Wars: Legion,* Battle Forces represent groups of units that fought side by side in 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, set up, or plays.

APPENDIX E: TIMING

SETUP

The process of getting ready to play a game of *Star Wars*: Legion is called Setup. Setup consists of the following steps:

1. Army Building
2. Establish the Battlefield and Gather Components
3. Declare Terrain
4. Place Terrain
5. Determine Blue Player
6. Build a Mission
7. Resolve Setup Effects
8. Deploy in Prepared Positions

PARTS OF A ROUND

Each of the five rounds in a game of *Star Wars*: Legion is divided into the following phases:

1. The Command Phase
2. The Activation Phase
3. The End Phase

PARTS OF THE COMMAND PHASE

1. Select and Play Command Cards
2. Resolve Command Cards
3. Determine Priority
4. Nominate Commanders and Issue Orders
5. Create the Order Pool
6. Create the Pass Pool

RESOLVING COMMAND CARD EFFECTS

1. Command Card effects that occur when the Command Card is revealed, starting with the Blue Player
2. Command Card effects that do not have a specific timing, starting with the Blue Player
3. Command Card effects that occur when a unit issues orders, starting with the player with priority.
4. Command Card effects that occur at the start of the Activation Phase, starting with the player with priority.
5. Command Card effects that occur during the Activation Phase, starting with the player with priority.

PARTS OF THE ACTIVATION PHASE

1. Resolve Abilities or Effects at Start of Activation Phase
2. Choose a Unit to Activate or Pass
3. Activate Unit
    - Resolve Any Abilities or Effects at the Start of a Unit's Activation
    - Rally Step
    - Make Actions
    - Resolve Any Abilities or Effects at the End of a Unit's Activation
    - Place Order Token
4. Resolve Abilities or Effects at End of Activation Phase

ATTACK TIMING

1. Declare Defender
2. Form Attack Pool
    a. Determine Eligible Miniatures
    b. Choose Weapons and Gather Dice
3. Declare Additional Defender
4. Roll Attack Dice
    a. Upgrade or Downgrade Attack Dice
        I. Attacker downgrades attack dice
        II. Defender downgrades attack dice
        III. Attacker upgrades attack dice
        IV. Defender upgrades attack dice
    b. Roll Dice
    c. Reroll Dice
    d. Convert Attack Surges
5. Apply Dodge and Cover
    a. Determine Number of Obscured Miniatures
    b. Determine Cover
    c. Roll Cover Pool
    d. Apply Cover
    e. Apply Dodge
6. Modify Attack Dice
7. Roll Defense Dice
    a. Gather Defense Dice
    b. Upgrade or Downgrade Defense Dice
        I. Attacker downgrades defense dice
        II. Defender downgrades defense dice
        III. Attacker upgrades defense dice
        IV. Defender upgrades defense dice
    c. Roll Dice
    d. Reroll Dice
    e. Convert Defense Surges
8. Modify Defense Dice
9. Compare Results
10. Assign Suppression Token to Defender
11. Choose Additional Attack Pool

PARTS OF A UNIT'S ACTIVATION

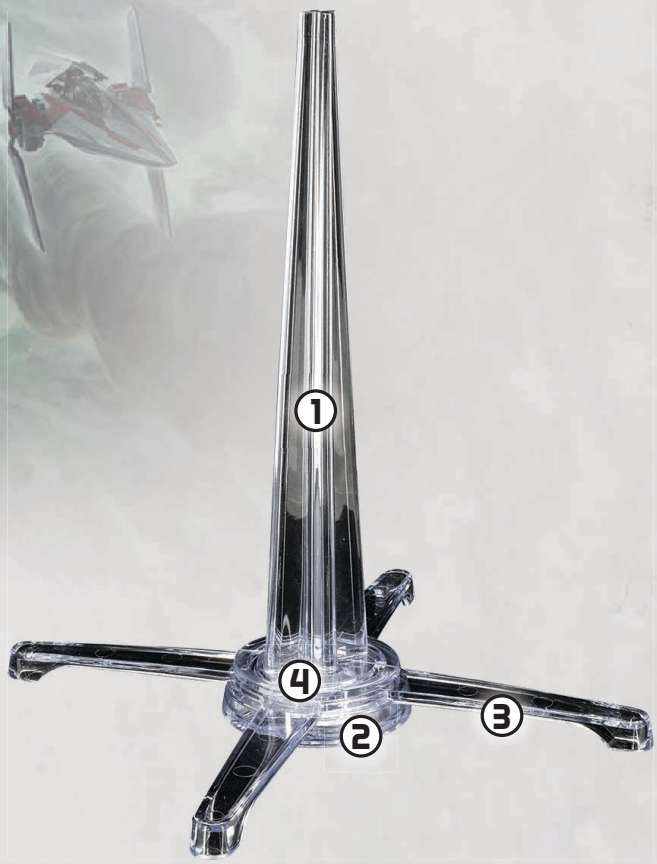
1. Resolve Abilities or Effects at the Start of a Unit's Activation
2. Rally Step
3. Make Actions
4. Resolve Any Abilities or Effects at the End of a Unit's Activation
5. Place Order Token

PARTS OF THE END PHASE

1. Resolve any Abilities or Effects at the Start of the End Phase
2. Score Victory Points
3. Discard Command Cards
4. Remove Tokens
5. Update Order Pool
6. Resolve any Abilities or Effects at of the End Phase
7. Advance Round Counter

APPENDIX F: FLYING VEHICLES



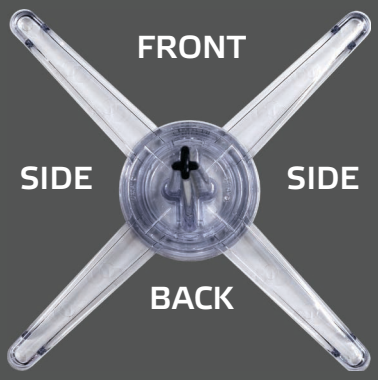


PARTS OF A FLYING VEHICLE STAND

1. **Stem:** The part of the stand that attaches to the miniature and the base.
2. **Base:** The circular part of the stand that connects the stem to the prongs.
3. **Prongs:** The parts of the stand that protrude from the base and can rotate.
4. **Arcs:** Markings on the base that break it into quarters.

ARCS

Each flying vehicle has 4 arcs marked on their base. These arcs are used for keywords like ***Fixed: Front/Sides/Rear*** and ***Weak Point***.



PARTS OF A FLYING VEHICLE ACTIVATION

1. Resolve any Abilities or Effects at the Start of a Unit's Activation
2. Choose to Provide Air Support or Break Off
3. Move
   - Cruising Move
   - Combat Move
4. Make Actions
5. Resolve any Abilities or Effects at the End of a Unit's Activation and
6. Assign Order token

DETERMINING LOS AND MEASURING RANGE FOR FLYING VEHICLES

Flying Vehicles determine LOS and measure Range differently than other units.

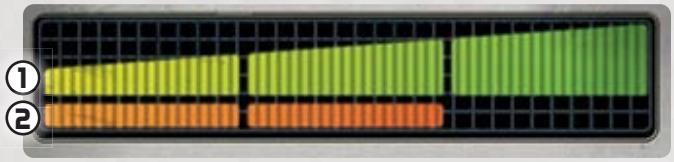
- Flying Vehicles do not block LOS, do not obscure miniatures, and do not provide Cover.
- Units always have LOS to Flying Vehicles.
- When determining if a Flying Vehicle has LOS to a unit, determine LOS by drawing an imaginary line from that Flying Vehicle's stem instead of from its silhouette.
- When measuring Range to or from a Flying Vehicle, always measure from the closest point on the Flying Vehicle's base, ignoring the prongs.
- When a non-Flying Vehicle unit adds weapons to an Attack Pool against a Flying Vehicle, reduce the Range of those weapons by 1. If this would make the Flying Vehicle out of Range, that weapon may not be added to the attack pool. Weapons with a maximum Range of ⊕ do not reduce their maximum Range in this way.
- When a Flying Vehicle attacks another Flying Vehicle, its Ranged Weapons are always within Range, regardless of the weapon's minimum and maximum Ranges.

DECLARE BATTLEFIELD APPROACH

At the start of the first **Activation Phase**, starting with the Blue Player, for each Flying Vehicle in their army, each player must declare that Flying Vehicle's Battlefield Approach. Choose a short battlefield edge. When that Flying Vehicle Deploys, it must Deploy with a Cruising Move (see below) from the chosen battlefield edge.

Additionally, each time a Flying Vehicle becomes undeployed, its controlling player must declare its Battlefield Approach.

CRUISING SPEED AND COMBAT SPEED



1. **Cruising Speed:** The unit's Cruising Speed.
2. **Combat Speed:** The unit's Combat Speed.

PARTS OF THE ACTIVATION PHASE

1. Resolve Abilities or Effects at Start of Activation Phase.
2. Choose to Break Off or Provide Air Support. At the start of a Flying Vehicle's Activation, it must choose to either **Provide Air Support** or to **Break Off**. A Flying Vehicle that is not on the battlefield must choose to Provide Air Support.

   Break Off
   A Flying Vehicle that chooses to Break Off is removed from the battlefield and becomes undeployed. That Flying Vehicle's controlling player then declares its Battlefield Approach. When a Flying Vehicle Breaks Off during its Activation, it proceeds to the Resolve any Abilities or Effects at the End of a Unit's Activation step.

   When an allied Flying Vehicle Breaks Off, if your opponent controls 1 or more undeployed Flying Vehicles, the allied Flying Vehicle may make an Attack action against 1 of those undeployed Flying Vehicles before proceeding to the Resolve any Abilities or Effects at the End of a Unit's Activation step.

   Provide Air Support
   A Flying Vehicle that provides Air Support proceeds to the Move step of its Activation.
3. Move. Flying Vehicles do not move like other units. Instead, they make Cruising Moves and Combat Moves. When a Flying Vehicle is put on the battlefield as part of a Move, its controlling player may rotate that Flying Vehicle's prongs to any position.

   A Flying Vehicle cannot end a Move with any part of its flight stand overlapping other miniatures, non-area terrain, Objective tokens, or any battlefield edge.

   A Flying Vehicle may not end a Move or be placed in a position where the miniature would be physically unstable or fall over. If a Flying Vehicle cannot complete a Move for any reason, it immediately Breaks Off.
4. Make Actions.
5. Resolve any Abilities or Effects at the End of a Unit's Activation and Assign Order token.

FLYING VEHICLES AND MOVES

Flying Vehicles cannot make Move Actions or Speed-X Moves.

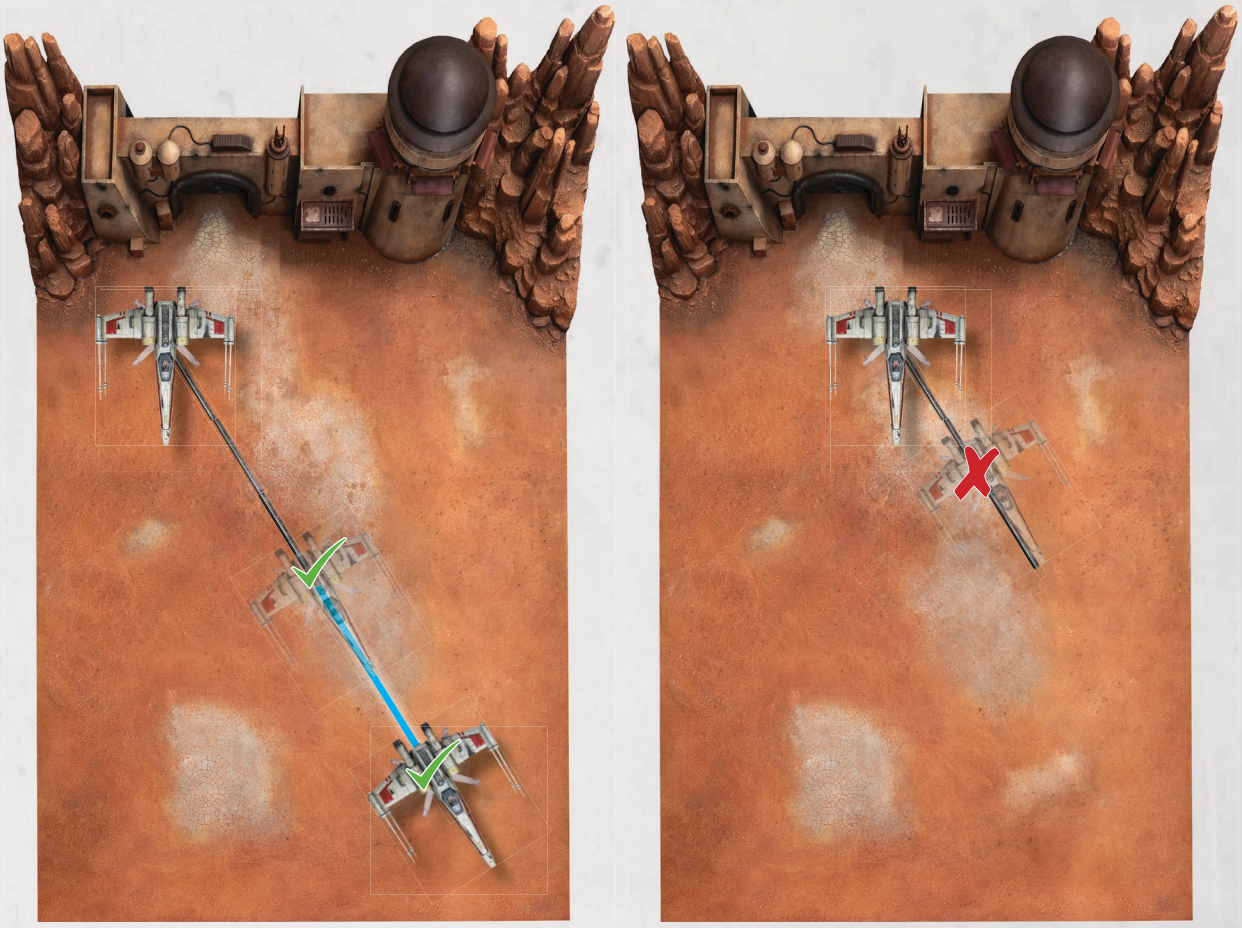
MAXIMUM MOVEMENT

When a Flying Vehicle makes a Cruising Move or a Combat Move it may be placed any distance along the line drawn with the Range Tool as long as it is placed not overlapping that tool.

CRUISING MOVE

When a Flying Vehicle makes a Cruising Move, place a Range Tool with a number of segments equal to that Flying Vehicle's Cruising Speed so that one end of the tool is flush with that Flying Vehicle's base in its front arc and the other end of the tool is completely within its front arc. Then draw a line extending from the center of the Flying Vehicle's base along that Range Tool to the battlefield edge. Finally, pick up the miniature and place it so that the centers of its front and back arcs are both along that line. When a Flying Vehicle is moved in this way, its base may not overlap the Range Tool used to measure the move. Finally, that Flying Vehicle may Pivot.

EXAMPLE: CRUISING MOVE



DEPLOYING WITH A CRUISING MOVE

If a Flying Vehicle makes a Cruising Move and is undeployed, it Deploys. When a Flying Vehicle Deploys in this way, first place the Flying Vehicle so that any part of the flight stand is touching its Battlefield Approach, then make a Cruising Move as normal.

COMBAT MOVE

When a flying vehicle makes a Combat Move, repeat the same process used for making a Cruising Move, using that vehicle's Combat Speed instead of its Cruising Speed. Unlike a Cruising Move, a vehicle cannot Pivot at the end of a Combat Move.

KEYWORD GLOSSARY

When a keyword refers "this unit" it is refering to the unit that has the keyword.

UNIT KEYWORDS

ADVANCED TARGETING: UNIT TYPE X

When a unit with the Advanced Targeting X keyword makes an attack against an enemy unit with the unit type listed, during the Form Attack Pool step, it may gain X Aim tokens. A unit that uses the Advanced Targeting X keyword may only form 1 Attack Pool and skips the Declare Additional Defender step of the attack sequence.

AGILE X

When a unit with the Agile X keyword makes a Standard Move as part of an action or free action, after the effect is resolved, it gains X Dodge tokens.

AI: ACTION

When a unit that has the AI keyword starts its Make Actions step, it must make 1 of the actions listed in its AI keyword if it does not have a faceup Order token and if 1 of the following conditions are met:

- The unit is Suppressed but not Panicked.
- The unit has a Vehicle Damage token.
- The unit is a Vehicle unit and half or more of the miniatures it started the game with have been defeated.
- The unit is a Flying Vehicle unit and was undeployed at the start of its Activation.

If the unit with the AI keyword cannot make any of its listed actions, it makes 1 fewer action during its Make Actions step.

AID: AFFILIATION/UNIT TYPE

When this unit, if it is not Suppressed, would gain 1 or more Aim tokens, Dodge tokens, or Surge tokens, choose another allied unit that has the Affiliation or unit type listed within 2 and in LOS of this unit. The chosen unit may gain 1 of those tokens instead. If the chosen unit does, this unit gains 1 Suppression token, if able.

ALLIES OF CONVENIENCE

Units with the Allies of Convenience keyword may issue Orders to allied Mercenary units regardless of Affiliation. Additionally, when building an army, players may include 1 extra Mercenary unit in their army regardless of Rank if there is at least 1 unit with the Allies of Convenience keyword, though they cannot take more units of a particular Rank than normally allowed.

ARMOR X

During the Modify Attack Dice step of the attack sequence, if the defending unit has the Armor X keyword, the defending player may cancel up to X hit results, removing those dice from the Attack Pool.

ARSENAL X

A unit with the Arsenal X keyword can contribute X weapons to Attack Pools during the Form Attack Pool step. Each weapon or combination of weapons may form a new Attack Pool, but each weapon may only be added to 1 Attack Pool.

ASSOCIATE: UNIT NAME

During Army Building, a unit with the Associate keyword does not count its Rank towards the maximum Rank requirements for that Rank if a unit with the specified unit name is included in the same army.

ATARU MASTERY

This unit can make up to 2 Attack actions during its Activation. When this unit attacks, after the attack is resolved, it gains 1 Dodge token. When this unit defends, after the attack is resolved, it gains 1 Aim token.

ATTACK RUN

At the start of its Activation, a unit with the Attack Run keyword may increase or decrease its Speed by 1 until the end of that Activation.

BARRAGE

If a unit has the Barrage keyword, it may make 2 Attack actions during its Activation instead of 1 if it does not use the Arsenal keyword during that Activation.

BLOCK

When this unit is defending, if it spends 1 or more Dodge tokens during the **Apply Dodge and Cover** step, it gains : until the end of that attack.

BOLSTER X

As a Card action or a Free Card action, this unit chooses up to X allied units within 2. Each chosen unit gains 1 Surge token.

BOUNTY

During Setup, a unit with the Bounty keyword chooses an enemy ▲ or ◢◣ unit. The chosen unit gains 1 Bounty token. After an allied unit with the Bounty keyword defeats an enemy unit that has 1 or more Bounty tokens with an attack or effect, the allied unit's controlling player scores 1 VP.

CACHE

During Setup, a unit with an equipped Upgrade Card that has the Cache keyword places the listed token(s) on the card with the Cache keyword. The unit may spend those tokens, even if any miniatures added to the unit with that card are defeated.

CALCULATE ODDS

As a Card action or a Free Card action, this unit chooses an allied Trooper unit within 2 and in LOS. The chosen unit gains 1 Aim token, 1 Dodge token, and 1 Suppression token.

CHARGE

After a unit that has the Charge keyword makes a Move action during its Activation that brings it into base contact with an enemy miniature to start a Melee, it may make a free Attack action against that unit using only Melee weapons.

CLIMBING VEHICLE

A unit with the Climbing Vehicle keyword can make Climb moves and is treated as a Trooper unit for the purposes of Climbing.

COMPLETE THE MISSION

During Setup, for each allied unit with the Complete the Mission keyword, place an allied Priority Mission token (Advantage) on the battlefield within Contested Territory.

While a unit with the Complete the Mission keyword is within 1 of 1 or more allied Priority Mission tokens, that unit gains ◥:▼. When a unit with the Complete the Mission keyword attacks an enemy unit within 1 of 1 or more allied Priority Mission tokens, the attacking unit's Attack Pool gains the Critical 2 keyword.

COMPEL: RANK/UNIT TYPE

After another allied non-Droid Trooper unit of the matching Rank or unit type, if specified, within 2 of an allied unit with the Compel keyword Rallies and is Suppressed but not Panicked, at the start of its Make Actions step, it may gain 1 Suppression token to make a free Move action.

COORDINATE: UNIT NAME/ UNIT TYPE

After a unit with the Coordinate keyword is issued an Order, it may issue an Order to an allied unit within 1 that has the unit name or unit type specified. A unit that has 1 or more unit names or unit types listed can only choose 1 of these listed unit names or unit types to issue an Order to using the Coordinate keyword. If a unit already has the Coordinate keyword and gains another instance of the keyword, the unit may choose which targets to issue an Order to from the multiple instances of the keyword; it does not issue 2 Orders.

COMMAND VEHICLE X

When an allied unit within 3 of a unit that has the Command Vehicle X keyword checks for Panic, if both units have the same Affiliation or Faction, the allied unit treats the unit that has the Command Vehicle X keyword as a ◢◣ unit with a ◈ value of X.

COUNTERPART

Some units are faithful companions or subservient minions and are almost never seen apart from another unit. A unit like this has the Counterpart keyword and the miniature that represents this unit is always added to another unit. That miniature has a Counterpart Card and their miniature is a Counterpart miniature. The combined unit has the Rank, unit type, Defense, ◈, surge conversion chart, and Speed as shown on the Unit Card.

- Sometimes, a Counterpart Card has a different unit type only for the purposes of equipping Upgrade Cards.
- A unit leader in a combined unit can be assigned Wounds when it is the only non-Counterpart miniature in the unit.
- When a Wound token would be assigned to a non-Counterpart miniature in a combined unit, that unit's controlling player may assign that Wound token to an undefeated Counterpart miniature in that unit instead. That Wound token must be assigned to a Counterpart miniature if it would cause the last non-Counterpart miniature in the unit to be defeated.
- Upgrade Cards without weapons equipped to a Counterpart miniature are usable by the rest of the unit, unless the Counterpart miniature is defeated.
- Upgrade Cards with weapons are usable only by the miniature which has them equipped.
- The non-Counterpart miniatures in the unit use the Wound threshold on their Unit or Upgrade Card, the Counterpart miniature uses the Wound threshold on the Counterpart Card.
- The combined unit has the keywords on both the Unit Card and the Counterpart Card.

- Miniatures in a combined unit may only use weapons that are on their respective cards. If a combined unit gains a weapon from a Command Card, only the non-Counterpart miniature may use it.
- If the Counterpart miniature is defeated, the unit loses any keywords, abilities, or effects on the Counterpart Card.

COVER X

When a unit with the Cover X keyword defends against a Ranged attack, during the Apply Dodge and Cover step, it increases its Cover by X.

CUNNING

When determining priority, if there is a tie, the player who controls this unit is Favored until the end of the Round. A player that is Favored may reroll the die for determining which player chooses who has priority. If both players are Favored, neither player may reroll that die.

DANGER SENSE X

When a unit with the Danger Sense X keyword would remove any number of its Suppression tokens, it may choose to not remove up to X tokens, including 0.

While a unit with the Danger Sense X keyword defends against an attack, it rolls 1 extra defense die during the Roll Defense Dice step for each Suppression token it has, up to X additional dice.

DAUNTLESS

After a non-Droid Trooper unit with the Dauntless keyword Rallies and is Suppressed but not Panicked, at the start of its Make Action step, it may gain 1 Suppression token to make a free Move action.

A unit with the Dauntless keyword may not be affected by the Compel keyword.

DEATH FROM ABOVE

When a unit with the Death From Above keyword attacks, the defending unit cannot use Cover to cancel hit ✸ results during the Apply Cover step if the attacking unit's unit leader is overlapping a piece of non-area terrain of greater height than any terrain the defending unit's unit leader is overlapping.

DEFEND X

After a unit with the Defend X keyword is issued an Order, it gains X Dodge tokens.

DEFLECT

While this unit defends against a Ranged attack, before converting ✸ results, its surge conversion chart gains ✸:▼, and if there is at least 1 ✸ result in the roll, the attacker suffers 1 Wound.

When a unit with the Deflect keyword uses the Guardian X keyword, before converting ✸ results, the attacker suffers 1 Wound if at least 1 of the dice rolled with Guardian X rolled a ✸.

While defending or using the Guardian X keyword against an attack made only with weapons that have the High Velocity keyword, the Deflect keyword has no effect.

If the Deflect keyword causes the attacking unit to be defeated, the attack continues, and the defender can still suffer Wounds.

DEMORALIZE X

After a unit with the Demoralize X keyword Rallies, add up to X total Suppression tokens to enemy units within 2.

DETACHMENT: UNIT NAME/ TYPE

A unit with the Detachment keyword doesn't count against the maximum number of units of its Rank that can be included during Army Building. A unit with the Detachment keyword can be included in a player's army only if another unit that has the unit name or unit type specified and does not have the Detachment keyword is also included in that army. Each unit with the Detachment keyword needs its own matching specified unit. Additionally, during the Deploy in Prepared Positions step, a unit with the Detachment keyword gains the Infiltrate or Prepared Position keyword for the remainder of the game if its matching specified unit has that keyword.

For example, a player wishes to add a DF-90 Mortar Trooper to their army. Because the DF-90 Mortar Trooper has the Detachment: Shoretroopers keyword, the player must first add a unit of Shoretroopers to their army before adding the DF-90 Mortar Trooper. The player does so, and the army now contains a Shoretroopers unit and a DF-90 Mortar Trooper unit. The player then wishes to add a second DF-90 Mortar Trooper unit to their army, and therefore must first select a second unit of Shoretroopers to include in their army.

DIRECT: UNIT NAME/UNIT TYPE

During the Issue Orders step of the **Command Phase**, a unit with the Direct keyword may issue an Order to an allied unit within 2 that has the unit name or unit type specified.

DISCIPLINED X

After a unit with the Disciplined X keyword is issued an Order, it may remove up to X Suppression tokens.

DISENGAGE

A Trooper unit with the Disengage keyword can make Moves as normal while it is Engaged with a single enemy unit.

DISTRACT

As a Free Card action, a unit with the Distract keyword can choose an enemy Trooper unit within 2 and in LOS. Until the end of the Round, when the chosen enemy unit makes an attack, it must attack the unit that used the Distract action, if able.

While the chosen enemy unit is attacking the unit with the Distract keyword, each miniature in the enemy unit must choose an eligible weapon to contribute to an Attack Pool. The enemy unit may only declare additional defenders and form additional Attack Pools if, after first forming an Attack Pool with eligible weapons, there are still weapons usable by miniatures in the unit that were not eligible to be added to the first Attack Pool.

When a unit uses the Distract keyword, if it has the Inconspicuous keyword, it loses Inconspicuous until the end of the Round.

DIVINE INFLUENCE

Other allied Trooper units gain Guardian 2: C-3PO while they are within 1 and in LOS of an allied **C-3PO**. While allied Trooper units within 1 and in LOS of an allied **C-3PO** use Guardian X, they may cancel results as if they were results.

DJEM SO MASTERY

When a unit with the Djem So Mastery keyword defends against a Melee attack, during the Compare Results step, the attacking unit suffers 1 Wound if the attack roll contains 1 or more Blank results.

DUELIST

When a unit with the Duelist keyword makes a Melee attack, if it spends 1 or more Aim tokens during the Reroll Attack Dice step, the Attack Pool gains the Pierce 1 weapon keyword. While a unit with the Duelist keyword defends against a Melee attack, if it spends at least 1 Dodge token during the Apply Dodge and Cover step, it gains the Immune: Pierce keyword.

A unit with the Duelist keyword gets these effects in addition to the normal effects of spending Aim or Dodge tokens.

ELUSIVE

This unit gains 1 Dodge token when one of the following conditions are met:

- An enemy Flying Vehicle ends a Cruising Move or Combat Move with this unit in its front arc.
- An enemy unit Breaks Off and this unit is undeployed.

ENRAGE X

When a unit with the Enrage X keyword has Wound tokens greater than or equal to X, that unit gains the Charge keyword and its becomes "-". If a unit with the Enrage X keyword has Wound tokens greater than or equal to X but removes Wound tokens through an effect so that it has fewer than X, it no longer benefits from the Enrage X keyword until it has Wound tokens greater than or equal to X again.

ENTOURAGE: UNIT NAME

During Army Building, for each unit a player includes with the Entourage keyword, 1 unit specified by the Entourage keyword does not count its Rank towards the maximum Rank requirements for that Rank. This can allow a player to bring more units of a specific Rank than Rank requirements allow.

In the **Command Phase**, during the Issue Orders step, a unit with the Entourage keyword may issue an Order to an allied unit within 2 that has the name specified by the Entourage keyword.

Additionally, the unit specified by the Entourage keyword ignores the Rank requirement to provide Backup to the unit with the Entourage keyword.

For example, Director Orson Krennic has Entourage: Death Troopers. If an army includes Director Orson Krennic, 1 unit of Death Troopers in the same army does not count towards the maximum number of Ranks allowed in the army, allowing a player to bring up to 3 other units in addition to the Death Troopers. In the Command Phase, Director Orson Krennic may issue an Order to an allied Death Trooper unit within 2.

EQUIP

During Army Building, if a player includes a unit with the Equip keyword, that unit must equip the upgrades listed after the keyword.

EXEMPLAR

While attacking or defending, if an allied unit is within 2 and in LOS of 1 or more allied units that have the Exemplar keyword and share the same Faction or Affiliation as that attacking or defending unit, that attacking or defending unit may spend an Aim, Dodge, or Surge token belonging to 1 of those units with Exemplar as if that attacking or defending unit had the token.

EXPERT CLIMBER

When a unit with the Expert Climber keyword makes a Climb, it may Move a vertical distance up to height 2.

EYES ON THE PRIZE: KEYWORD

While a unit with the Eyes on the Prize keyword has its unit leader within 1/2 of 1 or more Objective tokens or is holding 1 or more Objective tokens, it has the listed keyword.

FIELD COMMANDER

During Army Building, an army that includes one or more units with the Field Commander keyword may ignore the minimum Rank Requirement. At the start of each **Command Phase**, if a player has no undefeated units and if no allied units have a Commander token, this unit gains a Commander token.

If this unit has a Commander token, allied units within 3 that share the same Faction or Affiliation treat this unit as a unit with of 2.

Additionally, a unit with the Field Commander keyword counts as a unit of that Faction or Affiliation when building a Command Hand.

FIRE SUPPORT

After a unit with the Fire Support keyword is issued an Order, it gains a Standby token.

FLEXIBLE RESPONSE X

During Army Building, this unit must equip X or more upgrades.

FULL PIVOT

When a unit with the Full Pivot keyword makes a Pivot, it may Pivot up to 360°.

GENERATOR X

During the **End Phase**, a unit with the Generator X keyword may flip up to X inactive Shield tokens to their active side.

GUARDIAN X

While an allied Trooper unit within 1 and in LOS of a unit that has the Guardian X keyword defends against a Ranged attack, it may cancel up to X hit results during the Modify Attack Dice step. For each hit result canceled in this way, the unit with the Guardian X keyword rolls 1 defense die matching the one on its Unit Card. After converting any defense surge results according to its surge chart or by using Surge tokens, the unit with the Guardian X keyword gains 1 Suppression token, then suffers 1 Wound for each Blank result. A defending unit that has the Guardian X keyword used on it gains a Suppression token as normal.

A unit cannot use Guardian X if the defending unit also has the Guardian X keyword. If multiple allied units can use the Guardian X keyword during an attack, the player who controls those units declares which unit is using the Guardian X keyword and resolves their ability before choosing whether to declare that another unit is using the Guardian X keyword.

A unit cannot use Guardian X if it has a number of Suppression tokens equal to or greater than its .

The Pierce X keyword can be used to cancel block results on defense dice rolled by a unit using Guardian X; treat canceled block results as Blank results. After using Pierce X in this way, any unused Pierce X value can still be used to cancel block results rolled by the defending unit.

Additionally, a unit with the Guardian X keyword cannot benefit from Backup and ignores the Rank requirement to provide Backup.

GUIDANCE

As a Card or Free Card action, a unit with the Guidance keyword may choose another allied unit of the specified unit type within 2. The chosen unit makes a free non-Attack action.

GUNSLINGER

When a unit with the Gunslinger keyword reaches the Declare Additional Defender step, it may declare an additional defender and create an Attack Pool consisting solely of a Ranged weapon that has already been contributed to another Attack Pool. The Gunslinger keyword can only be used once per attack sequence.

HARD BREAK

As a Card action or a Free Card action, this unit may rotate its unit leader's base up to 90° to the left or right, keeping the center of the base in the same place.

HEAVY WEAPON TEAM

A unit with the Heavy Weapon Team keyword must equip a Upgrade Card. The miniature added to the unit with this Upgrade Card becomes the unit leader.

HOLD THE LINE

While a unit with the Hold the Line keyword is engaged, it gains : and : .

HOVER: GROUND/AIR X

A unit with the Hover: Ground or Hover: Air X keyword can make Standby actions during the Make Actions step and can gain and spend Standby tokens. A unit with the Hover: Ground or Hover: Air X keyword can make Reverse Moves.

A unit with the Hover: Ground keyword is treated as a Ground Vehicle by other units for all LOS purposes. For all other game effects, the unit is still treated as a Repulsor Vehicle.

A unit with the Hover: Air X keyword ignores terrain of height X or lower while Moving and may end a movement overlapping such terrain.

STRAFE MOVE

If a unit with the Hover: Ground/Air X keyword has a base with side notches, the unit may make a Strafe Move as part of a Move action instead of moving normally. A Strafe Move is a normal notched base Standard Move with the following exceptions:

- When making a full Strafe Move, instead of placing the Movement Tool in the front notch of the unit leader's base, place it in one of the side notchs. Then place the opposite side notch of the unit leader's base on the other end of the Movement Tool.
- When making a partial Strafe Move, instead of placing the Movement Tool wholly in the front notch of the unit leader's base at the start of the Move, place the Movement Tool wholly in one of the side notches. When ending a partial Strafe Move, the miniature must be placed in such a way so that the line of the two side notches on its base are parallel to the section of the Movement Tool the miniature reached at the farthest part of the move.
- While making a Strafe Move, a unit reduces its Speed by 1 to a minimum of 1.

HUNTED

During Setup, if 1 or more enemy units have the Bounty keyword, each unit with the Hunted keyword gains 1 Bounty token.

I'M PART OF THE SQUAD TOO

A unit with the I'm Part of the Squad Too keyword is Contesting an Objective token if its unit leader is within 1 of that Objective token instead of ½.

IMMUNE: BLAST

While a unit with the Immune: Blast keyword is defending, the effects of the Blast keyword are ignored.

IMMUNE: ENEMY EFFECTS

A unit with the Immune: Enemy Effects keyword ignores all enemy card effects and cannot be targeted by any enemy card effects.

IMMUNE: MELEE

Units with the Immune: Melee keyword cannot be targeted by Melee attacks and cannot be Engaged.

When forming an Attack Pool targeting a unit with the Immune: Melee keyword, the attacking unit can add Ranged weapons to the Attack Pool even if they are in Melee with the defending unit.

IMMUNE: MELEE PIERCE

While a unit with the Immune: Melee Pierce keyword is defending against a Melee attack, the attacker cannot use the Pierce X weapon keyword to cancel ▼ results on defense dice during the Modify Defense Dice step.

While a unit with Immune: Melee Pierce is using the Guardian X keyword during a Melee attack, the attacking unit cannot use the Pierce X keyword to cancel ▼ results on defense dice rolled by that unit for the Guardian X keyword.

IMMUNE: PIERCE

While a unit with the Immune: Pierce keyword is defending, the attacker cannot use the Pierce X weapon keyword to cancel ▼ results on defense dice during the Modify Defense Dice step.

While a unit with Immune: Pierce is using the Guardian X keyword, the attacking unit cannot use the Pierce X keyword to cancel ▼ results on defense dice rolled by that unit for the Guardian X keyword.

IMMUNE: 1 WEAPONS

An Attack Pool that is assigned to a unit with the Immune: 1 Weapons keyword cannot contain weapons with a maximum Range of 1.

IMPERVIOUS

When an Attack Pool is being resolved against a unit with the Impervious keyword, at the start of the Modify Defense Dice step, reduce that Attack Pool's Pierce X keyword value by 1, to a minimum of 0.

INCOGNITO

This unit:

- Cannot be attacked by enemy Flying Vehicles.
- Cannot be attacked by units that are not within 1 of it.
- Cannot Contest Objectives.
- Cannot provide Backup.

If this unit makes an attack or defends against an attack, it loses Incognito.

Additionally, at the start of this unit's Activation it may choose to lose Incognito.

INCONSPICUOUS

While a unit with the Inconspicuous keyword has 1 or more Suppression tokens, attacking enemy units must target another unit, if able. When a unit with the Inconspicuous keyword Rallies, it may choose to not remove any number of Suppression tokens, including 0.

INDEPENDENT: TOKEN X/ ACTION

At the start of the **Activation Phase**, if a unit with the Independent keyword does not have an Order token, that unit may gain X of the listed token(s) or make the listed action as a free action.

INDOMITABLE

When this unit Rallies, it rolls red defense dice instead of white defense dice.

INFILTRATE

When a unit with the Infiltrate keyword starts its Activaiton, if it is undeployed, it may Deploy by placing the unit leader of that unit completely within allied Territory. Then the remaining miniatures in that unit are placed in Cohesion with their unit leader and completely within allied Territory. Miniatures cannot overlap impassable terrain when they are placed using Infiltrate.

INSPIRE X

When this unit ends its Activation, remove up to X total Suppression tokens from other allied units within 2.

INTERROGATE

When determining priority, if there is a tie and if this unit is within 1 of 1 or more enemy units or enemy units with the Field Commander keyword, the player that controls this unit becomes Favored until the end of the Round. A player that is Favored may reroll the die for determining which player chooses who has priority. If both players are Favored, neither player may reroll that die.

JAR'KAI MASTERY

When this unit makes a Melee attack, at the end of the **Convert Attack Surges** step, it may spend any number of Dodge tokens. For each Dodge token spent in this way, change a Blank result to a result or a result to a result. A die may be chosen more than once in this way.

JEDI HUNTER

When this unit attacks a unit that has a upgrade icon on its upgrade bar, the attacking unit gains 1: until the end of the attack.

JINK

When this unit defends against an enemy Ranged attack, before rolling its Cover Pool, it may gain a Jink token. While a unit has a Jink token, it rolls red defense instead of white defense dice when rolling its Cover Pool and cannot make attacks. At the end of this unit's Activation, it loses all Jink tokens it has. A unit may only have 1 Jink token at a time.

JUMP X

As a Card action or a Free Card action, this unit may Jump. When it does, this unit makes a Move action with the following special rules:

- This unit may ignore the effects of difficult terrain.
- This unit may ignore terrain with height X or lower relative to this unit's starting position.
- This unit may end its movement on top of terrain with height X or lower relative to this unit's starting position.
- This unit may move through impassable terrain but may not end its movement overlapping impassable terrain.

JUYO MASTERY

While a unit with the Juyo Mastery keyword has 1 or more Wound tokens, it can make 1 additional action during its Make Actions step. A unit with Juyo Mastery may only make 2 Move actions during its Activation, including free actions.

LATENT POWER

When a unit with the Latent Power keyword ends its Activation, it may gain 1 Suppression token to roll 1 red defense die. If it does, on a result, choose an enemy unit within 1 of this miniature. The chosen unit gains 2 Suppression tokens and 2 Immobilize tokens. On a Blank result, remove 1 Wound or 1 Poison token from an allied non-Droid Trooper Trooper unit within 1 of this miniature.

LOW PROFILE

When a unit with the Low Profile keyword would roll 1 or more defense dice during the Roll Cover Pool step, it rolls 1 fewer defense die and instead adds an additional result to the Cover Pool after rolling.

MANDALORIANS ARE STRONGER TOGETHER

When an allied unit with the Mandalorians Are Stronger Together keyword spends 1 or more Aim tokens during an attack, after the attack is resolved, it gains 1 Dodge token if it is within 2 of another allied unit with the Mandalorians Are Stronger Together keyword.

When an allied unit with Mandalorians Are Stronger Together keyword spends 1 or more Dodge token during an attack, after the attack is resolved, it gains 1 Aim token if it is within 2 of another allied unit with the Mandalorians Are Stronger Together keyword.

MAKASHI MASTERY

When this unit makes a Melee attack, during the **Form Attack Pool** step, it may choose one of its Attack Pools that contains a Melee weapon. If it does, reduce the Pierce X value of this Attack Pool by 1. The defender cannot use the Immune: Melee Pierce, Immune: Pierce, and/or Impervious keywords against this Attack Pool.

MARKSMAN

A unit with the Marksman keyword may spend any number of Aim tokens after converting attack surges during the Convert Attack Surges step. For each Aim token spent in this way, instead of rerolling dice, change 1 Blank result to a ✸ result, 1 ✸ result to a ✲ result, or spend 2 Aim tokens to change 1 Blank result to a ✲ result.

MASTER OF THE FORCE X

When a unit with the Master of the Force X keyword ends its Activation, it may ready up to X of its exhausted Force Upgrade Cards.

MASTER STORYTELLER

As a Card action, a unit with the Master Storyteller keyword may choose up to X allied units within 2, where X is the current Round number. Each chosen unit gains 2 Surge tokens.

MECHANIZED INFANTRY

At the start of the Activation Phase, each unit with the Mechanized Infantry keyword may choose a different allied vehicle unit within 2. If they do, the unit with the Mechanized Infantry keyword and each chosen unit gain 1 Aim token or 1 Dodge token.

MERCENARY: FACTION

A unit with the Mercenary: Faction keyword is a Mercenary unit. The Faction(s) specified by the Mercenary: Faction keyword can include that unit in an army as a Mercenary unit.

MOBILE

When a unit on notched bases with the Mobile keyword makes a move, it skips step 1 of the notched base movement section, rotating the unit leader's base.

A unit with the Mobile keyword must make a free compulsory Move action at the start or end of its Make Actions step. A unit with the Mobile keyword cannot make Reverse Moves.

If a unit with the Mobile keyword makes more than 1 non-compulsory Move action during its Activation, it may not claim Asset tokens that Activation. Additionally, a unit with the Mobile keyword that has claimed an Asset token can make only 1 non-compulsory Move action during its Activation.

MY MOOD IS BASED ON MY PROFIT

Keywords and stats that have an X value on the Unit Card of a unit with the My Mood is Based on Profit keyword have an X value equal to the number of pips on the Command Card that unit's controlling player most recently played and revealed that Game, to a minimum of 1. If a player has not yet played and revealed a Command Card this Game, treat X as 1 instead.

NIMBLE

When a unit with the Nimble keyword defends against an attack and spends at least 1 Dodge token during any point of the attack sequence, after the attack is resolved, it gains 1 Dodge token.

OBSERVE X

As a Card action, a unit with the Observe X keyword can choose an enemy unit within 3 and in LOS. The chosen enemy unit gains X Observation tokens. Observation tokens are removed during the Remove Tokens step of the End Phase.

When an allied unit makes an attack, during the Reroll Attack Dice step it may spend any number of Observation tokens that belong to the defending unit. The attacking unit rerolls 1 attack die for each Observation token spent in this way. Observation tokens are spent 1 at a time, and the same die can be rerolled multiple times by spending subsequent Observation tokens or Aim tokens. An attacking unit may spend Aim tokens and Observation tokens in any order.

ONE STEP AHEAD

If 1 or more allied units have the One Step Ahead keyword, during the Resolve Command Card Effects step, after revealing Command Cards but before resolving Command Card effects, if the number of pips on the revealed Command Cards do not match, 1 allied unit with the One Step Ahead keyword on the battlefield may make a Speed-1 Move. If the number of pips do match, and there is 1 or more allied units with the One Step Ahead keyword on the battlefield, choose an allied unit on the battlefield. The chosen unit may make a Speed-1 Move.

OUTMANEUVER

A unit with the Outmaneuver keyword can spend Dodge tokens to cancel ✲ results during the Apply Dodge and Cover step.

OVERRIDE

When an allied unit with the AI keyword starts its Activation within 3 of 1 or more allied units that have the Override keyword, choose 1 of those units that has the Override keyword that is not Panicked. The chosen unit may gain 1 Suppression token. If it does, the activating unit ignores the AI keyword during its Activation.

PLODDING

A unit with the Plodding keyword can only make 1 Move action during its Activation.

PRECISE X

Each time a unit with the Precise X keyword spends an Aim token during the Reroll Attack Dice step, it can reroll up to X additional attack dice per Aim token spent.

PREPARED POSITION

During the Deploy in Prepared Positions step of Setup, a unit with the Prepared Position keyword may Deploy by placing the unit leader of that unit completely within allied Territory. Then the remaining miniatures in that unit are placed in Cohesion with their unit leader and within allied Territory. That unit then gains 1 Dodge token. Miniatures cannot overlap impassable terrain when they are placed using Prepared Position.

PROGRAMMED

A unit with the Programmed keyword must equip at least 1 Upgrade Card during Army Building.

PULLING THE STRINGS

As a Card action, a unit with the Pulling the Strings keyword may choose another allied Trooper unit within 2. The chosen unit may make a free Attack action or a free Move action.

QUICK THINKING

As a Card action or a Free Card action, this unit gains 1 Aim token and 1 Dodge token.

READY X

After a unit with the Ready X keyword makes a Standby action, it gains X Aim tokens.

RECHARGE X

When a unit with the Recharge X keyword makes a Recover action, it may flip up to X inactive Shield tokens from their inactive side to their active side.

REINFORCEMENTS

At the start of the **End Phase** of the first Round, a Unit with the Reinforcements keyword may make a Speed-1 Move.

REGENERATE X

When a unit with the Regenerate X keyword ends its Activation, it rolls 1 white defense die for each Wound token it has, up to X. For each ▼ or result, it removes 1 Wound token.

RELIABLE X

A unit with the Reliable X keyword gains X surge tokens at the start of each **Activation Phase**.

RELENTLESS

After a unit that has the Relentless keyword makes a Move action during its Activation, it may make a free Attack action.

REPOSITION

When a unit with the Reposition keyword makes a Standard Move, it may make a Pivot either before or after making that Standard Move.

RETINUE: UNIT NAME/UNIT RANK/UNIT TYPE

At the start of each **Activation Phase**, if this unit is within 2 of 1 or more specified allied units, this unit may gain either 1 Aim token or 1 Dodge token.

Additionally, this unit ignores the ▲ Rank requirement to provide Backup to a specified unit.

RUTHLESS

When an allied ▲ Trooper unit with a faceup Order token starts its Activation within 2 and in LOS of a unit with the Ruthless keyword, that allied unit may suffer 1 Wound to make 1 free action.

SCALE

When a unit with the Scale keyword makes a Climb, it may Move a vertical distance up to height 2.

When a unit that has the Scale keyword makes a Move, it does not reduce its Speed for moving out of, into, or through difficult terrain.

SCOUT X

When an undeployed unit with the Scout X keyword activates, at the start of its Make Actions step, it may Deploy by making a free Speed-X Move action, ignoring difficult terrain. A unit can make this Move regardless of its Speed.

The Scout X keyword is cumulative but cannot exceed 3. If a unit would ever have Scout X exceeding Scout 3, it has Scout 3 instead.

SCOUTING PARTY X

During Setup, each unit with the Scouting Party keyword may choose up to X allied Trooper units that do not have the Scout keyword that share the same Faction or Affiliation as the Scouting Party unit. Each chosen unit gains the Scout X keyword, where X is the Scout X value of the unit with the Scouting Party keyword.

SECRET MISSION

At the beginning of each **Command Phase**, if a unit with the Secret Mission keyword is completely within enemy Territory, it gains 1 Secret Mission token. A unit may only ever gain 1 Secret Mission token per game.

When scoring VP during the **End Phase**, if a player controls 1 or more units that have a Secret Mission token and are within enemy Territory, that player may choose to remove those unit's Secret Mission tokens from the game. That player scores 1 VP for each Secret Mission token removed in this way.

SELF-DESTRUCT X

A unit may make a Self-Destruct X Card action only if it has a number of Wound tokens equal to or greater than half of its Wound threshold, rounding up. For each unit within 1 and in LOS, roll X black attack dice, completely resolving each roll before moving to the next unit. That unit suffers 1 Wound for each and result rolled, then gains 1 Suppression token for each result rolled. After all rolls are resolved, this unit is defeated.

SELF-PRESERVATION

A unit with the Self-Preservation keyword cannot use the of units that are not of the same Affiliation when checking for Panic.

SENTINEL

A unit with the Sentinel keyword can spend a Standby token after an enemy unit makes an attack, Move, or action within 3, rather than within 2.

SHARPSHOOTER X

During the Determine Cover step, a unit with the Sharpshooter X keyword subtracts X from the numerical value of the defender's Cover.

For example, a unit with heavy Cover and 1 Suppression token that is attacked by a unit with Sharpshooter 1 has light Cover.

SHIELDED X

A unit with the Shielded X keyword has X Shield tokens. Shield tokens belong to the unit and are not assigned to individual miniatures. If a unit gains the Shielded X keyword, it gains X Shield tokens. Similarly, if a unit loses the Shielded X keyword it loses X Shield tokens.

Shield tokens are double-sided, with an active side and an inactive side, and always enter play with their active side faceup. When a unit flips an active Shield token, that Shield token is flipped to its inactive side and is now inactive. When a unit flips an inactive Shield token, that Shield token is flipped to its active side and is now active.

While defending against a Ranged attack, a defending unit may flip any number of its active Shield tokens to their inactive side during the Modify Attack Dice step to cancel 1 hit or 1 critical result for each Shield token flipped in this way.

SHIEN MASTERY

When a unit with the Shien Mastery keyword uses the Deflect keyword, the attacker suffers 1 Wound for each result in the defense roll instead of any other Wounds Deflect would cause. Additionally, when a unit with the Shien Mastery keyword is the defending unit of a Ranged attack, if it does not suffer Wounds from that attack, it does not gain Suppression tokens during the Assign Suppression Token to Defender step of that attack.

SMOKE X

A unit that has the Smoke X keyword can make the Smoke X action to place X Smoke tokens comepletely within 1 and in LOS of its unit leader.

Smoke tokens cannot overlap any Objective, Advantage, Charge, or other Smoke tokens and must be placed on a flat surface.

SMOKE TOKENS

Trooper units whose unit leader is within 1 of a Smoke token improve the numerical value of their Cover by 1 during the Determine Cover step. While a Trooper unit is attacking, if the attacking unit leader is within 1 of a Smoke token, the defending unit improves the numerical value of their Cover by 1. Effects that improve a unit's Cover are cumulative. A unit cannot be affected by the same Smoke token more than once. Smoke tokens are removed during the Remove Tokens step of the End Phase.

For example, a Trooper unit whose unit leader is within 1 of 2 Smoke tokens would improve the numerical value of its Cover by 2.

SPECIAL ISSUE: BATTLE FORCE

A unit with the Special Issue keyword can only be included in an army using the specified Battle Force.

SORESU MASTERY

When a unit with Soresu Mastery defends against a Ranged attack, it may reroll all of its defense dice during the Reroll Defense Dice step. Additionally, when a unit with Soresu Mastery is using the Guardian X keyword, it may spend 1 Dodge token before converting any results. If it does, it rerolls all its defense dice before converting results. Each die cannot be rerolled more than once using Soresu Mastery.

SPEEDER X

A unit with the Speeder X keyword can Move over or end its movement on terrain equal to or less than height X. Additionally, when a unit with the Speeder X keyword on notched bases makes a Move, it skips step 1 of notched base movement.

A unit with the Speeder X keyword must make a free compulsory Move action at the start or end of its Make Actions step.

If a unit with the Speeder X keyword makes more than 1 non-compulsory Move action during its Activation, it may not claim Asset tokens that Activation. Additionally, a unit with the Speeder X keyword that has claimed an Asset token can make only 1 non-compulsory Move action during its Activation.

COMPULSORY MOVE

A compulsory Move is a free Move action. To make a compulsory Move, the unit makes a full Standard Move at its Speed. If it cannot do so, or if a full Move would cause any part of the unit leader's base to be outside the battlefield, it can make a partial Move instead, ending its movement as far along the Movement Tool as possible.

SPOTTER X

As a Card action or a Free Card action, this unit chooses up to X allied units within 2. Each chosen unit gains 1 Aim token.

SPUR

When a unit with the Spur keyword makes a Move, its controlling player may assign it 1 Suppression token. If they do, that unit increases its Speed by 1 during that Move to a maximum of 3. When a unit makes a Move, apply any effects that increase the unit's Speed before applying any effects that reduce that unit's Speed.

For example, a unit that normally has a Speed of 1, but has 1 Immobilize token, can use the Spur keyword to make a Move with a total Speed of 1. However, a unit that normally has a Speed of 1, but has 2 Immobilize tokens, cannot use the Spur keyword to make a Move because its Speed would still be 0.

STATIONARY

A unit with the Stationary keyword cannot make Moves unless the Move is a Pivot. A unit with the Prepared Position and Stationary keywords must Deploy during the Deploy in Prepared Positions step of Setup.

STEADY

After a unit that has the Steady keyword makes a Move action during its Activation, it may make a free Attack action. Only Ranged weapons can be added to Attack Pools during this Attack action.

STRATEGIZE X

As a Card action or a Free Card action, this unit gains 1 Suppression token. Then this unit chooses up to X allied units within 2. Each chosen unit gains 1 Aim token and 1 Dodge token.

SWARM

When this unit attacks an enemy unit that is within another allied Flying Vehicle unit's front arc, upgrade 2 of this unit's attack dice.

SWASHBUCKLER

When a unit with the Swashbuckler keyword spends 1 or more Aim tokens during an Attack action, after the effect is resolved, it gains 1 Dodge token.

TACTICAL X

When a unit with the Tactical X keyword makes a Standard Move as part of an action or free action, after the effect is resolved, it gains X Aim tokens.

TAKE COVER X

As a Card action or a Free Card action, this unit chooses up to X allied units within 2. Each chosen unit gains 1 Dodge token.

TEAMWORK: UNIT NAME

While a unit with the Teamwork keyword is within 2 of an allied unit that has the unit name specified by the Teamwork keyword, if either unit gains 1 or more Aim tokens or 1 or more Dodge tokens, the other unit gains 1 token of the same type.

TARGET X

After a unit with the Target X keyword is issued an Order, it gains X Aim tokens.

TEMPTED

If an allied unit is defeated by an enemy attack and the attacking unit is within 3 of a unit with the Tempted keyword, after the attack is resolved, that unit with the Tempted keyword may make a free Attack action or a Speed-2 Move ignoring difficult terrain. A unit may use the Tempted keyword only once each Round.

THIS IS THE WAY

When an allied unit with the This is the Way keyword is issued an Order, choose up to X other allied units within 2 of that unit. Each chosen unit performs the Action listed by the unit that was issued the order's This is the Way keyword as a free action.

TRANSPORT

During Setup, a unit with the Transport keyword may choose an allied ▲ Trooper or ▼▲▼ Trooper unit to transport. During the first Round's Issue Orders step, a unit with the Transport keyword may issue an Order to the chosen unit. If the chosen unit is undeployed when the unit with the Transport keyword Deploys, after the effect is resolved, the chosen unit Deploys by making a Speed-1 Move. Measure the start of this Move with both prongs of one side of the Movement Tool touching the base of the unit with the Transport keyword. A unit can make this Move regardless of its Speed. When the chosen unit Deploys in this way, the unit leader of that unit measures the vertical distance changed during that Move starting from the unit with the Transport keyword.

UNCANNY LUCK X

When this unit defends, it may reroll up to X defense dice during the **Reroll Defense Dice** step.

UNCONCERNED

A unit with the Unconcerned keyword cannot benefit from Cover, and miniatures in the unit cannot be Repaired or Restored.

UNHINDERED

When a unit that has the Unhindered keyword makes a Move, it does not reduce its Speed for moving out of, into, or through difficult terrain.

UNSTOPPABLE

This unit is eligible to activate during the **Activation Phase** while it has 1 or fewer Order tokens. This unit may never have more than 1 faceup Order token. While this unit is not defeated, when its controlling player is creating their Order Pool, they add an additional Order token corresponding to this unit's Rank to their Order Pool.

During the **Command Phase**, when counting undefeated units during the **Create the Pass Pool** step, this unit counts as two units.

VAAPAD MASTERY

When a unit with the Vaapad Mastery keyword attacks, before rolling dice, it adds 1 white attack die to the pool for each Wound token it has, to a maximum of 3.

When a unit with the Vaapad Mastery keyword defends, before rolling dice it adds 1 white defense die to the pool for each Wound token it has, to a maximum of 3.

VICIOUS X

When this unit makes an attack, during the **Form Attack Pool** step, choose 1 of its Attack Pools. For each Suppression token the unit defending against that Attack Pool has, this unit may upgrade X attack dice in that Attack Pool.

VICTORY OR DEATH

When an allied unit with the Victory or Death keyword suffers 1 or more Wounds from an enemy attack, after the attack is resolved, the allied unit may gain 1 Suppression token. If it does, it may gains 1 Aim token or 1 Dodge token.

WEAK POINT X: FRONT/REAR/SIDES

While a unit with the Weak Point X: Front/Rear/Sides keyword defends, if the attacking unit's unit leader is at least partially inside the specified firing arc of the defending unit, the Attack Pool gains the Impact X keyword where X is equal to the value of Weak Point X.

While a unit with the Weak Point X keyword defends against a Ranged attack made by an area weapon, treat the Charge token or Advantage token as the attacking unit leader.

WE FIGHT FOR OUR FAMILY

When a unit with the We Fight for Our Family keyword makes an attack action, after the effect is resolved, choose another allied unit with the We Fight for Our family keyword within 2, if able. The chosen unit gains 1 Dodge token.

WEIGHED DOWN

A unit with the Weighed Down keyword cannot use the Jump keyword while it is holding 1 or more Objective tokens,

WE'RE NOT REGS

A unit with the We're Not Regs keyword cannot spend Green tokens on other Clone Trooper units, and other Clone Trooper units cannot spend this unit's Green tokens. Additionally, this unit cannot benefit from Backup.

WHEEL MODE

At the start of its Activation, a unit with the Wheel Mode keyword may change its Speed to 3 until the end of that Activation. If it does, until the end of the Round, it loses the Unconcerned keyword, gains the AI: Move and Cover 2 keywords, and cannot make attacks or flip its active Shield tokens.

To indicate that a unit of Droidekas is using the Wheel Mode keyword, a player may replace their standing Droideka miniatures with ball-form Droideka miniatures, or simply mark the unit with a Wheel Mode token until the end of the Round.

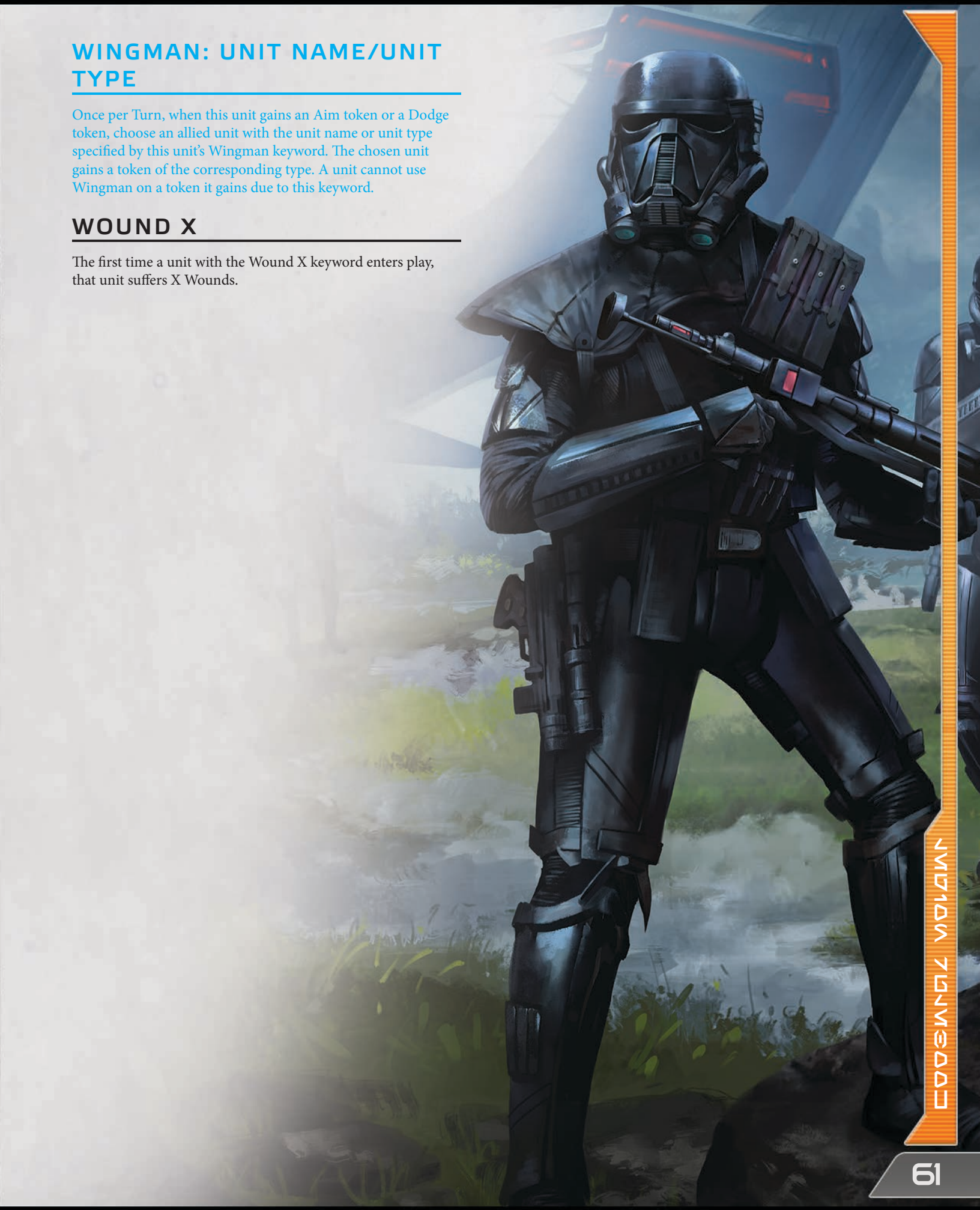
Players should use the ball-form Droideka miniatures only when the unit uses the Wheel Mode keyword and only for the duration of that Round. At the end of the Round, any ball-form Droideka miniatures should be replaced with standing Droideka miniatures.

WINGMAN: UNIT NAME/UNIT TYPE

Once per Turn, when this unit gains an Aim token or a Dodge token, choose an allied unit with the unit name or unit type specified by this unit's Wingman keyword. The chosen unit gains a token of the corresponding type. A unit cannot use Wingman on a token it gains due to this keyword.

WOUND X

The first time a unit with the Wound X keyword enters play, that unit suffers X Wounds.



WEAPON KEYWORDS

ANTI-MATERIEL X

When this keyword is in an Attack Pool, if the unit defending from that Attack Pool is a Vehicle unit, upgrade X attack dice in the Attack Pool.

ANTI-PERSONNEL X

When this keyword is in an Attack Pool, if the unit defending from that Attack Pool is a Trooper unit, upgrade X attack dice in the Attack Pool.

AREA WEAPON

A weapon with a yellow Range icon is an area weapon. When using an area weapon, make a separate attack against each unit, allied and enemy, that is in LOS and within the Range indicated by the number on the Range icon, even if that unit is Engaged. Attacks made by area weapons are always Ranged attacks.

Area weapons can never be in an Attack Pool made by a unit and must always be the only weapon in an Attack Pool.

ARM X: CHARGE TOKEN TYPE

A unit that is equipped with a card that has the Arm X: Charge Token Type keyword can make the Arm X action. When a unit makes the Arm X action, the unit places X Charge tokens (Advantage) of the specified type and matching its controlling player's color completely within 1 and LOS of its unit leader.

Charge tokens cannot overlap any Objective, Advantage, or other Charge tokens and must be placed on a flat surface completely flush with that surface.

ASSAULT X

When a weapon with the Assault X keyword is added to an Attack Pool, if the defending unit is within 1 of the attacking unit's unit leader, you may upgrade X of that weapon's attack dice.

BEAM X

If a weapon with the Beam X keyword is in a unit's Attack Pool during the Declare Additional Defender step, that unit may declare up to X additional attacks, forming Attack Pools using only the weapon with the Beam X keyword, even though the weapon has already been added to an Attack Pool. These additional attacks do not generate further attacks.

Each additional attack must be against a different defending unit that is within 1 of the last defending unit declared. These additional attacks must be in LOS of the attacking unit but do not have to be within the maximum Range of the weapon with the Beam X keyword.

Units may not use the Beam X and Gunslinger keywords during the same attack.

BLAST

A defending unit cannot use light or heavy Cover during the Apply Dodge and Cover step to cancel hit results produced by an Attack Pool that contains the Blast keyword.

BOMB

A unit cannot add a weapon that has the Bomb keyword to an Attack Pool and make a free attack with the Strafe X keyword during the same Activation.

CRITICAL X

When a unit attacks, if the Critical X keyword is in the Attack Pool, during the Convert Surges step it may convert up to X results to results.

CONCUSSIVE

When a unit defends against an Attack Pool that contains one or more weapons with the Concussive keyword, if the defending unit has Cover at the start of the **Roll Cover Pool** step, add 1 to the attack roll.

CUMBERSOME

When a unit adds a weapon with the Cumbersome keyword to an Attack Pool, it downgrades each of that weapon's attack dice if that unit has made any Moves during the same Activation.

DETONATE X: (CHARGE TYPE)

After a unit attacks, Moves, or makes an action, each unit that has a weapon with the Detonate X keyword may Detonate up to X allied Charge tokens (Advantage) of the specified type. If a token would detonate, that token detonates before any other abilities or effects that occur after a unit Moves or makes an action, with the exception of spending a Standby token which can be spent by a unit before the token detonates. If both players have units that could detonate Charge tokens, the player that does not control the unit that just made the attack, Move, or action may use their unit's Detonate X keyword first.

When a token detonates, make a separate attack against each unit, allied and enemy, that has LOS to the token and is in Range of the area weapon, using the surge conversion chart and weapon keywords on the card for the token being detonated. The detonating token is considered the attacking unit when making attacks, meaning that it cannot spend Aim tokens or modify attack dice, regardless of any abilities on the unit that placed the token. After a token detonates, remove it from the battlefield.

FIXED: FRONT/SIDES/REAR

To add a weapon that has the Fixed: Front/Sides/Rear keyword to an Attack Pool, the defending unit must have at least 1 of its miniatures' bases partially inside 1 of the specified firing arcs of the attacking miniature.

HIGH VELOCITY

A unit that defends against an attack that only has weapons with High Velocity in its Attack Pool cannot spend Dodge tokens during the Apply Dodge and Cover step.

IMMOBILIZE X

A unit that suffers 1 or more Wounds from an attack that has Immobilize X in the Attack Pool gains X Immobilize tokens.

When a unit makes a Move, its Speed is reduced by 1 for each Immobilize token it has. After modifiers, if a unit is Speed is 0 it cannot make Moves of any kind. At the end of a unit's Activation, it removes any Immobilize tokens that it has.

When a unit makes a Move, apply any effects that increase the unit's Speed before applying any effects that reduce its Speed.

IMMUNE: DEFLECT

When a unit attacks with an Attack Pool that has Immune: Deflect, it cannot suffer Wounds from the Deflect keyword.

IMPACT X

When a unit attacks, if its Attack Pool has the Impact X keyword and the defending unit has the Armor X keyword, the attacking unit can modify up to X ✸ results to ✪ results during the Modify Attack Dice step.

ION X

When a Vehicle or Droid Trooper unit suffers 1 or more Wounds from an attack that has the Ion X keyword in the Attack Pool, after the attack is resolved, it gains X Ion tokens.

When a unit starts its Activation with 1 or more Ion tokens, roll 1 white defense die for each Ion token it has. If any Blank results are rolled, that unit makes 1 fewer action during that Activation. At the end of a unit's Activation, it removes any Ion tokens that it has.

If an Attack Pool includes the Ion X keyword, at the start of the Modify Attack Dice step, before resolving other effects the defending unit must flip 1 active Shield token, if able, for each ✸ or ✪ result in the attack roll, to a maximum of X tokens flipped.

LETHAL X

When a unit makes an attack with an Attack Pool that has Lethal X, it can spend up to X Aim tokens during the Modify Attack Dice step. If it does, the Attack Pool gains Pierce 1 for each Aim token spent. The attacking unit may not reroll dice with any Aim tokens spent in this way.

LONG SHOT

When a unit with 1 or more weapons that have the Long Shot keyword makes an attack, before choosing an enemy unit to attack during the Declare Defender step, it may spend 1 Aim token to increase the maximum Range of each weapon with the Longshot keyword by 1 until the end of that attack sequence. The attacking unit may not reroll dice with any Aim tokens spent in this way. Only 1 Aim token may be spent in this way per attack sequence.

OVERRUN X

When this unit makes a Move action, if its Speed is greater than 1 and if it is not a Flying Vehicle, it may reduce its Speed by 1 for that Move action. If it does, after the movement is resolved, choose an enemy non-Flying Vehicle unit within 1½ and within a vertical distance equal to the height of the moving unit's Silhouette. Then this unit makes an attack against the chosen unit. During the attack, this unit may only add 1 weapon to the attack pool and that weapon must have the Overrun X keyword.

When this unit ends its Cruising Move, if it has a weapon with the Overrun X keyword and if it is a Flying Vehicle, choose an enemy non-Flying Vehicle unit within 1½ of it. This unit makes an attack against the chosen unit. During this attack, this unit may only add 1 weapon to the Attack Pool and that weapon must have the Overrun X keyword.

A unit may use the Overrun X keyword a maximum of X times during its Activation, and only once per Move action.

OVERWHELM

When a unit attacks with an Attack Pool that has 1 or more weapons with the Overwhelm keyword, if it spends at least 1 Aim token during the Reroll Dice step, the defending unit gains 1 Suppression token during the Assign Suppression Token to Defender step.

PIERCE X

When a unit attacks with an Attack Pool that has Pierce X keyword it may cancel up to X ▼ results during the Modify Defense Dice step.

The Pierce X keyword can be used to cancel ▼ results on defense dice rolled by a unit using the Guardian X keyword. When doing so, treat canceled ▼ results as Blank results. After using the Pierce X keyword in this way, any unused Pierce X value can still be used to cancel ▼ results rolled by the defending unit.

For example, a unit with Pierce 3 attacks an enemy unit, and another enemy unit uses Guardian 2 to cancel 2 ✸ results. After converting defense ⛨ results, the unit using Guardian has rolled 2 ▼ results. The attacking unit uses Pierce to cancel the 2 ▼ results and the unit using Guardian suffers 2 Wounds.

Now the defending unit rolls defense dice and the attacking unit may cancel 1 more ▼ result rolled by the defending unit since only 2 of its original Pierce 3 have been used so far.

POISON X

A non-Droid Trooper Trooper unit that suffers 1 or more Wounds caused by an Attack Pool that has the Poison X keyword gains X Poison tokens.

When a unit with 1 or more Poison tokens ends its Activation, it suffers 1 Wound for each Poison token it has, then removes all of its Poison tokens.

PRIMITIVE

When a unit attacks, if its Attack Pool has the Primitive keyword and the defending unit has the Armor X keyword, after resolving any instances of the Impact X keyword during the Modify Attack Dice step, the attacking unit must modify all ✲ results to ✸ results.

RAM X

While a unit makes an attack with an Attack Pool that has the Ram X keyword, during the Modify Attack Dice step, it may change X results to ✲ results if it meets either of the following conditions:

- The unit leader has a notched base and the unit made at least 1 full Standard Move at its Speed during the same Activation as an attack using Ram X.
- The unit leader has an unnotched base and the unit made at least 1 Move during the same Activation as an attack using Ram X.

SCATTER

When a unit attacks a small based Trooper unit with an Attack Pool that has the Scatter keyword, after the attack is resolved, it may place any of the non-unit leader miniatures in the defending unit in Cohesion.

SNIPER TEAM

When a unit makes an attack during its Activation, if one of its Attack Pools contain only weapons that have the Sniper Team keyword, upgrade each of those weapon's attack dice if the unit meets the following requirements:

- The unit has not made a Move during this Activation.
- Each miniature in the attacking unit has LOS to 1 or more miniatures in the defending unit.

If you upgrade any dice in this way, at the end of the Convert Attack Surges step for that Attack Pool, you may cancel all the attack dice in that Attack Pool and skip to the Assign Suppression Token to Defender step. If you do, and if 1 or more ✲ results were canceled, the defending unit suffers 1 Wound.

SPRAY

When a miniature adds a weapon that has the Spray keyword to an Attack Pool, that weapon adds its dice a number of times equal to the number of miniatures in the defending unit that are in LOS of the miniature using that weapon.

For example, if an AT-RT with a flamethrower attacks a unit of 3 Death Troopers, since the flamethrower has the Spray keyword and an attack value of 2 black die, the flamethrower contributes 6 black attack dice to the Attack Pool.

STRAFE

After a unit that has 1 or more weapons that have the Strafe X keyword makes a Cruising Move, it may make a free attack using only those weapons. During this attack, downgrade X red attack dice in the Attack Pool.

SUPPRESSIVE

When a unit defends against an Attack Pool that has Suppressive, it gains 1 additional Suppression token during the Assign Suppression Token to Defender step.

TOW CABLE

After a Vehicle suffers 1 or more Wounds from an attack that has Tow Cable in the Attack Pool, the attacking player makes a Pivot with that Vehicle, then it gains 1 Immobilize token.

VERSATILE

Units can make Ranged attacks with a weapon that has the Versatile keyword even when they are Engaged. A weapon with the Versatile keyword that is both a Ranged weapon and a Melee weapon can be used to make either a Ranged attack or a Melee attack.

UPGRADE CARD, COMMAND CARD, AND MINIATURE KEYWORDS

CYCLE

At the end of a unit's Activation, ready each of its exhausted Upgrade Cards with the Cycle keyword that was not used during that Activation. Only using the weapon, keywords, or other card text on the card counts as using that Upgrade Card.

DIVULGE

Some Command Cards have the Divulge keyword. Command Cards that contain the Divulge keyword are divided by a horizontal line, which serves to visually separate the Divulge keyword effect from the normal Command Card effect. Some Divulge cards have multiple options, in this case the player must pick 1. These cards can be revealed at the start of the phase or step indicated by the Divulge keyword. If a card is revealed in this manner, resolve the text that follows the Divulge keyword.

A card that is revealed in this way is not played and is returned to that player's Command Hand at the end of the step in which it was Divulged. If a card with the Permanent keyword is Divulged, it does not return to a player's Command Hand and it remains in play. Players can Divulge as many Command Cards as they wish. If both players have Command Cards that are Divulged at the same time, the blue player can reveal their Command Card first. If this opportunity is declined, that card can no longer be Divulged.

GRAFFITI TOKENS

A Graffiti token (Advantage) represents a striking image or symbol painted onto the terrain of the battlefield. Graffiti tokens affect a unit's morale. Players should place the Graffiti token flat on a surface.

During a unit's Rally step, it may roll 1 additional die if it has LOS to and is within 2 of an allied Graffiti token. If it has LOS and is within 2 of an enemy Graffiti token, it must roll 1 fewer die, to a minumum of 1.

Graffiti tokens remain in play until the end of the game. Units may Move through and end a movement overlapping Graffiti tokens.

LEADER

A miniature with the Leader keyword is treated as a unit's unit leader for all rules purposes.

If a miniature with the Leader keyword and a Wound threshold of 2 or more is defeated while in a unit with a Wound threshold of 1, replace 1 of the remaining miniatures in that unit as normal, then assign the miniature with the Leader keyword 1 Wound token.

Each unit may only equip 1 upgrade card with the Leader keyword.

NONCOMBATANT

A miniature with the Noncombatant keyword cannot add any weapons to Attack Pools, and any Wounds suffered must be assigned to non-unit leader miniatures without the Noncombatant keyword, if able. If a miniature with the Noncombatant keyword already has 1 or more Wound tokens, it must be assigned Wounds before miniatures that do not have Wound tokens. If the unit leader miniature in a unit with the Noncombatant keyword is defeated, a Noncombatant miniature cannot be replaced by a new unit leader miniature unless there are no other miniatures without the Noncombatant keyword.

PERMANENT

Some Command Cards have the Permanent keyword. Unlike ordinary Command Cards, these cards are not discarded from play during the End Phase and their effects persist as long as they are in play.

RECONFIGURE

When a unit equipped with an Upgrade Card that has the Reconfigure keyword makes a Recover action, that unit's controlling player may flip that Upgrade Card to a different side in addition to any other effects of that Recover action.

If an Upgrade Card has the exhaust icon, using the Reconfigure ability does not cause that Upgrade Card to be exhausted.

REPAIR X: CAPACITY Y

When a unit uses the Repair X: Capacity Y Card or Free Card action, choose an allied Droid Trooper or Vehicle unit within 1 and LOS and place 1 Wound token on the card that has the Repair X: Capacity Y keyword. Remove a total of up to X Wound, Ion, and/or Vehicle Damage tokens from the chosen unit or Restore up to X miniatures to that unit. This ability cannot be used if the card that has the Repair X: Capacity Y keyword has a number of Wound tokens on it equal to or exceeding Y.

Wound tokens on cards are not considered to be on units and do not count toward a unit's Wound Threshold, nor can they be removed by abilities that remove Wound tokens from units.

A unit that has multiple Repair X: Capacity Y actions treats each keyword as a separate action, and can use each action once during its Activation, even if the unit has access to mutiple identical actions from different sources.

RESTORE

Some abilities, such as the Treat and Repair keywords or certain card effects, allow a player to Restore miniatures to allied units. To Restore a miniature to a unit, that unit must have had 1 or more miniatures defeated that Round. Choose a miniature that was defeated during the current Round and place that miniature on the battlefield in Cohesion with its unit leader. Then, give that miniature a number of Wound tokens equal to 1 less than the Wound threshold indicated on its Upgrade Card or Unit Card.

SIDEARM: MELEE/RANGED

If an upgrade has the Sidearm: Melee keyword, the miniature added by that upgrade or that has that upgrade equipped cannot add any Melee weapons to Attack Pools other than any Melee weapons on the Upgrade Card with the Sidearm: Melee keyword.

If an upgrade has the Sidearm: Ranged keyword, the miniature added by that upgrade or that has that upgrade equipped cannot add any Ranged weapons to Attack Pools other than any Ranged weapons on the Upgrade Card with the Sidearm: Ranged keyword.

For example, the T-series Tactical Droid Upgrade Card provides a Ranged weapon and has the Sidearm: Ranged keyword. The miniature added by that upgrade can only use the weapon on the T-series Tactical Droid upgrade during a Ranged attack. That miniature may still use any available Melee weapon, such as the Melee weapon on the B1-Battle Droids Unit Card, during a Melee attack.

SMALL

A unit that has 1 or more Counterpart miniatures with the Small keyword cannot be targeted with attacks if the attacking unit leader only has LOS to the Counterpart miniature with the Small keyword.

TOUGH

A miniature with the Tough keyword can be assigned Wounds even if it is the unit leader or is not the miniature with the most Wound tokens in the unit.

TREAT X: CAPACITY Y

When a unit uses the Treat X: Capacity Y Card or Free Card action, choose an allied non-Droid Trooper Trooper unit within 1 and LOS and place 1 Wound token on the card that has the Treat X: Capacity Y keyword. Remove a total of up to X Wound

NOVEMBER 2026 UPDATE

- AI: Action keyword updated.
- Aid: Faction/Affiliation keyword updated.
- Cunning keyword updated.
- Elusive keyword added.
- Field Commander keyword updated.
- Hard Break keyword added.
- Incognito keyword updated.
- Interrogate keyword updated.
- Jink keyword added.
- Swarm keyword added.
- Unstoppable keyword updated.
- Vicious X keyword added.
- Wingman: Unit/Unit Type keyword added.
- Overrun X keyword updated.
- Strafe keyword added.
- Bane Tokens removed.
- Tough keyword added.
- Treat X: Capactiy Y updated.
- Removed Promote.
- Updated Text for Commander token.
- Updated Bane tokens.
- Added Ploy tokens.
- Updated Rank Requirements.
- Updated Upgrade Types.
- Updated Objective Tokens.
- Updated Select and Play Command Cards
- Updated Determine Priority.
- Updated Nominate Commanders and Issue Orders.
- Updated Create the Pass Pool.
- Updated Wookiee Trooper Unit Type.
- Added Flying Vehicle Unit Type.
- Updated Parts of the End Phase.
- Spotter keyword updated.
- Take Cover keyword updated.
- Quick Thinking keyword updated.
- Calculate Odds keyword updated.
- Strategize keyword updated.
- Bolster X keyword updated.
- Block keyword updated.
- Ataru mastery keyword updated.
- Deflect keyword updated.
- Jar'Kai Mastery keyword updated.
- Makashi Mastery keyword updated.
- Jedi Hunter keyword updated.
- Inspire X keyword updated.
- Indomintable keyword updated.
- Uncanny Luck X keyword updated.
- Jump X keyword updated.
- Anti-Materiel keyword updated.
- Anti-Personnel keyword updated.
- Bomb weapon keyword added.
- Concussive weapon keyword added.
- Tough miniature keyword added.