OBJECT OF THE GAME

STAR WARS: LEGION is a competitive game in which armies battle each other to secure objectives. The game ends after six rounds or if all of one player's units are defeated. The rules for winning the game are described in detail later.

KEY CONCEPTS

This section describes the key gameplay concepts surrounding the miniatures used in the game.

UNITS

The armies in *STAR WARS: LEGION* are comprised of units of troopers and vehicles. **TROOPERS** are the humans, aliens, and droids that form the heart of every fighting force in the galaxy. They are mobile and lightly armored, and are crucial to securing objectives. **VEHICLES** are the walkers, airspeeders, repulsor tanks, and speeder bikes that augment each army. They are larger, more durable, and more cumbersome than troopers, and provide an army with critical fire support.

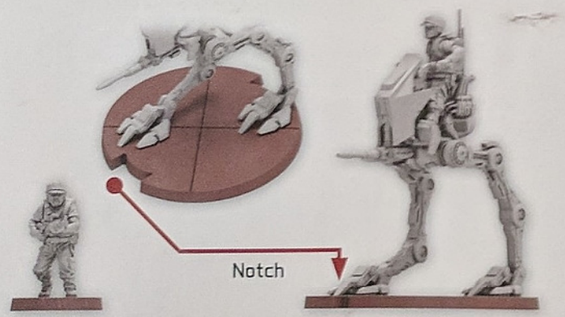
Each player's army consists of multiple units. A **UNIT** is a collection of miniatures (minis) that function as a single fighting group. Some units, such as famous characters and large vehicles, are comprised of a single mini. Each unit has a corresponding unit card and an order token that matches its rank.

Unit Card

Order Token

Miniatures

Each trooper is represented by a mini mounted on a small, round base. Each vehicle is represented by a mini mounted on a larger base that contains both a front and rear notch. Vehicles are further divided into **GROUND VEHICLES** and **REPULSOR VEHICLES**. These distinctions are described later.



The number displayed in the upper-right corner of each unit card indicates how many minis are in that unit. One mini in each unit is the **UNIT LEADER**. The unit leader is represented by a mini that has been sculpted to depict a rank insignia, pauldron, or other indicator of leadership. In the diagrams featured in this booklet, the unit leaders of units that have multiple minis are marked in red. For units that consist of a single mini, that mini is the unit leader. **For the learning battle, a fifth trooper mini has been added to each unit of Stormtroopers and Rebel Troopers.**

Troopers

Unit Leader

Number of Minis in the Unit

A player's **FRIENDLY** units are the units they control. The units controlled by their opponent are **ENEMY** units.

RANKS

Units are divided into **RANKS** that are used when issuing orders in the Command Phase. Ranks are identified by the symbol on the upper-right corner of their unit card, as follows:

- Commander
- Corps
- Special Forces
- Support
- Heavy

PLAYING THE GAME

STAR WARS: LEGION is played over six rounds. Each game round consists of three phases that players resolve in the following order: Command Phase, Activation Phase, and End Phase.

COMMAND PHASE

During the Command Phase, players attempt to impose order on the chaos of war, utilizing their commanders to direct nearby units. Each player's army will be lead by a **COMMANDER**, a powerful character that helps issue orders to your units. Each commander brings an arsenal of powerful strategies to the battlefield, represented by a hand of command cards. Each player uses one of these cards during each Command Phase to issue orders to units on the battlefield. **During a normal game, each player will have a hand of seven command cards, but for the learning battle, each player will use only the four cards they gathered during setup.**

To resolve the Command Phase, players perform the following steps in order:

1. **Select Command Card:** Each player secretly selects a command card from their hand and places it facedown on the table. Then, both players simultaneously reveal their cards.

2. **Determine Priority:** The cards revealed determine which player has priority and who resolves the first actions of the turn. Priority is determined by the number of pips shown on the card's upper-left corner. The player whose card has the **fewest** number of pips has priority.

   If both cards have the same number of pips, the player who has the round counter rolls a red defense die (a six-sided red die). If the result of the roll is a block (▼), that player has priority. Otherwise, their opponent has priority.

3. **Issue Orders:** Starting with the player who has priority, each player nominates a friendly commander and issues orders with that commander. The number of orders to be issued is indicated on the orders section of the chosen command card. Orders can be issued only to eligible units.

ISSUING ORDERS

If a unit is eligible to receive an order, a commander issues the order by placing an order token matching that unit's rank faceup (rank side up) on the battlefield near the unit's leader. **These units are not activated immediately; the faceup order token indicates that the unit can be activated during the next phase of the game.**

After players have resolved their command cards, they place them faceup near the battlefield. Some command cards have text abilities that provide players with a additional effects; while a command card is faceup near the battlefield, its effects are active.

Finally, each player creates an **ORDER POOL**, randomizing their remaining order tokens by either placing them in a bag or shuffling them facedown near the battlefield. Then play proceeds to the Activation Phase.

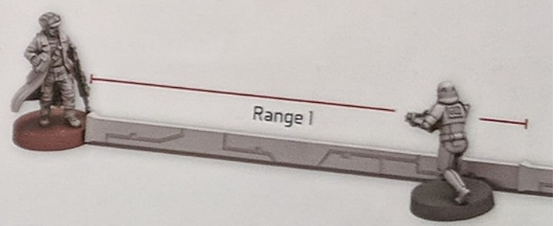
DETERMINING ELIGIBLE UNITS

To receive an order, a unit must meet all of the following requirements:

- The unit cannot have already received an order during the current Command Phase.
- The unit must be at range 1–3 of the nominated commander.

MEASURING RANGE

RANGE is the distance between two miniatures as determined by the range ruler, which is divided into four segments. To measure range, a player places the start of the range ruler so it touches the base of the mini that range is being measured from. Then, they point the range ruler toward the mini that range is being measured to. The number of segments of the range ruler that lie between the unit leader and the closest mini of the defender is the range of the attack.

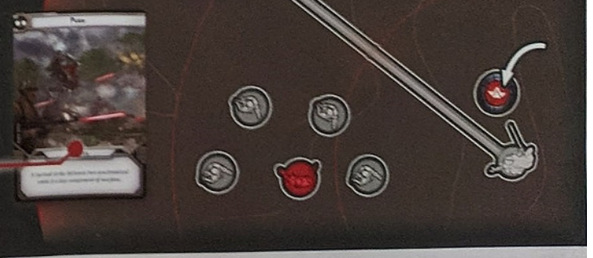


PREMEASURING

Players can measure with the range ruler at any time. Movement tools can be placed against a unit's leader and adjusted freely only during that unit's activation.

ISSUING ORDERS

1. The Imperial player reveals "Push" and nominates Darth Vader.
2. The "Push" card allows Darth Vader to issue orders to two units. There are three units at range 1–3 of Darth Vader, including Darth Vader himself.
3. Darth Vader decides to issue orders to both the 74-Z Speeder Bikes and himself, placing each unit's order token faceup next to its respective unit leader.



ACTIVATION PHASE

Starting with the player who has priority, each player takes a turn activating one of their units. Players continue alternating turns until each unit on the battlefield has activated.

1. **Choose Unit:** The player either chooses a unit with a faceup order token or takes a random order token from their order pool and chooses a unit with a matching rank that does not have a faceup order token.

   If a player takes a random order token from their order pool and that order token does not correspond to a unit that can be activated—usually because that unit was defeated and removed from the battlefield—the player sets the order token aside and takes a different token from their order pool.

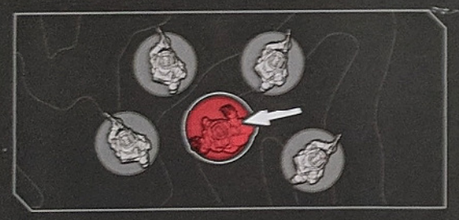
2. **Activate Unit:** The player activates the chosen unit, performing up to two actions and any number of free actions with that unit. Free actions are described later.

3. **Place Order Token:** The player places the unit's order token facedown (rank side down) on the battlefield near the unit leader. This indicates that the unit has completed its activation and cannot be activated again this round.

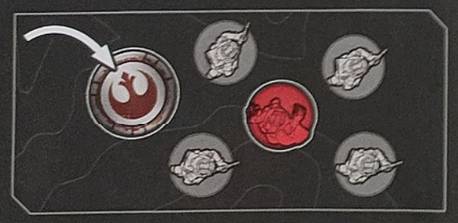
ACTIVATING UNITS

1. The Rebel player chooses to take a random token from their order pool, revealing a corps token.

2. The Rebel player chooses one of their corps units and activates the unit.



3. After the unit's activation, the Rebel player places the order token facedown near the unit leader.



END PHASE

After each unit has been activated in the Activation Phase, players resolve the End Phase to prepare for the next round. Each player discards any of their faceup command cards on the battlefield; those cards cannot be used again this game.

Then, each player returns their order tokens to the unit cards of their remaining units; excess tokens are discarded. Players then remove all aim, dodge, and standby tokens from each of their units. Players then remove one suppression token (if any) from each of their units. Suppression and standby tokens are not used during the learning battle; the other tokens are described later.

Commander Token

If all of a players' commanders were defeated, starting with the player who has priority, they must PROMOTE a unit leader from one of their trooper units to be a commander, placing the commander token in the play area near that miniature. Then, that unit's original order token is discarded, and a commander order token is placed on that unit's card. The unit now has the rank of commander, and activates using a commander order token. If a player has no trooper units remaining when they lose their last commander, they cannot choose a new commander and can no longer play command cards.

Finally, the player who has the round counter advances it to the next number and passes the round counter to their opponent.

WINNING THE GAME

If all of one player's units are defeated, that player is eliminated from the game, and their opponent is the winner. If neither player is eliminated after six rounds, the game ends and the player with the most victory tokens is the winner. **For the learning battle, players gain one victory token each time they destroy an enemy unit.**

At the end of the game, if both players have an equal number of victory tokens, players total the point cost of their opponent's destroyed units. The player with the highest total wins the game.

ACTIONS

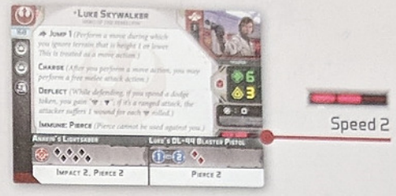
Actions represent a unit's capabilities. During a unit's activation, it may perform two of the following actions:

- **Move**
- **Attack**
- **Aim**
- **Dodge**

A unit can perform more than two actions if a game effect provides free actions, such as Darth Vader's RELENTLESS keyword; a unit can perform any number of free actions during its activation. **With the exception of the move action, a unit cannot perform the same action more than once during its activation, whether or not those actions are free.**

MOVE ACTION

Units traverse the battlefield by performing MOVES. The move action allows a unit to perform one move. Each unit has a speed of one, two, or three, which is represented by the number of red bars on the unit's card.



TROOPER MOVEMENT

Troopers have unnotched bases, representing uninhibited mobility. To perform a move with a trooper unit, a player chooses a movement tool with a speed equal to or less than the unit's speed and places that tool against any side of the unit leader's base.

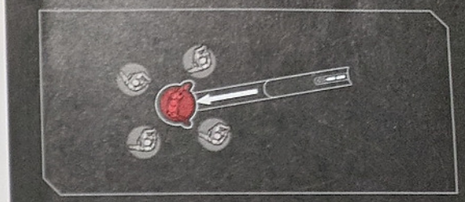
The player can adjust the direction of the movement tool as desired by bending the tool at its joint. Then, the player lifts up the unit leader and places it flush against the other end of the movement tool. This is called a FULL MOVE.

A player can perform a PARTIAL MOVE using the same rules. However, instead of placing the unit leader at the end of the movement tool, the player places the unit leader anywhere along the movement tool, sliding the tool out from under the unit leader before it is placed on the battlefield.

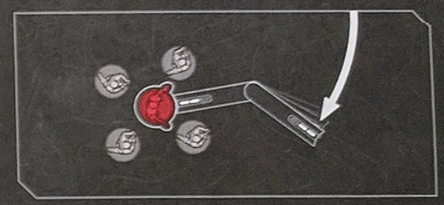
After a player moves a unit leader, the player moves each other miniature in that unit to anywhere that is in COHESION with its unit leader. A mini is in cohesion with its unit leader if the distance between the base of the mini and the base of that unit's leader is equal to or less than the length of the speed 1 movement tool.

MOVEMENT (TROOPER)

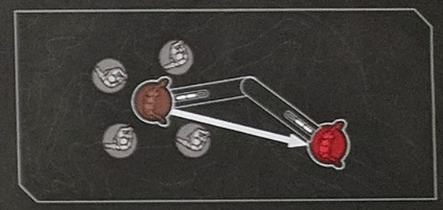
1. The Imperial player places the speed-2 movement tool against the base of a Stormtrooper unit leader.



2. The Imperial player adjusts the direction of the movement tool as desired.



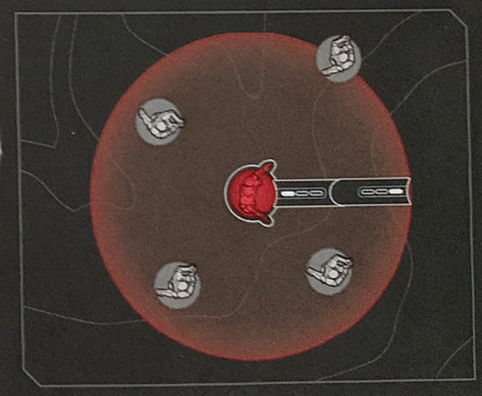
3. The Imperial player picks up the Stormtrooper unit leader and places its base against the end of the movement tool. Then, the other minis in the unit are placed in cohesion with the unit leader (see below).



UNIT COHESION

The miniatures in a unit must always remain in cohesion with the unit leader. This means that each mini in the unit must be placed so that any part of its base is no further away from the unit leader than the length of a speed-1 movement tool. In the diagram to the right, four Stormtroopers are in cohesion to their unit leader.

To save time, if a player wishes to perform multiple move actions during a single activation, they can complete all movement actions before establishing cohesion. A player may also move aside any minis in the moving unit to place the movement tool on the battlefield, as those minis will be placed back into cohesion at the end of the movement.



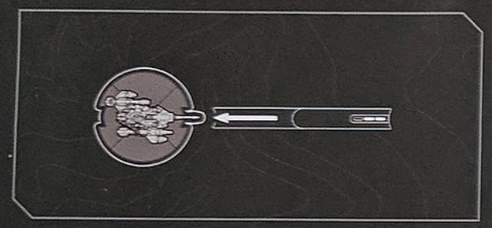
VEHICLE MOVEMENT

Vehicles have notched bases, representing more rigid, cumbersome movement. To resolve a move action with a vehicle unit, a player chooses a movement tool with a speed equal to or less than the unit's speed and inserts one end of that tool into the notch on the front of the unit leader's base. The player can adjust the direction of the movement tool as desired by bending the tool at its joint. Then, the player can perform either a full or partial move. To perform a full move, the player lifts up the unit leader and places it onto the battlefield at the end of the movement tool, inserting the end of the tool into the notch on the rear of the base.

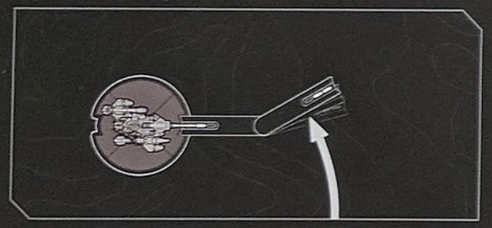
To perform a partial move, the player moves the unit leader along the movement tool, keeping the notches of the base centered over the movement tool.

MOVEMENT (VEHICLE)

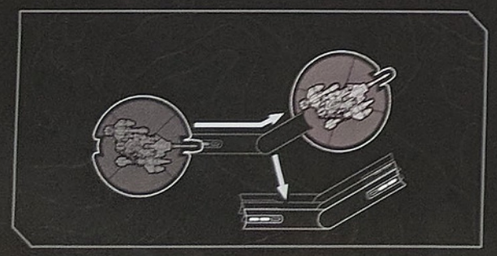
1. The Rebel player inserts the front of the speed-2 movement tool into the front notch of an AT-RT's base.



2. The Rebel player adjusts the direction of the movement tool as desired.



3. The Rebel player performs a partial move action, moving the AT-RT along the movement tool until it reaches the desired position; then the player slides the tool out from under the AT-RT and sets it aside.



Instead of inserting the end of the movement tool into the notch on the rear of the unit leader's base, the player can stop moving the unit anywhere along the movement tool's path, sliding the tool out from under the mini before it is placed on the battlefield.

The player moves each other miniature in that unit to anywhere that is in cohesion with its unit leader. All minis in the unit must be oriented in exactly the same direction as the unit leader.

MOVEMENT RESTRICTIONS

This section provides players with movement restrictions for playing the learning battle. Additional movement restrictions are presented in the "Expanded Rules" section of this rulebook.

BASE CONTACT

Miniatures in the same unit can be placed such that their bases touch each other. However, a player cannot place any of their minis in base contact with minis from their other friendly units.

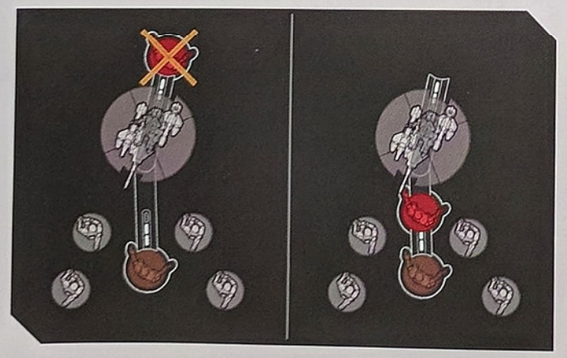
If a player's unit leader has a melee weapon, it can be placed in base contact with a mini from an enemy unit. When this happens, those units are in a **MELEE**, which is described later.

MOVEMENT TOOL IMPEDIMENTS

Sometimes it is not possible to place the movement tool flat on the battlefield because scenic elements or other miniatures are in the way. In these cases, the movement tool may be held above any impediments, and the unit leader moved along underneath the tool, or the position of the impediment may be marked and the impediment temporarily removed.

OVERLAPPING

A player **cannot** move their unit leader in such a way that it moves through a ground vehicle miniature. However, a player's movement tool can overlap a ground vehicle if they are performing a partial move to move near, but not through, the vehicle. A player **can** move their unit leader through trooper minis and repulsor vehicle minis.



ATTACK ACTION

The attack action allows a unit to perform one attack. There are two types of attacks: **RANGED** and **MELEE**. This section provides rules for performing ranged attacks, which are more common; melee attacks are described later.

During an attack action, the unit performing the action is the **ATTACKER**, and the target of the attack is the **DEFENDER**. To perform an attack, resolve the following steps in order:

1. **Declare Defender:** The attacking player chooses one enemy unit to attack; this enemy unit is now the defender.

   Then, the attacking player measures the range from the attacker's unit leader to the closest mini of the defender (see "Measuring Range" on page 9) to determine the attack's range.

2. **Form Attack Pool:** For each mini in its unit, the attacker chooses one weapon (listed at the bottom of its unit card) that has a range that includes the attack's range. Weapons are described in more detail on page 15.

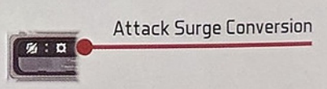
   Then, the attacker gathers the number and color of dice depicted on the weapon that each mini is using. For example, if a unit of five Stormtroopers was attacking using E-11 Blaster Rifles, the attacker would gather five white dice—one white die for each rifle. These dice are the attack pool.

3. **Roll Attack Dice:** Resolve the following substeps in order:

   a. *Roll Dice:* The attacker rolls the dice in the attack pool.

   b. *Reroll Dice:* The attacker can resolve any abilities that allow the attacker to reroll dice.

   c. *Convert Attack Surges:* The attacker changes its attack surge (⚠) results to the result indicated on its unit card by turning the die to reflect the converted result. If no result is indicated, the attacker changes the result to a blank.



4. **Apply Dodge and Cover:** If the defender has a dodge token or is in cover, the defender may spend dodge tokens and apply cover to cancel hit (✸) results. Dodge tokens and cover cannot be used to cancel critical (✪) results. Dodge tokens and cover are described later.

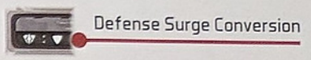
5. **Modify Attack Dice:** The **attacker** can resolve any card abilities that allow it to modify the attack dice. Then, the **defender** can resolve any card abilities that allow it to modify the attack dice.

6. **Roll Defense Dice:** Resolve the following substeps in order:

   a. *Roll Dice:* For each hit (✸) and critical (✪) result on the attacker's dice, the defender rolls one die with a color that matches the defender's defense, which is presented on the defender's unit card.

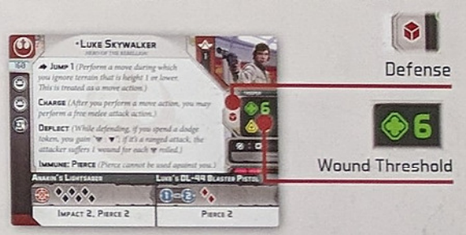
   b. *Reroll Dice:* The defender can resolve any abilities that allow the defender to reroll dice.

   c. *Convert Defense Surges:* The defender changes its defense surge (⚠) results to the result indicated on its unit card. If no result is indicated, the defender changes the result to a blank.



7. **Modify Defense Dice:** The **defender** can resolve any card abilities that allow it to modify the defense dice. Then, the **attacker** can resolve any card abilities that allow it to modify the defense dice.

8. **Compare Results:** The attacker counts the number of hit (✸) and critical (✪) results, and the defender counts the number of block (▼) results. Then, the defender's total is subtracted from the attacker's total, and if the attacker's total is greater, the defender suffers the number of wounds equal to the difference. Critical (✪) results have no additional effect.



SUFFERING WOUNDS

Each miniature in a player's army has a **WOUND THRESHOLD** presented on its unit card. A wound threshold indicates how many wounds each mini in the unit can suffer. If a mini suffers a number of wounds equal to the wound threshold, that mini is **DEFEATED** and removed from the battlefield.

Wound Token

When a player's unit suffers wounds, that player chooses a mini from that unit and assigns wounds to that mini by placing wound tokens on the battlefield near it, until either all wounds are suffered or that mini is defeated. If there are unassigned wounds remaining after a mini is defeated, the player choses another mini from the same unit and repeats this process until either every mini in the unit is defeated or all wounds have been suffered.

A mini with wounds assigned to it is **WOUNDED**. When assigning wounds, wounded minis must be chosen to suffer wounds before minis that have no wounds, and unit leaders cannot be assigned wounds until all other minis in the unit are defeated.

AIM ACTION

The aim action allows units to better concentrate on attacking their foes. To perform an aim action, a player places an aim token on the battlefield near the unit leader that is performing the aim action. While attacking, a unit may spend aim tokens to reroll up to two attack dice for each token spent.

Aim Token

DODGE ACTION

The dodge action allows units to prioritize their survival. To perform a dodge action, a player places a dodge token on the battlefield near the unit leader that is performing the dodge action. While defending, a unit may spend dodge tokens to cancel one hit (✸) result for each dodge token spent.

Dodge Token

RANGED ATTACK EXAMPLE

1. The Imperial player wants to attack a unit of Rebel Troopers. The Imperial player measures from the Stormtrooper unit leader to the closest Rebel Trooper in the enemy unit, and determines that the enemy unit is at range 2.

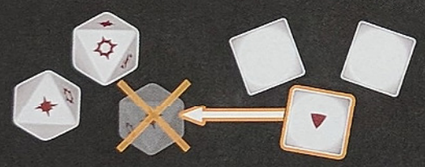
2. Each Stormtrooper can add one of its weapons to the attack pool. Stormtroopers have two weapons available to them, a melee (⊠) weapon and a range 1–3 weapon. Because the enemy unit is at range 2, the Stormtroopers can use only weapons that have a range band that includes range 2. The four Stormtroopers and the Stormtrooper unit leader each add one white attack die to the attack pool. Then, the Imperial player rolls the dice in the attack pool, resulting in one hit (✸) result and one critical (⊡) result.

3. The Imperial player spends the Stormtroopers' aim token to reroll two dice, plus one additional die due to the PRECISE 1 keyword, and produces two additional hit (✸) results for a total of three hit (✸) results and one critical (⊡) result.

4. The Rebel Trooper unit has a dodge token, so the Rebel player spends it to cancel one hit (✸) result.

5. There are two hit (✸) results and one critical (⊡) result remaining, so the Rebel player rolls three white defense dice, producing one defense surge (✵) result and two blanks. Rebel Troopers convert defense surge (✵) results to block (▼) results, so the Rebel player rotates the die showing a defense surge (✵) result to a face showing a block (▼) result.

6. The defender subtracts the block (▼) result from the attacker's three hit (✸) and critical (⊡) results, determining that the Rebel Trooper unit suffers two wounds.

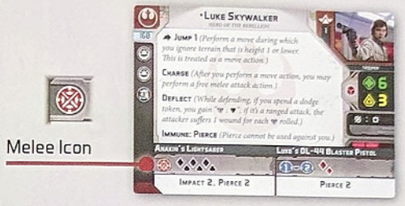


7. The wound threshold of Rebel Troopers is one, so the Rebel player chooses two Rebel Trooper miniatures to defeat.

WEAPONS

Each unit has one or more weapons that are displayed at the bottom of its unit card. Each weapon has a name and an icon that indicates if it is a ranged or melee weapon. Each weapon has a range band that indicates the minimum and maximum distance at which a unit can use that weapon, as follows:

- 1 2 3 4 A weapon with this icon is a ranged weapon and can be used at the ranges indicated, but not in base contact.
- ⊠ A weapon with this icon is a melee weapon and can only be used in base contact during a melee, which is described later.



Melee Icon

Each weapon also depicts a number of colored dice. During an attack, when a player is forming an attack pool, each weapon chosen by a miniature in the attacking unit contributes that weapon's dice to the attack pool.

WEAPON KEYWORDS

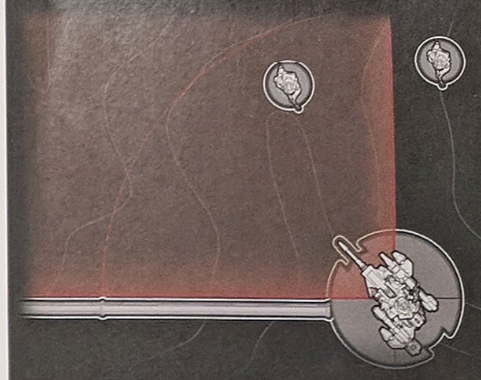
Some weapons have keywords, which are displayed at the bottom of the unit's card and described on the back. Each weapon keyword modifies any attacks made that include that weapon. **Weapon keywords are cumulative, when performing an attack that includes two weapons that have the IMPACT 1 keyword, these two keywords combine to add up to IMPACT 2.**

The keywords listed below are used during the learning battle. The remaining keywords are ignored. Each weapon keyword provides an effect, as follows:

IMPACT X

While attacking a unit that has the ARMOR keyword, a unit performing an attack using a weapon with the IMPACT X keyword can change a number of hit (✸) results to critical (⊡) results during the "Modify Attack Dice" step of the attack equal to the value of "x".

FIRING ARC EXAMPLE



Since at least one mini in the enemy unit is inside the AT-RT's front firing arc, the entire unit may be attacked by the AT-RT's FIXED: FRONT AT-RT Laser Cannon.

FIXED: FRONT

To add a weapon with the FIXED: FRONT keyword to the attack pool, the defender must be inside the front firing arc of the attacking miniature equipped with that weapon. A FIRING ARC is the cone-shaped area formed by the firing arc lines embossed on the bases of vehicle minis. A mini's firing arc extends from its base outward across the battlefield. To determine the edges of a mini's firing arc, a player aligns the edge of the range ruler with the firing-arc line on a mini's base to create one continuous line. If any part of the base of a defender's mini is within the area created by extending the firing-arc lines, the defender is inside that firing arc.

PIERCE X

A unit performing an attack using a weapon with the PIERCE X keyword can cancel a number of block (▼) results during the "Modify Defense Dice" step of an attack equal to the value of "x".

MELEE

When a unit is in base contact with an enemy unit, it is in a MELEE. When a unit performs an attack against a unit it is in melee with, it is a melee attack. Melee attacks follow the same rules as ranged attacks with the following exceptions:

- The attacker can use only weapons that have the melee (⊠) icon.
- The defender must be in the same melee as the attacker.

STARTING A MELEE

If a unit has a melee weapon, it can start a melee by moving into base contact with an enemy miniature. To start a melee, a player must follow these steps in order:

1. **Move Unit Leader:** The player performs a move, moving their unit leader into base contact with an enemy mini.

   If a unit does not have a melee weapon, it cannot move into base contact with enemy minis and cannot start a melee.

2. **Move Other Minis:** Maintaining cohesion, the player places each other mini in the unit that started the melee into base contact with a mini from their opponent's unit.

3. **Opponent Moves Minis:** Maintaining cohesion, the player's opponent moves any of their minis that are not already in base contact with an enemy mini into base contact with minis from the unit that started the melee.

   If the opponent's unit does not have a melee weapon, the opponent does not move their minis into base contact with the unit that started the melee.

A unit can only start a melee with one enemy unit, though other units may later join a melee.

ENGAGED

While a **trooper unit** is in a melee with **another trooper unit**, those units are **ENGAGED**. Only troopers can be engaged; vehicles can be in a melee but cannot be engaged. A unit that is engaged cannot perform ranged attacks, **cannot be targeted by ranged attacks**, and cannot perform moves except to **WITHDRAW**. To exit an engagement, a unit must withdraw by using its entire activation to perform a speed-1 move. A unit that is withdrawing cannot do anything during its activation except perform this speed-1 move.

TERRAIN

Terrain represents forests, buildings, ruins, barricades, and any other physical features that impact the battle. Terrain can provide cover, block line of sight, and impede movement. The terrain rules in this booklet primarily cover the plastic barricades included in this core set. Information about additional terrain types can be found in the online Rules Reference.

COVER

During an attack, terrain that lies between two units can grant protection to the defender in the form of **COVER**.

To determine if a unit has cover, the attacker traces an imaginary line between the center of their unit leader's base and the center of each miniature's base in the defender. If the line crosses any terrain, the mini is **OBSCURED**. If at least half the minis in the defender are obscured, the entire unit is treated as obscured and that unit gains cover from the terrain that the imaginary line was traced through.

When determining cover, if the attacker's unit leader is in contact with a piece of terrain, that piece of terrain is ignored when determining if a minis are obscured.

BENEFITS OF COVER

Each piece of terrain provides either **LIGHT COVER** or **HEAVY COVER**:

- If the terrain that is obscuring a unit provides light cover, that unit can cancel one hit (✸) result during the "Apply Dodge and Cover" step of an attack.
- If the terrain provides heavy cover, that unit can cancel up to two hit (✸) results.

Game effects can improve cover. If a unit with no cover improves its cover by one, it gains the benefit of light cover, and if a unit with light cover improves its cover by one it gains the benefit of heavy cover. A unit cannot improve its cover beyond heavy cover.

BARRICADES

The terrain included in the *STAR WARS: LEGION* core set consists of eight Imperial barricades. These barricades provide troopers with heavy cover, but do not provide cover to vehicles. During the learning battle, units can move over barricades freely.

LEADERS AND COVER

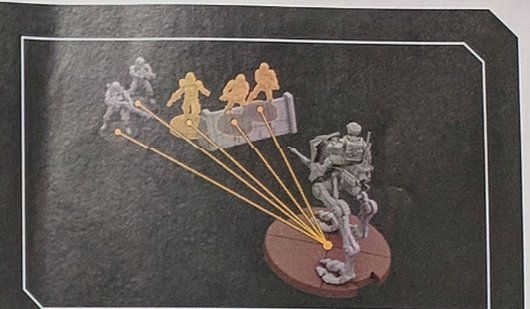
Since this unit leader is touching the barricade in front of him, when this unit is attacking, the barricade is ignored when determining if the defender is obscured.

TERRAIN AND COVER

The attacking AT-RT traces a line from the center of its base to the center of each miniature's base in the defending Stormtrooper unit.

Three of the five Stormtrooper minis are obscured by the barricade, and two are not. At least half the minis are obscured, so the entire unit benefits from cover.

The barricade provides heavy cover to trooper units; therefore, the Stormtroopers are in heavy cover.



UNIT KEYWORDS

A unit card can contain a number of unit keywords. Unit keywords are presented on a unit's card below its name. The keywords listed below are used in the learning battle. The remaining keywords (**CLIMBING VEHICLE**, **EXPERT CLIMBER**, **JUMP 1**, and **MASTER OF THE FORCE 1**) are ignored during the learning battle, and can be found in the online Rules Reference. Each unit keyword applies an effect to the entire unit, as follows:

ARMOR
During the "Modify Attack Dice" step of an attack, a unit that has the **ARMOR** keyword cancels all hit (✸) results.

CHARGE
After a unit with **CHARGE** performs a move action, if it is in melee, it may perform a free attack action.

COVER 1
During the "Apply Dodge and Cover" step of an attack, if the defender has the **COVER 1** keyword, it improves its cover by one when defending against ranged attacks.

DEFLECT
While a unit with **DEFLECT** is defending, if it spends a dodge token, its surge conversion chart gains "✸ : ♥", and if the attack is ranged, the attacker suffers 1 wound for each defense surge (✸) result rolled during the "Roll Defense Dice" step.

IMMUNE: PIERCE
While a unit with the **IMMUNE: PIERCE** keyword is defending, the attacker cannot use the **PIERCE** keyword to change any block (♥) results to blank results.

NIMBLE
After defending against an attack during which it spent one or more dodge tokens, a unit with **NIMBLE** gains 1 dodge token.

PRECISE 1
During the "Reroll Attack Dice" step of an attack, a unit with **PRECISE 1** that spends an aim token rerolls up to 1 additional attack die.

RELENTLESS
After a unit that has the **RELENTLESS** keyword performs a move action, it may perform a free attack action.

SPEEDER 1
While performing a move, a unit that has the **SPEEDER 1** keyword ignores terrain height 1 or lower. Height is ignored during the learning battle.

When a unit that has the **SPEEDER 1** keyword activates, it must immediately perform a compulsory move. A compulsory move is a move, not a move action, and does not count as one of the two actions a unit can perform during the Activation Phase. **To perform a compulsory move, the unit performs a full move at its maximum speed.** If cannot, it can perform a partial move instead, ending its movement as far along the movement template as possible. If the unit performs a partial movement in this way, the unit suffers a number of wounds equal to its speed. If the unit leader ends this movement with any part of its base outside of the battlefield, the unit is defeated.

STOP!

You have read the rules needed to play the learning battle. After playing, read the "Expanded Rules" section.

EXPANDED RULES

After playing the learning battle, players are ready to learn the rest of the rules needed to play a standard game of *STAR WARS: LEGION*. This section includes expanded rules for attacking, movement, suppression, battle cards, army building, and setup.

COMMAND CARDS

Some command cards are exclusive to a unique character. These command cards feature art in the upper-right corner that matches the art on that character's unit card. When one of these cards is played in the command phase, that character must be nominated to issue orders. If that character is defeated, their command cards can no longer be played.

The orders section of some command cards indicate a specific unit (Darth Vader; Luke Skywalker) or specific unit type (trooper; vehicle). These orders must be issued to the appropriate unit or units, as indicated by the command card.

ACTIONS

This section includes rules for actions that were omitted from the learning battle: recover, card, and standby actions.

RECOVER ACTION

The recover action allows units to rally their spirits and get back in the fight. To perform the recover action, a player removes all suppression tokens from the unit (see page 20) and readies all of the unit's exhausted upgrade cards (see page 22).

CARD ACTION

Some units and upgrade cards have special actions that showcase the unit's capabilities, such as Luke Skywalker's **JUMP 1** ability. These actions are printed on unit and upgrade cards, preceded by the card action (➡) icon.

To perform a card action, the unit simply resolves the effect described after the card action (➡) icon. Each card action can be performed only once during a unit's activation.

STANDBY ACTION

The standby action allows trooper units to hold an action in reserve. If a unit has not performed an attack, it may perform a standby action. To perform a standby action, a player places a standby token on the battlefield near the trooper unit leader that is performing the standby action. A trooper unit cannot perform a standby action if it has performed an attack during its activation. **Only trooper units can perform standby actions.**

STANDBY TOKENS

After an enemy unit at range 1–2 performs an action, a trooper unit with a standby token may spend that token to perform an attack or a move.

If a trooper unit gains a suppression token or performs a move, attack, or any action, it discards its standby token. A unit cannot have more than one standby token.

Standby Token

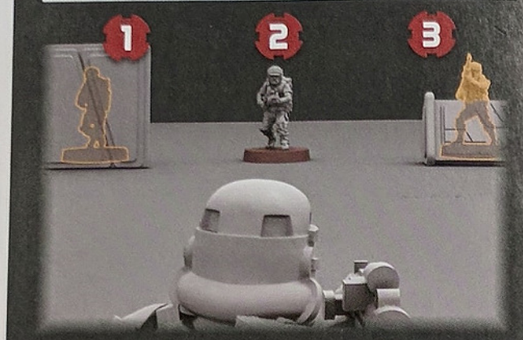
ATTACKS

This section describes additional attack rules, including rules for line of sight and attacking multiple units.

LINE OF SIGHT

STAR WARS: LEGION uses the concept of true line of sight. That is, a player determines line of sight from the viewpoint of a miniature. The viewpoint of each mini is the highest point of its sculpt directly above the center of its base. If a player can see part of an opponent's mini or its base from that viewpoint, that player's mini has line of sight to that opponent's mini.

LINE OF SIGHT



1. This Rebel Trooper is behind a wall and line of sight is blocked.
2. This Rebel Trooper is in the open and in line of sight.
3. This Rebel Trooper is behind heavy cover and is in line of sight.

BLOCKED LINE OF SIGHT

A miniature's line of sight to another mini can be **BLOCKED** by terrain or vehicles. When determining line of sight, if no part of a mini is visible because it is behind a piece of terrain or a vehicle, that mini is blocked.

Troopers cannot block line of sight. When determining line of sight, if a player cannot see a mini only because that mini is concealed by other troopers on the battlefield, that mini is not considered blocked.

WOUNDS AND LINE OF SIGHT

A miniature in the defending unit can only suffer wounds if there is line of sight to it from at least one mini in the attacking unit. If line of sight from every mini in the attacking unit is blocked to a mini in the defending unit, that defending mini cannot suffer wounds. This can create a situation in which a unit leader suffers wounds and is defeated while other minis in the unit are still on the battlefield. If this happens, one of the minis that is still on the battlefield is promoted and becomes the new unit leader—the player swaps that mini with the unit leader mini.

THE ATTACK POOL

During a standard game, when forming an attack pool, only miniatures that have line of sight to the defender can use a weapon and contribute to the attack. When forming the attack pool, players follow these steps in order:

1. **Determine Eligible Minis:** Each mini in the attacker is eligible to contribute to the attack pool if that mini has line of sight to any mini in the defender.
2. **Choose Weapons:** The attacker can choose one weapon from each eligible mini to contribute to the attack pool. To choose a weapon, the attacker must meet all requirements indicated by that weapon's keywords, and that weapon's range must include the range of the attack, as determined from the attacker's unit leader to the closest mini of the defender.
3. **Gather Dice:** The attacker gathers the number and type of dice depicted on each of the chosen weapons and places them on the battlefield near the defender.

ATTACKING MULTIPLE UNITS

During an attack, each weapon or group of weapons with a unique name in a unit may attack a different enemy unit if it is able. To do so, simply add the following step after Step 2 of an attack:

- **Declare Additional Defender:** If there are any weapons remaining that have not been added to the attack pool, the player may repeat steps 1-2, forming a separate attack pool with the new weapons.

And the following after Step 8:

- **Choose Additional Attack Pool:** Repeat steps 4-9, choosing a new attack pool.

For example, a unit of six Stormtroopers is equipped with a DLT-19 Stormtrooper upgrade card. It attacks a unit of Rebel Troopers with five of its Stormtroopers, forming an attack pool with five E-11 Blaster Rifles.

However, their controlling player wishes to attack a different unit with its DLT-19 Stormtrooper. There is another eligible target, an AT-RT, within range of the unused DLT-19; the player chooses to make an additional attack using the DLT-19 against the AT-RT. The **IMPACT 1** *keyword of the DLT-19 is applied* ***only*** *to the attack pool to which the weapon has been added.*

VEHICLE MOVEMENT

When a vehicle performs a move, instead of moving normally, it can **PIVOT**. To pivot, a player rotates the unit leader and any additional miniatures in the unit up to 90º. All minis in the unit must be oriented in exactly the same direction as the unit leader.

Additionally, there are two distinct vehicle classifications that follow special rules and restrictions to their movement: ground and repuslor. A repulsor vehicle is any vehicle affixed to a flying stand, while a ground vehicle is any vehicle affixed directly to its base.

GROUND VEHICLES

When a ground vehicle performs a move, instead of moving normally, it can **REVERSE**. To reverse, a player performs either a full or partial move; however, the player inserts the movement tool into the notch on the rear of the unit leader's base instead, and this move is limited to speed 1.

During a move, a ground vehicle mini can move through but cannot end its movement on top of repulsor vehicle minis. Additionally, a ground vehicle mini can move through trooper minis if those minis are not engaged. If a ground vehicle mini moves in such a way that it would overlap one or more trooper minis as it moves along the movement tool, any trooper minis that it moves through are **DISPLACED**.

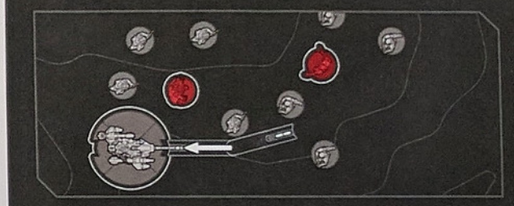
A displaced mini is set aside so the vehicle mini can perform its move action. Then, the player who did not move the vehicle mini places all of the displaced minis back on the battlefield.

Displaced minis must be placed following normal cohesion rules, and they cannot be placed in base contact with enemy minis. If a unit leader is displaced, that mini is placed within range 1 of its original position.

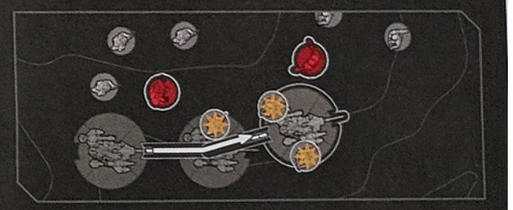
When one or more minis in a unit are displaced, the unit gains one suppression token.

DISPLACING TROOPERS

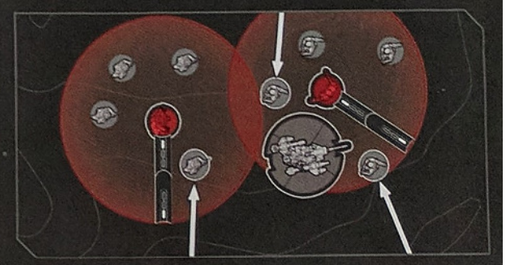
1. The Rebel player inserts the speed-2 movement tool into the front of the AT-RT.



2. The Rebel player moves the AT-RT along the tool, ovelapping two Stormtrooper miniatures and one Rebel Trooper mini.



3. The Imperial player places the overlapped minis back in cohesion.



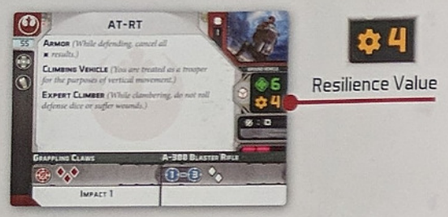
REPULSOR VEHICLES

During a move action, a repulsor vehicle mini can move through all other minis, **including ground vehicle minis**. If a repulsor vehicle mini moves in such a way that the movement tool would overlap minis in other units, the player can hold the movement tool above the minis.

A repulsor vehicle mini's final position after performing a move cannot overlap another mini unless it is performing a compulsory move. If it is performing a compulsory move, its final position can overlap trooper minis. If it does, those trooper minis are displaced.

VEHICLE DAMAGE

Vehicles cannot be suppressed, but severe damage can dramatically reduce their effectiveness. Each vehicle unit has a resilience value presented on its unit card.



After a player's vehicle miniature is assigned wounds equal to its resilience value, that player rolls a red defense die and suffers one of the following results:

- If the result is a block (▼), the mini is **DAMAGED** and gains a damaged token. When a player activates a damaged unit, they roll a white defense die. If the result is a blank, that vehicle performs one fewer action during its activation.

Damaged Token

- If the result is a blank, the mini is **DISABLED** and gains a disabled token. A unit that is disabled cannot reverse and must spend two actions to perform a single move.

Disabled Token

- If the result is a defense surge (✱), one of the mini's weapons is destroyed. The player's opponent chooses a weapon and places a **WEAPON DESTROYED** token on the corresponding card; that weapon cannot be used.

Weapon Destroyed Token

A unit with a resilience value of "–" does not suffer these effects.

SUPPRESSION

Even hardened veterans will duck for cover when blaster fire rains down upon them. The suppression rules represent the effects of morale in *STAR WARS: LEGION* and can play an important role, pinning down or panicking the enemy.

SUPPRESSION TOKENS

Suppression tokens represent a unit ducking for cover. If a trooper unit has one or more suppression tokens, it improves its cover by one when defending against ranged attacks.

Suppression Token

COURAGE

Each trooper unit has a courage value on its unit card. A unit with a number of suppression tokens equal to or exceeding its courage value is **SUPPRESSED**. A suppressed unit performs one fewer action during its activation. The unit only loses one action, regardless of the number of suppression tokens it has. A unit with a courage value of "–" cannot receive suppression tokens and cannot be suppressed.

GAINING SUPPRESSION

The most common way for a unit to gain suppression tokens is to be the target of a ranged attack. After a ranged attack, if the attacker's dice roll produced one or more hit (✖) or critical (✪) results, the defender gains one suppression token, even if those results were canceled. When a unit gains a suppression token, a player places the token near the unit leader; that token will remain with the leader until removed.

REMOVING SUPPRESSION

After a unit that has suppression tokens activates, before it performs any actions, it must **RALLY**. To rally, a player rolls one white defense die for each suppression token the unit has. Then, one suppression token is removed from that unit for each block (▼) and defense surge (✱) result the roll produces. If, after this roll, the unit has fewer suppression tokens than its courage value, it is no longer suppressed and can perform two actions during its activation as normal.

Additionally, one suppression token is removed from each unit during the End Phase.

PANIC

Trooper units that endure too much suppression can lose their nerve entirely and become **PANICKED**. After a unit rallies, if it has a number of suppression tokens equal to or exceeding twice its courage value, it becomes panicked.

Panic Token

When a unit becomes panicked, it gains a panic token; a player places that panic token near that unit's leader. A panicked unit still suffers the effects of being suppressed.

During a panicked unit's activation, it can perform only a single move action, cannot perform free actions, and must move at its maximum speed as directly as possible toward the nearest edge of the battlefield. If the unit leader ends this movement with any part of its base outside of the battlefield, the unit is defeated. If a unit in a melee is panicked, that unit must withdraw.

If the number of suppression tokens a unit has is reduced below double its courage value, the unit is no longer panicked, and its panic token is removed.

When checking for panic, a unit that is at range 1–3 of a friendly commander may use that commander's courage value instead of its own. A courage value of "–" is infinitely high.

ARMY BUILDING

When playing a standard game of *STAR WARS: LEGION*, each player brings their own custom army, full of their favorite characters, fun strategies, and unique tricks.

Building an army allows players to create a force customized to their play style and strengths. One player may create a diverse and flexible force, while another might design an army that enacts a single strategy with merciless efficiency.

To build an army large enough for a complete game, and to increase army-building options, players will need to obtain other *STAR WARS: LEGION* expansion sets containing additional miniatures and upgrades.

POINTS

Each army consists of units, upgrade cards, and command cards. Units and upgrades both cost points, and the total point value of everything in an army cannot exceed 800.

FACTIONS

There are two factions in the game: the Galactic Empire (Imperial) and the Rebel Alliance (Rebel). An army can include only units from the same faction. A unit's faction is found on the upper-left corner of its card.

RANKS

A unit's rank is used for army building. Each army must include the following:

- **Commander:** One to two commander units.
- **Corps:** Three to six corps units.
- **Special Forces:** Up to three special forces units.
- **Support:** Up to three support units.
- **Heavy:** Up to two heavy units.

UPGRADES

Upgrade cards are equipped to units in an army. Each upgrade card costs the number of points shown on the lower-right corner of its card. For each upgrade icon in a unit's upgrade bar, it may equip one upgrade card with the matching upgrade icon. A unit cannot equip more than one copy of the same upgrade card.

Some upgrade cards have restrictions in their card text. For example, an upgrade with the restriction "Stormtroopers only" can be equipped only by Stormtroopers units. Additionally, some upgrade cards have the restriction "Light Side only" or "Dark Side only." The Galactic Empire is aligned with the Dark side and its units can equip "Dark Side only" upgrade cards, while the Rebel Alliance is aligned with the Light Side.

UNIQUE CARDS

Some units and upgrades represent specific characters, unique weapons, or renowned, one-of-a-kind units. Each of these units or upgrades has a unique name that is identified by a bullet point in front of its name on its card. A player cannot include two or more cards that share the same unique name in their army.

COMMAND HAND

As part of the army building process, a player chooses a hand of six command cards. The hand must include two 1-pip cards, two 2-pip cards, and two 3-pip cards, and may include only one copy of each command card. To include a unique character's command cards, such as Darth Vader, the army must include that character. After a player has chosen six command cards, the "Standing Orders" command card is added to create a hand of seven command cards.

ID TOKENS

If an army has multiple units of the same type but with different upgrades, it can become difficult to keep track of which unit has which upgrades. To help both players distinguish multiple units of the same type, when deploying units, place a unique ID token near the base of the unit leader of each unit. Then, place each unit's matching ID token on its unit card.

ID Tokens

UPGRADE CARDS

Upgrade cards represent elements like gear, weapons, and additional troopers that enhance units. Each upgrade contains an upgrade icon that determines that upgrade's type.

- : Heavy Weapon
- : Personnel
- : Force
- : Command
- : Hardpoint
- : Gear
- : Grenades
- : Comms
- : Pilot

Each unit card has an upgrade bar that contains a number of upgrade icons. For each icon on a unit's upgrade bar, that unit can equip one upgrade card that has a matching icon. A unit cannot equip more than one copy of the same upgrade card.

Upgrade Bar

TROOPER UPGRADES

Some upgrade cards feature the heavy weapon (🅰) or personnel (🅐) icons; these are trooper upgrades. Trooper upgrades add specific trooper miniatures to a unit, represented by unique sculpts to easily identify them. These minis always share the defense value, wound threshold, and weapons of their unit card.

HEAVY WEAPON

Heavy Weapon trooper miniatures are sculpted bearing special weapons. While attacking, only the specific mini sculpted with this weapon can use it, though it may choose to use one of the unit's other weapons instead.

PERSONNEL

Personnel upgrade cards can be used to add specialists such as medics and engineers to units, or simply to bolster a unit's ranks with an additional trooper miniature.

WEAPON UPGRADES

Some upgrade cards feature the hardpoint (⊕) or grenade (⊖) icons; these are weapon upgrades. Each mini in the unit may use the equipped weapon upgrade when attacking the enemy.

FREE CARD ACTIONS

Some upgrade cards contain free card actions, preceded by the free card action (⏩) icon. A free card action is a card action that is performed as a free action. To perform a free card action, the unit simply resolves the effect described after the ⏩ icon. Each free card action can be performed only once during a unit's activation.

EXHAUSTING UPGRADES

Some upgrade cards display an exhaust icon (↱). To use this kind of card's effect, a player must **EXHAUST** the card by rotating it 90°. A player cannot use an exhausted card until it is readied. To **READY** a card, a player rotates the card 90° back to its original orientation. A unit can perform a recover action to ready all of its exhausted upgrade cards.

ION TOKENS

Armies sometimes employ specialized weaponry designed to ionize and disable enemy vehicles. These weapons can cause vehicles to gain ion tokens. When a unit activates, if it has one or more ion tokens, it loses one action for each ion token (up to two actions), and discards all ion tokens.

Ion Token

BATTLE DECKS

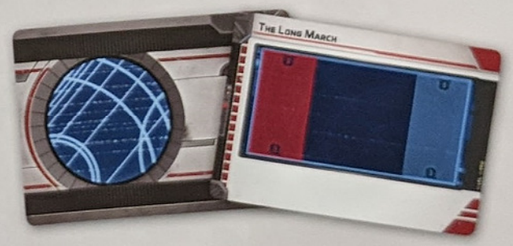
Victory in *STAR WARS: LEGION* is determined by fulfilling objectives to earn victory points while contending with unexpected deployments and conditions. Each of these three features of a battle—deployment, objectives, and conditions—are determined by three battle decks. After a battlefield has been created during setup, three random cards are dealt from each of the three battle decks, and players collaborate to narrow these options down to one card of each type (see "Setup" on page 24).

These three cards will indicate where players can deploy their armies, how players win, and any special conditions that affect the battle.

DEPLOYMENT

Skilled commanders are experts at choosing the ideal place to engage the enemy, but the chaos of war and the necessities of the mission often play havoc with even the best laid plans. As a result, troop deployment varies wildly from skirmish to skirmish.

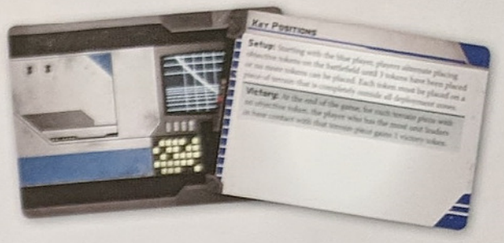
Each deployment card details the areas of the battlefield where troops can be deployed. Before deploying troops, each player should measure the deployment zones as described on the card and mark each zone's boundaries by placing the deployment zone tokens on the corners of each zone.



OBJECTIVES

The war between the Galactic Empire and the Alliance to Restore the Republic is an asymmetrical one—the Rebels cannot hope to prevail through strength of arms alone, and must therefore engage the Empire only when it is advantageous to do so, or some crucial objective is on the line. Likewise, the Empire knows that winning battles alone is insufficient; the Rebellion must be tracked down and stamped out wherever it appears. Therefore, the primary objective in each battle is never simply attrition.

Each objective card details the unique ways that players can earn victory points during the battle. Each objective card has a "Victory" section that describes how players win the battle. Some objective cards also contain setup instructions that players should read and execute before the game begins.



OBJECTIVE TOKENS

Many objective cards require players to place objective tokens on the battlefield. Each objective token has two sides: a claimed side and an unclaimed side. Objective tokens follow these rules:

Claimed Objective Token

When a player's unit leader **CLAIMS** an objective token, that player flips the objective token from the unclaimed side to the claimed side and places it in base contact with the unit leader. The token will remain in base contact with the unit leader as it moves around the battlefield, unless the unit leader panics or is defeated.

If a player's unit leader with a claimed objective token panics or is defeated, before that player removes or moves the unit leader, they flip the objective token to its unclaimed side and return it to base contact with the unit leader. The objective token remains on the battlefield where it was placed, and can be claimed again as normal.

Miniatures cannot overlap objective tokens. Only unclaimed objective tokens can be claimed.

CONDITIONS

In a vast and varied galaxy, battlefield conditions are never a predictable affair. Whether it's the weather, the geography, or even some quirk of a planet's atmosphere or local flora and fauna, it's best to expect the unexpected.

Condition Token

Each condition card details additional special rules that affect the game. Both players should read the condition card before the game begins.

Some condition cards make use of condition tokens. These rules are explained on the condition card.

SETUP

To play a standard game of *STAR WARS: LEGION*, perform the following steps:

1. **Establish Battlefield and Gather Components:** Establish a 3' x 6' battlefield on a flat surface. The players sit across from each other on the 6' edges of the play area and place their units, cards, order tokens, movement tools, and other game components off the play area. Then, they assign ID tokens to their units if necessary.

2. **Declare Terrain:** It is important to determine what the terrain effects will be before the game begins. Players should briefly discuss each piece of terrain that is available for the battle and come to a consensus on its cover type and other characteristics.

3. **Place Terrain:** Players cooperate to set up terrain in a mutually agreeable fashion. If they cannot or do not wish to, they may use the "Competitive Terrain Placement" rules found in the Rules Reference.

4. **Select Player Color and Sides:** The player whose army has the lowest point total chooses to be either the red player or the blue player. Then, the blue player chooses one of the long table edges and sets their army near that edge. The red player takes the other long table edge. If both players' armies have the same point total, flip a coin to determine which player chooses to be red or blue.

5. **Reveal Battle Cards:** Shuffle the objective, deployment, and condition decks seperately. Then, draw and reveal three cards from each deck, lining each category up in a horizontal row facing the blue player's long table edge.

6. **Define Battlefield:** Starting with the blue player, each player takes turns choosing a category and eliminating the card closest to the left. A player may also forfeit their opportunity to eliminate a card if they wish to do so. After each player has had two opportunities to eliminate a card, the card in each row that is closest to the left is the card used during the battle. If players eliminate the first two cards in a category, the final card cannot be eliminated.

7. **Resolve the Objective and Condition Cards:** Resolve any setup instructions on the revealed objective card; then resolve any setup instructions on the condition card.

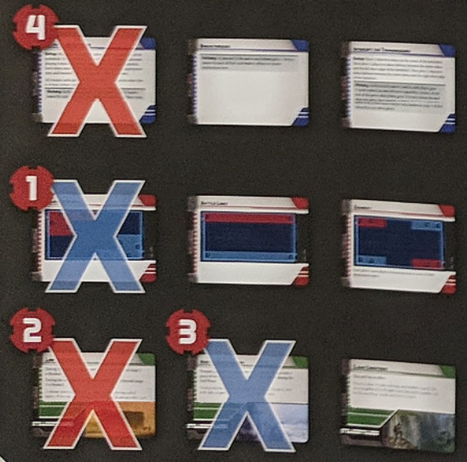
8. **Deploy Units:** Starting with the blue player, players take turns placing a single unit from their army within their respective deployment zones. Players continue taking turns until all units have been deployed.

9. **Prepare Supply:** Place the wound, suppression, panic, and damage tokens near the battlefield to create the supply. The blue player takes the round counter and sets it to "1." Then, players are ready to start the game!

TERRAIN AND ELEVATION

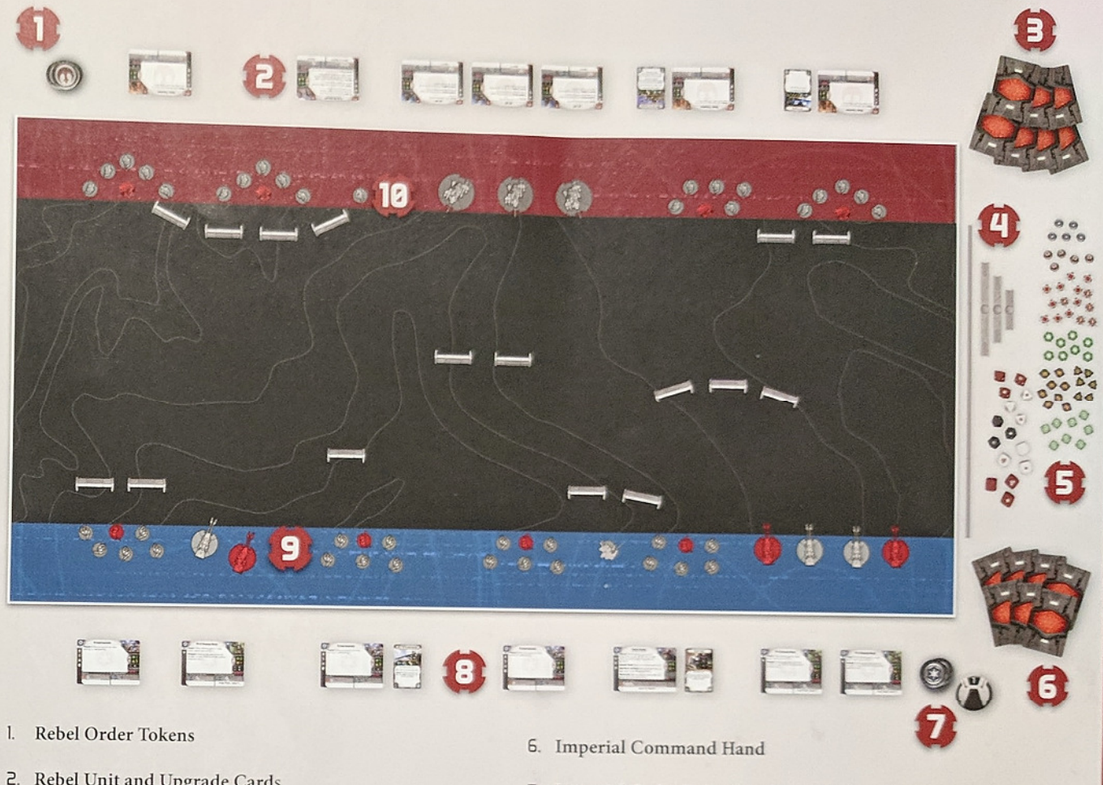
Players are encouraged to use custom terrain when playing *STAR WARS: LEGION*. The rules for playing with custom terrain can be found in the online Rules Reference. Additionally, the online Rules Reference provides players with specific movement rules for ascending and descending vertical terrain. The **Climbing Vehicle** and **Expert Climber** keywords found on the AT-RT are designed for players using custom, elevated terrain.

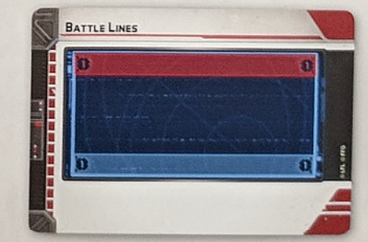
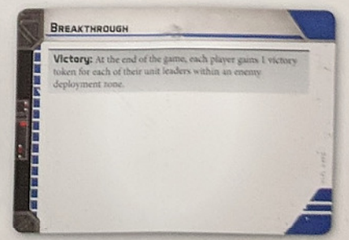
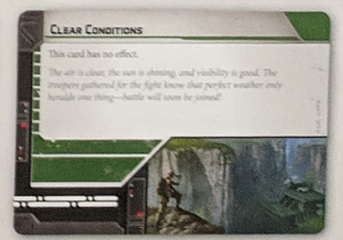
DEFINING THE BATTLEFIELD



1. The blue player selects the deployment category, eliminating the leftmost card.
2. The red player selects the condition category, eliminating the leftmost card.
3. The blue player also selects the condition category, again eliminating the leftmost card.
4. The red player cannot eliminate the final card in the condition category, so instead chooses the objective category, eliminating the leftmost card.
5. The three leftmost uneliminated cards will be used in this game.

A STANDARD BATTLE SETUP DIAGRAM



1. Rebel Order Tokens
2. Rebel Unit and Upgrade Cards
3. Rebel Command Hand
4. Range Ruler and Movement Tools
5. The Supply and Dice
6. Imperial Command Hand
7. Imperial Order Tokens and Round Counter
8. Imperial Unit and Upgrade Cards
9. Imperial Units (Miniatures)
10. Rebel Units (Miniatures)

BATTLE CARDS USED IN THE GAME ABOVE