STAR WARS™ LEGION™

RULES REFERENCE

VERSION 1.2.0 Effective 11.29.2018

NEW RULES ENTRIES

- Declaring Terrain
- Disciplined X
- Enrage X
- Entourage: Unit Name
- Indomitable
- Leader
- Noncombatant
- Pulling the Strings
- Repair X: Capacity Y
- Restore
- Sidearm: Melee/Ranged
- Teamwork: Unit Name
- Treat X: Capacity Y
- Vehicle Damage Tokens
- Team Battle
- Errata

New additions to existing entries are marked in Blue.

USING THIS RULES REFERENCE

This document is the definitive source for all *STAR WARS: LEGION* rules. Before using this document, players should read and understand the rules presented in the Learn to Play booklet. As questions arise during gameplay, the players should refer to this document.

The majority of this Rules Reference is the glossary, which provides players with detailed game rules and clarifications listed in alphabetical order by topic. Additionally, players will find comprehensive rules for army building and setup, along with additional terrain rules.

This reference contains nine sections:

CARD ANATOMY PAGE 4

This section provides an illustrated breakdown of each type of card in the game.

ARMY BUILDING PAGE 5

This section describes how players can assemble an army from their units and upgrades to play a standard game.

SETUP PAGE 6

This section details each step performed when setting up a standard game of *STAR WARS: LEGION*.

ADDITIONAL TERRAIN RULES PAGE 8

This section describes many of the common types of wargaming terrain and provides rules for using them in games.

VERTICAL MOVEMENT PAGE 10

This section provides rules that allow miniatures to scale sheer surfaces.

GLOSSARY PAGE 11

The majority of this reference is the glossary. This lists detailed rules and clarifications alphabetized by topic.

OPTIONAL RULES PAGE 59

This section describes how to play a larger game and how to play a game with unlimited rounds.

ERRATA PAGE 60

This section contains amendments to printed materials.

INDEX PAGE 61

This section provides a comprehensive list of topics and the locations to find them in this reference.

THE GAME ROUND

A game of *STAR WARS: LEGION* is played over six rounds. Each round consists of three phases.

COMMAND PHASE

Players perform the following steps:

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 player whose card has the fewest number of pips 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.
4. **Create Order Pool:** Each player creates an order pool that consists of all of their order tokens that they did not place on the battlefield while resolving their command card.

ACTIVATION PHASE

Starting with the player who has priority, players take turns activating units by following these steps:

1. **Choose Unit:** The player either chooses a unit with a faceup order token or draws a random order token from their order pool and chooses a unit with a matching rank that does not have an order token.
2. **Activate Unit:** The player activates the chosen unit, performing up to two actions and any number of free actions with that unit.
3. **Place Order Token:** The player places the unit's order token facedown on the battlefield near the unit leader.

END PHASE

Players refresh the battlefield by following these steps:

1. **Discard Command Cards:** Each player discards their revealed command card; it cannot be used again this game.
2. **Remove Tokens:** Players remove all aim, dodge, and standby tokens, as well as one suppression token from each unit.
3. **Update Order Pool and Promote:** Each player places one of their order tokens on each of their undefeated units' cards with a matching rank. If all of a player's commanders were defeated, they must promote a unit leader from one of their trooper units to be a commander
4. **Advance Round Counter:** The player who has the round counter sets it so the next highest number is displayed. Then, that player passes the round counter to their opponent.

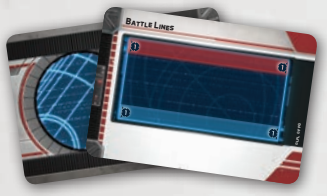
COMPONENTS

Unit Cards

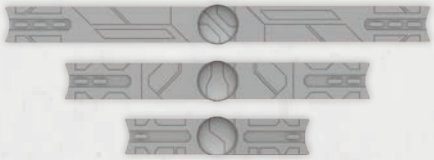
Upgrade Cards

Dice

Command Cards



Battle Cards



Movement Tools

Suppression Token

Panic Token

Ion Token

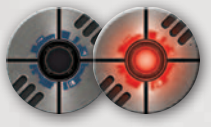
Four-Part Range Ruler

Aim Token

Standby Token

Dodge Token

Order Token



Objective Tokens

Unit ID Tokens

Condition Tokens

Vehicle Damage Tokens

Round Counter

Victory Tokens

Deployment Marker

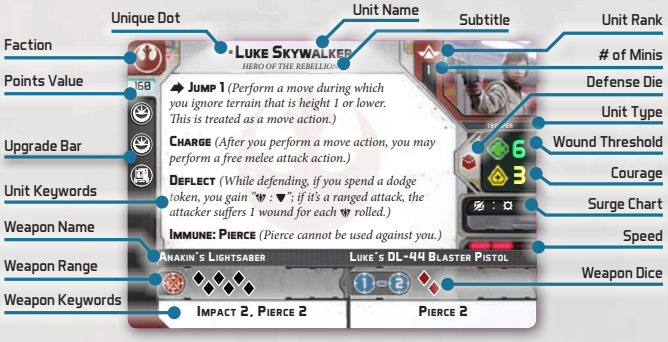
Commander Token

Wound Tokens

CARD ANATOMY

UNIT CARD (VEHICLE)

UNIT CARD (TROOPER)



COMMAND CARD

TROOPER CARD

WEAPON UPGRADE

THE GOLDEN RULES

The golden rules are fundamental concepts on which all other rules are built.

- If something in this reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.
- If an effect on a card or another component contradicts rules found in the Learn to Play booklet or Rules Reference, that component takes precedence.
- If a card effect uses the word "cannot," that effect is absolute and cannot be overridden by other game effects.

RESOLVING DISPUTES

Players should always attempt to come to an agreement regarding disputes about situations on the battlefield. If players cannot come to an agreement, such as determining the range between two miniatures or line of sight from one mini to another, the player with the round counter should roll a red defense die; on a block (▼) result, that player's interpretation of the situation is considered correct and play continues. On any other result, the interpretation of the player without the round counter is considered correct and play continues.

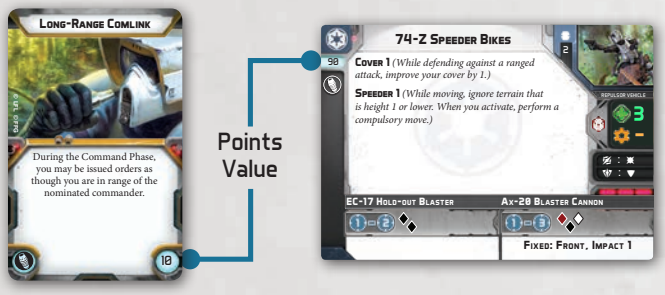
ARMY BUILDING

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 might create a diverse and flexible force, while another may design an army that enacts a single strategy with merciless efficiency.

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:

- Each unit is one of the following ranks:
  - Commander
  - Operative
  - Corps
  - Special Forces
  - Support
  - Heavy

UPGRADE CARDS

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 Stormtrooper 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 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

Pips

Character

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. A card unique to a character has the character's name under the title bar. 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

ID Tokens

If an army has multiple units with the same name, it can become difficult to keep track of which unit has which upgrades. To help both players distinguish multiple units of the same name, 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.

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 on page 9.

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, roll a die or flip a coin to determine which player chooses to be red or blue.

5. **Reveal Battle Cards:** Shuffle the objective, deployment, and condition decks separately. Then, draw and reveal three cards from each deck, laying out each category in a horizontal row oriented right side up according to the blue player's side of the battlefield.

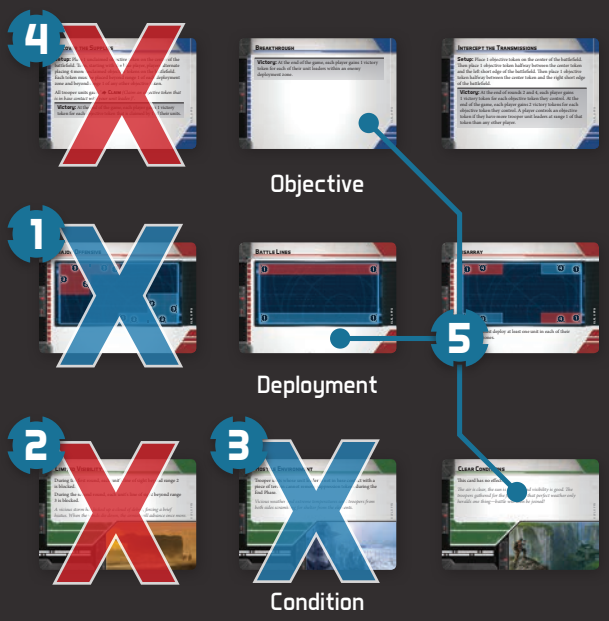
6. **Define Battlefield:** Starting with the blue player, players take turns choosing a category and eliminating the leftmost card in that category (see the example below). A player may also forfeit their opportunity to eliminate a card if they wish to do so. After each player has had two opportunities to eliminate a card, the leftmost card remaining in each row 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 objective card; then resolve any setup instructions on the condition card.

8. **Deploy Units:** Resolve any setup instructions on the deployment card; some deployment cards have ongoing effects during this step. Then, 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, aim, dodge, and other 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!

DEFINING THE BATTLEFIELD



1. The blue player selects the deployment category, eliminating the leftmost card.

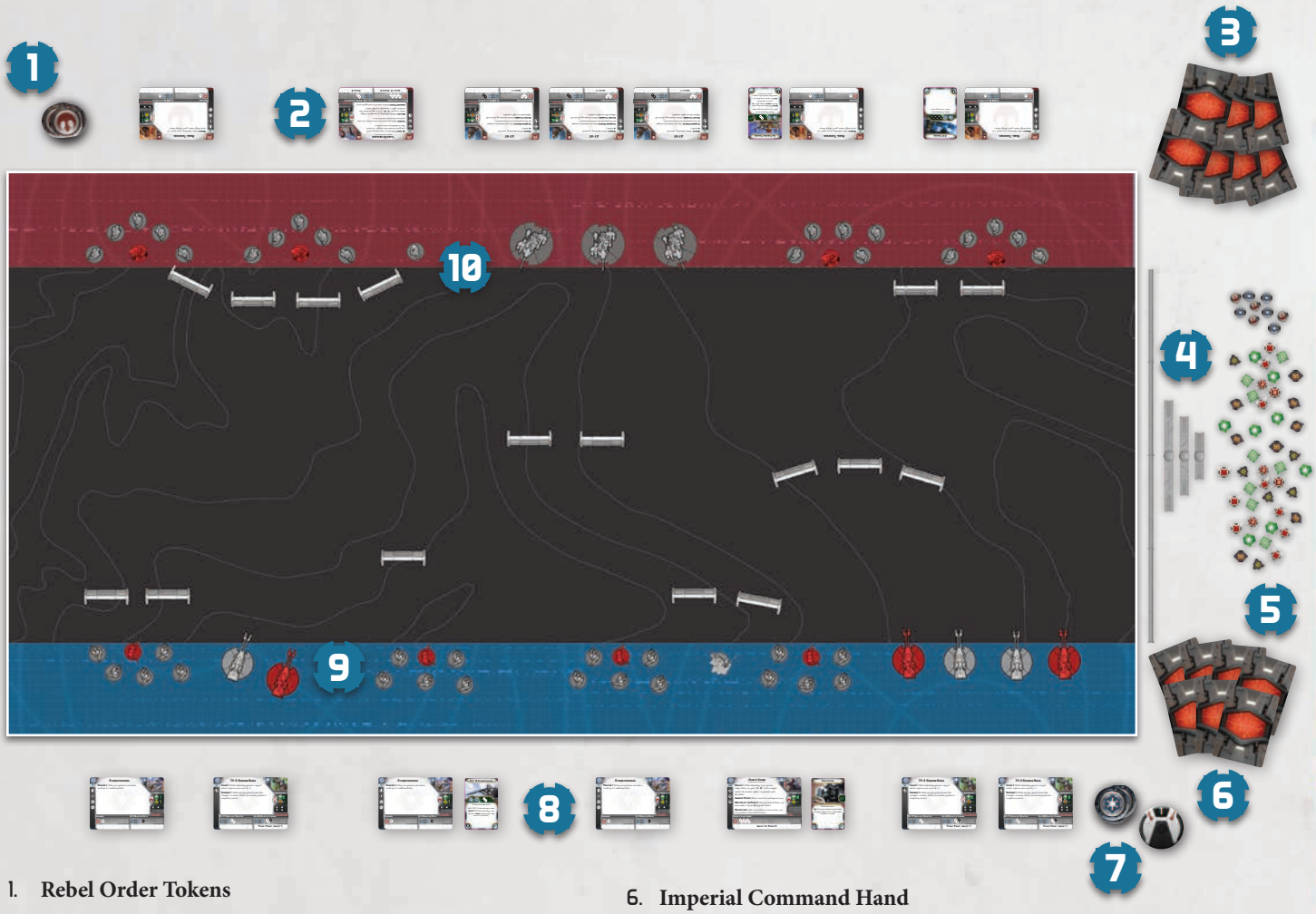
2. The red player selects the condition category, eliminating the leftmost card.

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.

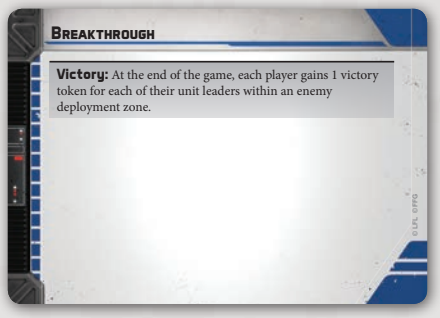
5. Since both players have now had two opportunities to eliminate cards, the three leftmost cards that have not been eliminated will be used in this game. These cards will dictate how players deploy their forces, the objective of the game and any conditions that may affect gameplay.

A STANDARD BATTLE SETUP DIAGRAM

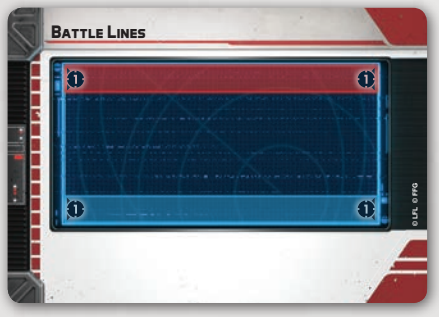


1. Rebel Order Tokens
2. Rebel Unit and Upgrade Cards
3. Rebel Command Hand
4. Range Ruler and Movement Tools
5. The Supply
6. Imperial Command Hand
7. Imperial Order Tokens and Round Counter
8. Imperial Unit and Upgrade Cards
9. Imperial Units (Miniatures)
10. Rebel Units (Miniatures)

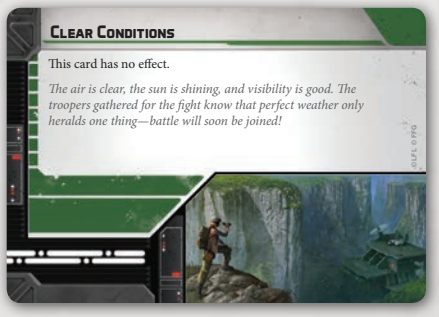
BATTLE CARDS USED IN THE GAME ABOVE



Objective



Deployment



Condition

ADDITIONAL TERRAIN RULES

Adding terrain to the battlefield presents unique gameplay challenges and opportunities. Just about anything can be used as terrain, from model train trees to wooden blocks and other toys. Many players even build their own custom terrain from craft supplies.

The terrain rules in this section are designed to accommodate the kind of custom-built terrain found on wargaming tables. However, for the purposes of *STAR WARS: LEGION*, all that matters is that players agree on which terrain to use and the rules governing that terrain before playing the game.

This process is quite easy, as players simply need to define the cover type and movement difficulty for each piece of terrain they have selected for the battlefield. This section includes rules for common terrain types, but players are free to expand or modify these rules as needed.

COVER TYPE

Whether or not a piece of terrain provides cover varies from miniature to miniature. As a general rule, terrain that blocks line of sight to half or more of a mini provides cover, while terrain that blocks less than half of a mini does not. This means that trooper minis will frequently enjoy the benefits of cover, while vehicles often will not.

Terrain either provides no cover, light cover, or heavy cover, depending on its characteristics. Terrain that completely blocks line of sight always provides heavy cover.

MOVEMENT DIFFICULTY

Whether or not a piece of terrain impedes movement varies from unit to unit.

OPEN TERRAIN

Open terrain is the part of the battlefield that is relatively free from obstruction, such as open ground, grassy meadows, and flat sandy beaches. Most of the battlefield will generally be open terrain. Open terrain neither blocks nor impedes movement.

DIFFICULT TERRAIN

Difficult terrain is anything that impedes but does not completely block movement, such as craters, rubble, or woods. Troopers moving over barricades or up a steep but low hill also suffer the effects of difficult terrain.

A unit that begins a move, moves through, or ends a move with any of its minis in difficult terrain has its maximum speed reduced by 1, to a minimum of 1.

The effect of difficult terrain is not cumulative with itself. A unit cannot reduce its maximum speed below 1 by moving though multiple pieces of difficult terrain.

IMPASSABLE TERRAIN

Impassable terrain represents buildings, high walls, wrecked vehicles, deep chasms, and other major impediments.

What is considered impassable terrain varies from mini to mini. Trooper minis treat anything higher than the height of their mini to be impassable terrain, while vehicles treat anything higher than half the height of their mini as impassable terrain. A unit cannot perform a standard move or a reverse during which it would overlap impassable terrain.

While units cannot move through impassible terrain, trooper units can often climb or clamber onto it, provided there is a flat surface to place them on, and some units often ignore impassable terrain of a certain hight entirely, due to specific keywords, allowing them to be placed on top of the terrain or move past it.

TERRAIN TYPES

This section details many of the most commonly available pieces of terrain, but it is by no means comprehensive. Therefore, the rules and tables herein are presented as guidelines rather than hard-and-fast rules. Ultimately, players should decide for themselves what they wish their battlefield to represent, adapting these rules as appropriate for their available terrain.

AREA TERRAIN

The most common type of terrain on the battlefield, area terrain, includes woods, tall grass, rivers, and the ruined shells of blown-out buildings.

Area terrain is unique in that it represents a zone of terrain, rather than individual objects or pieces of terrain. When determining the size of area terrain, imagine a zone beginning at the bottom edges of the terrain and extending straight upward to a point parallel with the highest physical feature of the terrain. This creates a three dimensional, often cylindrical, zone that is effected by the area terrain. Any attacks made that fire through or into this zone, even if line of sight is not physically blocked by a feature of this terrain, are subject to the effects of the area terrain.

It is easy to determine the boundaries of area terrain if it is mounted on a base of its own, dotted with decorative terrain elements (such as trees) that can be removed to accommodate the movement and placement of minis.

Terrain	Cover Type	Trooper Movement	Ground Vehicle Movement	Repulsor Vehicle Movement
Shallow Water	None	Difficult	Difficult	Open
Deep Water	None	Impassable	Impassable	Open
Tall Grass	Light	Open	Open	Open
Sparse Woods/Jungle	Light	Open	Open	Open
Ruins	Heavy	Difficult	Difficult	Difficult
Dense Woods/Jungle	Heavy	Difficult	Difficult	Impassable

Some battlefields are more complex and this type of terrain is built into the battlefield itself. If players wish to delineate an area of terrain that does not have a clear boundary, they may choose a number of terrain pieces and draw an imaginary line around the outer geometry of those pieces to determine the outer edges of the terrain.

When an attacker is checking line of sight, ground vehicles and emplacement troopers are treated as area terrain, and can provide cover in this way. When determining cover provided by one of these units, treat the unit's base as the outer edge of the terrain and the highest point of the unit's mini as the top of the zone that provides cover. Generally, emplacements and walking vehicles with legs provide light cover, while wheeled or treaded vehicles provide heavy cover.

BARRICADES

From hastily constructed barriers made of rubble to the permanent defenses at an Imperial facility, barricades represent terrain that has been specifically built for use by troopers.

Barricades are generally high enough for trooper minis to take cover behind, but low enough for them to shoot over. This type of terrain is often found in multiple small segments that can be combined to form defensive lines.

Terrain	Cover Type	Trooper Movement	Ground Vehicle Movement	Repulsor Vehicle Movement
Fences	None	Difficult	Open	Open
Sandbags	Light	Difficult	Open	Open
Low Hedges	Light	Difficult	Open	Open
Low Dirt Walls	Light	Difficult	Open	Open
Low Stone Walls	Heavy	Difficult	Open	Open
Barricades	Heavy	Difficult	Open	Open

HOLES AND TRENCHES

Depressions in the battlefield like blast holes, craters, and trenches can provide trooper minis with cover, but are unique in that they only provide cover to minis that are fully within that terrain. Generally, unless these depressions are very deep, they provide cover only to trooper minis and not to vehicle minis.

When determining cover, if the attacker traces a line from their unit leader through a hole, crater, trench, or other depression, that depression is ignored when determining if a target mini is obscured. However, a trooper mini that is overlapping this type of terrain (positioned within a crater or inside a trench, for example) has cover, even if the terrain does not obscure half or more of the mini.

Terrain	Cover Type	Trooper Movement	Ground Vehicle Movement	Repulsor Vehicle Movement
Blast Holes	Light	Difficult	Open	Open
Trenches	Heavy	Difficult	Open	Open
Craters	Heavy	Difficult	Difficult	Open

Finally, trooper minis moving inside a trench treat it as open terrain, but trooper minis that move into, out of, or across a trench treat it as difficult terrain.

LARGE OBJECTS

Large objects like buildings, moisture collectors, hills, and high walls have a substantial impact on the environment, often blocking line of sight and movement completely.

Some terrain pieces do not fit neatly into a single category, but are instead composed of several different terrain types. This is most commonly found in buildings.

Buildings come in all shapes and sizes, from the simple huts of Tatooine to the fortified bunkers constructed by the Galactic Empire. For the sake of simplicity, most buildings are generally best treated as large pieces of impassable terrain, but sometimes players may wish to incorporate more nuance.

In particular, buildings will sometimes have parts that are impassable while the rest is open or difficult terrain—a mini may be able to move through a doorway or a large window as open terrain, but the building's walls are impassable. When using a piece of terrain with mixed types, players should clearly define the terrain so that there is no ambiguity.

Terrain	Cover Type	Trooper Movement	Ground Vehicle Movement	Repulsor Vehicle Movement
Hills and Dunes	Light	Open	Open	Open
High Hedges	Light	Difficult	Impassable	Impassable
High Dirt Walls	Light	Impassable	Impassable	Impassable
High Stone Walls	Heavy	Impassable	Impassable	Impassable
Buildings	Heavy	Impassable	Impassable	Impassable

COMPETITIVE TERRAIN

To simulate two armies attempting to choose the optimal location for combat, the players may place terrain in such a way that they believe they will have an advantage.

1. The players set aside an even number of terrain pieces that cover roughly a quarter of the battlefield, choosing some pieces that will block line of sight and some that will simply provide cover.

2. Starting with the player whose army has the lowest total point value (if both players' armies have the same point total, flip a coin), players take turns placing a single piece of terrain on the battlefield, beyond range 1 of all other pieces of terrain. If terrain cannot be placed beyond range 1, the player may place it anywhere on the battlefield as long as it is not touching another piece of terrain.

3. After players have finished setting up terrain, proceed to step 4 of setup.

VERTICAL MOVEMENT

Troopers occasionally find it advantageous to climb into a better firing position. To do so, they must engage in vertical movement. Vertical movement does not employ the movement tools. Instead, if a trooper unit leader is in base contact with a piece of impassable terrain, it may **CLIMB** or **CLAMBER**.

To climb, a unit must spend two move actions to safely move vertically up or down a distance of up to height 1 (a single segment of the range ruler)—but only if there is a flat surface to place the unit leader on at the end of this movement and if the unit can maintain cohesion.

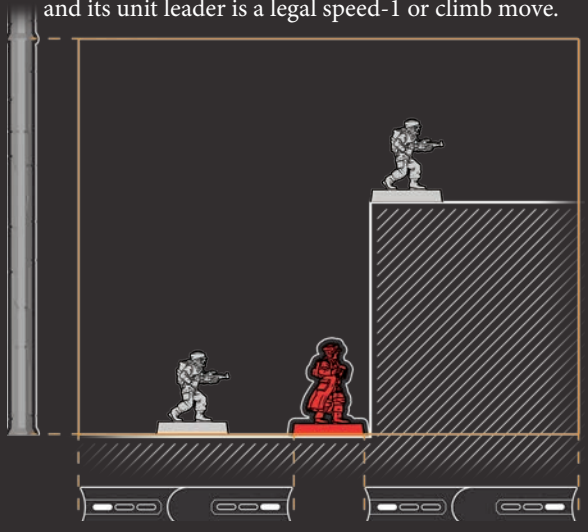
At the end of this move, the unit leader is placed fully on the flat surface at the top (or bottom, if climbing down) of the impassable structure, as close to the edge as possible, and the other minis in the unit are placed in cohesion. To be in cohesion, each mini in the unit must be placed no further away from the unit leader than the length of the speed-1 movement tool (for additional rules for placing miniatures in cohesion involving terrain, see "Cohesion" on page 19). Finally, each mini in the unit must also be within height 1 of the unit leader, measured from base to base.

When a unit climbs, anything higher than height 1 from the unit leader's position is simply too extensive a climb to commit to within the span of a single activation.

VERTICAL COHESION

This unit is in cohesion because it fulfills the following three requirements:

1. Measured horizontally, each mini is no farther away from the unit leader than the length of the speed-1 movement tool.
2. Each mini in the unit is within height 1 of each other mini.
3. The unit climbed down this round, and each mini in the unit is placed such that the distance between it and its unit leader is a legal speed-1 or climb move.

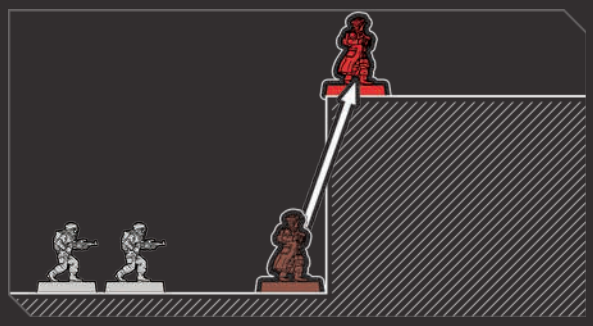


However, a hasty clamber is sometimes worth the risks. Units can clamber, moving up or down a distance of up to height 1, by performing a single move action, but it is risky—the unit must roll 1 white defense die for each of its minis and suffer 1 wound for each block (▼) result rolled. A unit may also spend two move actions to move up or down in height up to height 2, but if it does so, it must roll two white defense dice for each mini in the unit and suffer one wound for each block (▼) result rolled (for additional rules, see "Climb and Clamber" on page 18).

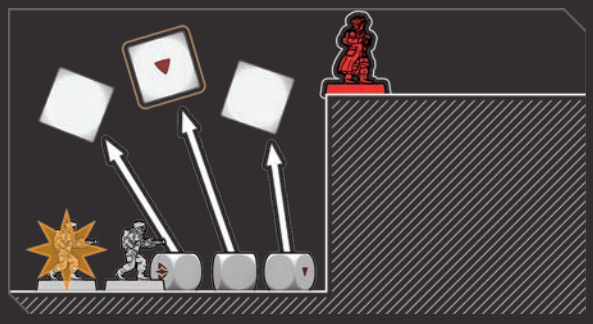
When a unit clambers to move up or down ladders, steps, or carved footholds, it does not roll dice or suffer wounds. Players should define these areas of the battlefield in Step 2 of setup.

CLAMBERING

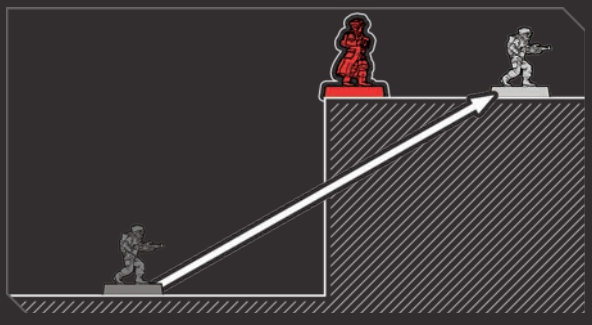
1. The Rebel Trooper unit leader is in base contact with impassable terrain, which is within height 1. The Rebel player spends 1 move action to quickly clamber up, placing the unit leader on top of the terrain.



2. The Rebel player rolls three white defense dice, one for each mini in the unit. He rolls one block (▼) result, suffers one wound, and loses one Rebel trooper.



3. The remaining Rebel trooper is placed in cohesion.



GLOSSARY

This glossary provides players with detailed rules for *STAR WARS: LEGION.*

ABILITIES

Cards contain abilities that players can resolve to trigger various game effects.

- Abilities on unit cards are presented as keywords. The front of each unit card provides reminder text for that unit's unit keywords. The back of each unit card provides reminder text for that unit's weapon keywords.
  - » Reminder text is not an exhaustive description of the rules for a keyword. If a player has questions about how a keyword works, that player should refer to that keyword's glossary entry.
- Upgrade cards and command cards also contain abilities. Each ability describes when and how it is resolved.
- If an ability is preceded by a card action (➦) icon, that ability can be performed as a card action as one of the two actions that a unit can perform during its activation.
- If an ability is preceded by a free card action (⏩) icon, that ability can be performed as a free card action in addition to the two actions that a unit can perform during its activation.
- Some cards must be exhausted as a cost to perform the ability on the card. Such a card contains an exhaust (↱) icon.
  - » If a card that has an exhaust icon is already exhausted, a player cannot resolve that card's ability until the card is readied.
  - » A unit can ready any number of its exhausted cards by performing a recover action.
- If the timing of an ability uses the word "after," that ability's effect occurs immediately after the described timing event has occurred.
- If the timing of an ability uses the word "when," that ability's effect occurs at the exact moment of the described timing event.
- If an ability allows a unit to trigger a game effect after that unit moves, the unit can trigger that game effect after it moves normally, performs a compulsory move, climbs, clambers, pivots, or reverses (but not after it withdraws).
- If an ability provides a unit with either a move or an attack during its activation, such as a move or attack granted by a command card, performing that move or attack is not an action and therefore does not trigger abilities that occur after move or attack actions are performed.
- Unit and weapon abilities can allow units to gain aim, dodge, and standby tokens. If a game effect specifically instructs a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and therefore does not trigger abilities that occur after aim, dodge, or standby actions are performed.

Related Topics: Actions, Attack, Card Actions, Command Cards, Keywords, Exhaust, Free Actions, Free Card Actions, Movement, Upgrade Cards, Weapons

ACTIONS

During the Activation Phase, each unit can perform actions.

- When a unit is activated, it can perform two actions from the following list:
  - » Move
  - » Attack
  - » Aim
  - » Dodge
  - » Standby
  - » Recover
  - » Card Action
- A unit cannot perform the same action more than once during its activation, except the move action, which can be performed multiple times.
- If an ability is preceded by a card action (➦) icon, that ability is a card action.
  - » Each card action is a unique action; a unit can perform different card actions during its activation. However, a unit cannot perform the same card action more than once during its activation.
- If an ability is preceded by a free card action (⏩) icon, that ability is a free card action. Free card actions do not count against the two actions that a unit can perform during its activation.
  - » Each free card action is a unique action; a unit can perform different free card actions during its activation. However, a unit cannot perform the same free card action more than once during its activation.
- Suppression and damage can reduce the number of actions a unit can perform during its activation.
- Through the use of free actions, a unit can perform more than two actions.

- If a game effect provides a unit with a free action of a certain type, such as a free attack action, performing that free action does not count against that unit's two actions per activation, but is considered an action for the purposes of game effects and therefore does not allow a unit to perform the same non-move action more than once during its activation.

  For example, Darth Vader performs a move action, triggering his **RELENTLESS** *ability and allowing him to perform a free attack action. After this free attack action, Darth Vader still has one of his two actions remaining, but he cannot use this remaining action to perform another attack action.*

- If a game effect provides a unit with a free action without specifying a type of action, that unit may perform any action that it could normally perform. Performing that free action does not count against that unit's two actions per activation, but is considered an action for the purposes of game effects and therefore does not allow a unit to perform the same non-move action more than once during its activation.

- During a unit's activation, it is possible for it to perform multiple attacks through the use of command cards or other abilities. If a game effect provides a unit with an attack during its activation, and that attack is not an action or free action, performing that attack does not count toward a unit's limit of a single attack action per activation. It is not an action and therefore does not count against that unit's two actions per activation and does not trigger abilities that occur after actions are performed.

  For example, the "Son of Skywalker" command card is active when Luke Skywalker performs an attack action. After completing the attack, the command card allows him to perform an additional attack. This additional attack is not an attack action, and therefore can be performed, even though Luke Skywalker has already performed an attack action.

- Game effects can allow units to gain aim, dodge, and standby tokens. If a game effect specifically instructs a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and therefore does not trigger abilities that occur after aim, dodge, or standby actions are performed.

Related Topics: Abilities, Activating Units, Activation Phase, Aim, Attack, Card Actions, Courage, Damaged, Dodge, Free Actions, Free Card Actions, Movement, Recover, Standby, Suppression

ACTIVATING UNITS

During the Activation Phase, players take turns activating their units.

- When a unit activates, that unit can perform up to two actions.

- The steps of unit activation are as follows:

1. **Start of Unit Activation:** If the unit has an ability that triggers "when" it activates or "at the start" of its activation, the ability triggers during this step.
   - » At the start of a vehicle unit's activation, if that unit is damaged, it must roll a white defense die. If this roll produces a blank result, it can perform only one action, instead of two.
2. **Rally:** If the unit has one or more suppression tokens, it rolls one white defense die for each suppression token it has. For each block (▼) or defense surge (✦) result the roll produces, the unit removes one of its suppression tokens.
3. **Perform Actions:** A unit that is not suppressed can perform up to two actions and any number of free actions. A unit that is suppressed or that has lost an action due to being damaged can perform only one action and any number of free actions.
   - » After a player activates a unit, that player places its order token facedown (rank side down) on the battlefield near the unit leader.

Related Topics: Actions, Activation Phase, Courage, Damaged, Free Actions, Inspire X (Unit Keyword), Order Pool, Order Tokens, Panic, Suppression

ACTIVATION PHASE

During the Activation Phase, players take turns activating their units.

- Starting with the player who has priority, each player takes a turn activating one of their unactivated units. Players continue alternating turns until each unit on the battlefield has activated.
  - » If one player has more units on the battlefield than the other player, after the player who has fewer units activates their last unit, the player who has more units will take multiple consecutive turns until their last unit has activated.

- When it is a player's turn to activate a unit, he or she performs the following steps:

1. **Choose Unit:** The player either chooses a friendly unit with a faceup order token or draws a random order token from their order pool and chooses a friendly unit with a matching rank that does not have an order token.
2. **Activate Unit:** The player activates the chosen unit, performing up to two actions and any number of free actions with that unit.
3. **Place Order Token:** The player places the unit's order token facedown on the battlefield near the unit leader.

- If a player draws 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 removes the order token from the game and draws a different token from their order pool.

- After all units have been activated, the Activation Phase ends and players proceed to the End Phase.

Related Topics: Actions, Activating Units, Courage, Free Actions, Issuing Orders, Order Pool, Order Tokens, Panic, Priority, Rank, Suppression

AIM

Units can gain aim tokens that allow them to reroll dice during an attack.

Aim Token

- When a unit performs an aim action, that unit gains an aim token. The token is placed on the battlefield near the unit leader, and will remain with the unit as it moves around the battlefield.
- Unit abilities and other game effects can allow units to gain aim tokens. If a game effect specifically instructs a unit to gain an aim token, that effect is different than performing an aim action and therefore does not trigger abilities that occur after aim actions are performed.
- During a unit's activation, it is possible for a unit to gain more than one aim token; however, that unit can perform only one aim action.
- During an attack, a unit can spend one or more aim tokens to reroll up to two dice for each aim token spent.
  - » Aim tokens are spent during the "Reroll Dice" substep of the "Roll Attack Dice" step of an attack.
- To spend a unit's aim token, a player removes it from the battlefield and places it in the supply.
- If a unit has multiple aim tokens, that unit can choose to spend each subsequent aim token after determining the results of rerolls granted from a prior aim token.
- A unit can reroll the same die multiple times by spending multiple aim tokens; however, each die can only be rerolled once per aim token.
- During the End Phase, all unspent aim tokens are returned to the supply.

Related Topics: Actions, Attack, Dice, Precise X (Unit Keyword), Ready X (Unit Keyword), Spotter X (Unit Keyword)

AREA TERRAIN

See "Additional Terrain Rules" on page 8.

AREA WEAPON

A weapon with a yellow range icon (❶❷❸❹) is an area weapon. When using an area weapon, perform a separate attack against each unit that is in line of sight and at the range indicated by the number on the range icon.

Area Weapon

- Area weapons can be used only through abilities and other game effects that specifically allow the use of area weapons.
- Area weapons are usually associated with a charge or condition token, and are used when that charge or condition token detonates.
- Attacks made by an area weapon are ranged attacks.
- Ranged attacks made by area weapons are performed against each unit at range and in line of sight, even if that unit is engaged.
- An area weapon cannot be in the same attack pool as another weapon.
- Area weapons cannot be added to an attack pool during an attack made by a unit.
- Other weapons cannot be added to an attack pool with an area weapon already in it, including other area weapons.

Related Topics: Arm X: Charge Type (Weapon Keyword), Charge Tokens, Attack, Attack Pool, Detonate, Detonate X: Charge Type (Weapon Keyword), Weapons

ARM X: CHARGE TYPE (WEAPON KEYWORD)

A unit that is equipped with a card that has the **ARM X: CHARGE TYPE** keyword can perform the arm x action. To perform this action, the unit places x charge tokens of the specified type within range 1 and in line of sight of its unit leader.

- Charge tokens cannot overlap any objective, condition, or other charge tokens, and must be placed on a flat surface, completely flush with that surface.
- When placing charge tokens, the blue player should place their charge tokens with the blue side faceup, and the red player should place their charge tokens with the red side faceup.

Related Topics: Area Weapon, Charge Tokens, Detonate, Detonate X: Charge Type (Weapon Keyword), Weapons

ARMOR (UNIT KEYWORD)

During the "Modify Attack Dice" step of an attack, if the defender has the **ARMOR** keyword, that unit can cancel all hit (✸) results produced by the attack roll.

- The attacker resolves abilities during the "Modify Attack Dice" step of an attack before the defender resolves abilities during that step. As such, the **IMPACT** keyword can be used to change hit (✸) results to critical (✵) results before the **ARMOR** keyword can be used to cancel hit (✸) results.
- When a player cancels a hit (✸) result, that die is removed from the attack pool.

Related Topics: Abilities, Attack, Cancel, Dice, Impact X (Weapon Keyword), Weak Point X: Rear (Unit Keyword)

ARMY BUILDING

See "Army Building" on page 5.

ARSENAL X (UNIT KEYWORD)

When choosing weapons during the "Form Attack Pool" step of an attack, each mini in a unit that has the **ARSENAL X** keyword can choose a number of its weapons equal to the value of x. Each chosen weapon contributes its dice and keywords to the attack pool.

- To use a weapon during an attack, the defender must be at or within any of the weapon's ranges.
- A mini that has the **ARSENAL X** keyword can divide its weapons between any number of units, forming a separate dice pool for each weapon or combination of weapons.

Related Topics: Abilities, Attack, Attack Pool, Weapons

AT (RANGE)

At is a term used on cards and in the rulebook when describing range.

- A unit is at a range if the portion of a miniature's base that is closest to the object from which range is being measured is inside the segment that corresponds to that range.
- If the base of the mini being measured to touches the raised line between two range ruler segments without crossing it, the mini is at the lower range segment that the line separates.

Related Topics: Attack, Beyond (Range), Range, Weapons, Within (Range)

ATTACK

Units can perform attacks to attempt to defeat enemy units.

- A unit typically performs an attack by performing an attack action during its activation.
- During a unit's activation, it is possible for a unit to perform more than one attack through the use of card abilities or other game effects; however, that unit can only perform one attack action during a single activation, regardless of whether it is an attack action or a free attack action.
- During an attack, the unit that is performing the attack is the attacker and the target of the attack is the defender.
  - » Multiple units can be chosen as defenders (see step 3).
- There are two types of attacks: ranged and melee.
  - » During a ranged attack, the attacker and defender are not in a melee, and the attacker can use only weapons that have a blue range (❶, ❷, ❸, ❹, ❖) icon.
  - » During a melee attack, the attacker and defender are in a melee, and the attacker can use only weapons that have a red melee (⚔) icon.
- Command cards, unit abilities, and other game effects can allow units to perform attacks. The card granting the attack will specify whether the attack is an attack action, a free attack action, or neither.
- To perform an attack, a player resolves the following steps:

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 miniature of the defender to determine the attack's range.
2. **Form Attack Pool:** The attack pool consists of all the dice the attacker will roll against this defender. When forming the attack pool, players follow these substeps in order:
   a. ***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.
   b. ***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.
   c. ***Gather Dice:*** For each eligible mini that chose a weapon, the attacker gathers the number and type of dice depicted on that weapon and places them on the battlefield near the defender.
3. **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.
   - » An attack pool can consist of dice from different weapons, but all weapons with an identical name must contribute their dice to the same attack pool.
   - » The dice in each attack pool should be placed near the corresponding defender.

4. **Roll Attack Dice:** The attacker chooses an attack pool and resolves 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 attack dice.

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

5. **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.

    » A unit can apply cover only against ranged attacks.

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

7. **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 defense die whose color 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 defense dice.

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

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

9. **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 a number of wounds equal to the difference.

    » Critical (✸) results have no additional effect.

10. **Choose Additional Attack Pool:** If the attacker has an attack pool that he has not rolled, the attacker repeats steps 4–9, choosing a new attack pool and rolling it against the defender it has been assigned to.

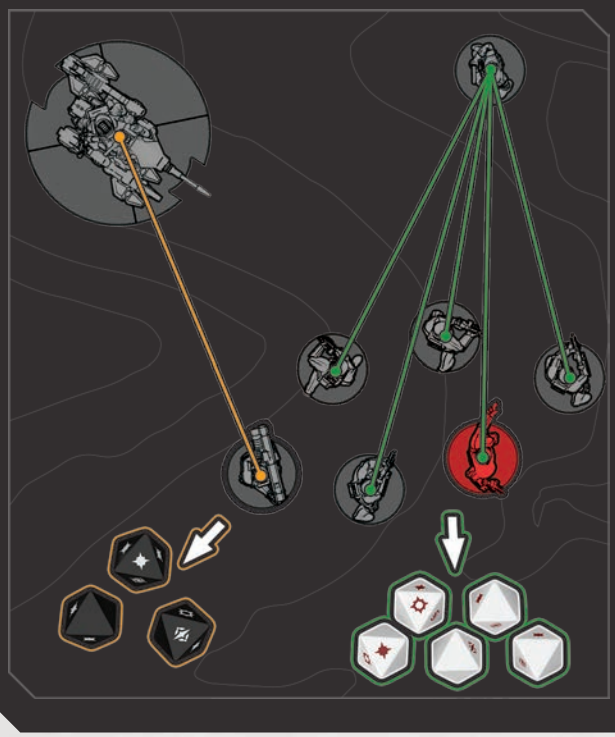
    » After resolving each attack pool, if at any point the attack dice in the attack pool produced at least one hit (✸) or critical (✸) result, the attack was ranged, and the defender is a trooper, the defender gains a suppression token.

ATTACKING MULTIPLE UNITS

1. A unit of six stormtroopers targets a unit of Rebel troopers with five of its stormtroopers, forming an attack pool with five E-11 Blaster Rifles.

2. The sixth stormtrooper in the unit is a Rocket Stormtrooper. There is another eligible target, an AT-RT, within range; the player chooses to make an additional attack using the rocket against the AT-RT. and forms an attack pool with the rocket's dice.

3. The player now chooses and resolves the two attack pools in the order of their choice. The **IMPACT 3** keyword of the rocket is applied only to its own attack pool.



» When an attacking unit forms multiple attack pools, resolving each attack pool is treated as an attack for all gameplay effects and abilities, however the unit is still considered to have performed only one single attack or attack action.

» An enemy unit cannot spend a standby token until each attack pool has been fully resolved.

Related Topics: Actions, Aim, Armor (Unit Keyword), Arsenal X (Unit Keyword), Attack Pool, Blast (Weapon Keyword), Cancel, Charge (Unit Keyword), Cover, Cover X (Unit Keyword), Deflect (Unit Keyword), Dice, Dodge, Firing Arcs, Fixed: Front/Rear (Weapon Keyword), Guardian X (Unit Keyword), Impact X (Weapon Keyword), Melee, Melee Weapon, Pierce X (Weapon Keyword), Premeasuring, Range, Ranged Weapon, Relentless (Unit Keyword), Sharpshooter X (Unit Keyword), Steady (Unit Keyword), Surges, Suppression, Unit Leader, Weapons, Weak Point X: Rear (Unit Keyword), Wounds

ATTACK POOL

An attack pool is a number of dice generated from weapons that are being used against a single target during an attack.

- Each weapon that is used during an attack contributes one or more dice to an attack pool.
- During an attack, the attacker can create multiple attack pools to attack multiple defenders. However, only one attack pool can be assigned to each defender.
- An attack pool can consist of dice from different weapons, but all weapons with an identical name must contribute their dice to the same attack pool.
- A weapon can only contribute its dice to an attack pool if the following restrictions are met:
  - » The range of the attack is equal to or greater than the weapons' minimum range and equal to or less than the weapon's maximum range.
  - » The miniature using the weapon has line of sight to at least one mini in the defending unit.
  - » If the weapon can exhaust, it must be readied.
  - » To add a weapon with the **FIXED: X** keyword to the attack pool, the defender must be inside the specified firing arc of the attacking mini.
- Each weapon that contributes dice to an attack pool also applies its keywords to that attack pool.
  - » If a weapon has a keyword that allows a player to modify one or more dice in the attack pool, the player can use that effect to modify any dice in the attack pool, not just the dice that this weapon contributed.
  - » If a weapon has a keyword that changes how the results of the attack roll affects the defender, the entire attack roll affects the defender in that way, not just dice that the weapon that has that keyword contributed.

    For example, if a weapon that has the BLAST keyword contributed dice to an attack pool, the results from all the dice in that attack pool ignore the defender's cover.

Related Topics: Abilities, Attack, Exhaust, Firing Arcs, Fixed: Front/Rear (Weapon Keyword), Keywords, Melee Weapon, Premeasuring, Range, Ranged Weapon, Weapons

BARRICADES

A barricade is a type of terrain.

- The barricades in the core set provide troopers with heavy cover. Other barricades can provide different cover depending on their type (see page 8).
- A barricade provides emplacement troopers with cover.
- A barricade does not provide vehicles with cover.
- All units can move over a barricade.
  - » A barricade is difficult terrain for trooper units.

Related Topics: Cover, Difficult Terrain, See "Additional Terrain Rules" on page 8.

BASE

Each miniature is affixed to a base.

- Trooper minis are affixed to small round bases.
- Ground vehicle minis are affixed to medium, large, or huge notched bases.
- Repulsor vehicle minis are affixed to medium, large, or huge notched bases by clear plastic stands.
- The orientation of a mini affixed to a small round base has no gameplay implications. A player can freely rotate a mini affixed to such a base during its movement.
- A mini affixed to a notched base cannot be rotated freely; during its movement, it must either pivot or move along the movement tool, keeping the notches in the base aligned with the movement tool.

Related Topics: Base Contact, Engaged, Melee, Miniature, Movement, Notch, Pivot, Troopers, Vehicles

BASE CONTACT

Base contact refers to a miniature's base physically touching something on the battlefield, typically a piece of terrain, another mini, or an objective token.

- If the bases of two minis are touching each other, those minis are in base contact.
- If a mini's base is touching a piece of terrain or an objective token, that mini is in base contact with that terrain or token.
- Friendly minis from different units cannot be in base contact with each other.

Related Topics: Base, Charge (Unit Keyword), Climb and Clamber, Cover, Engaged, Immune: Melee (Unit Keyword), Objective Tokens, Melee, Melee Weapon

BATTLE CARDS

Battle cards are used to define the battlefield during setup.

- There are three types of battle cards: condition cards, deployment cards, and objective cards.

Related Topics: Condition Cards, Condition Tokens, Defining the Battlefield, Deployment, Objective Cards, Objective Tokens

BATTLEFIELD

The battlefield is the name of the play area upon which the game takes place.

- Players should use a 3' by 6' battlefield for a standard 800-point game.

Related Topics: Defining the Battlefield, Deployment, Leaving the Battlefield

BEYOND (RANGE)

Beyond is a term used on cards and in the rulebook when describing range.

- A unit is beyond a range if no portion of the miniature's base is between the first segment of the range ruler and the end of the segment that corresponds to the specified range.

Related Topics: Attack, At (Range), Range, Within (Range)

BLAST (WEAPON KEYWORD)

An attack pool that includes a weapon that has the **BLAST** keyword ignores the effects of cover.

- During the "Apply Dodge and Cover" step of an attack, the defender cannot use light or heavy cover to cancel hit (✸) results produced by an attack pool that contains a die that was contributed by a weapon that has the **BLAST** keyword.

Related Topics: Abilities, Attack, Attack Pool, Cover, Cover X (Unit Keyword), Dice, Weapons

BLOCKED

See "Line of Sight" on page 37.

BLUE AND RED PLAYER

See "Setup" on page 6.

BOUNTY (UNIT KEYWORD)

After setup, a unit with the **BOUNTY** keyword chooses an enemy commander or enemy operative and marks that unit with a victory token. The token is placed on the battlefield near the unit leader, and remains with the unit as it moves around the battlefield.

After a unit with the **BOUNTY** keyword defeats a unit with a victory token (typically by performing an attack against that unit which causes it to be defeated), the victory token moves to the unit with **BOUNTY**. The token is placed on the battlefield near the unit leader, and remains with the unit as it moves around the battlefield.

At the end of the game, if a player controls a unit that has the **BOUNTY** keyword and a victory token from defeating another unit, and that unit has not been defeated itself, that player gains 1 victory token. A player gains 1 victory token in this way for each unit they control that meets these requirements.

- After setup, if both players have units with the **BOUNTY** keyword, the blue player places victory tokens first, then the red player places victory tokens.
- If a unit with the **BOUNTY** keyword defeats **any** unit with a victory token, that victory token moves to the unit that caused the other unit to be defeated. This includes other units with the **BOUNTY** keyword that have a victory token due to defeating a unit.
- If a unit with the **BOUNTY** keyword performs an attack and another unit with a victory token uses the **GUARDIAN X** keyword and suffers wounds that cause it to be defeated, the victory token moves to the unit with **BOUNTY**.
- If a unit with the **BOUNTY** keyword performs an attack against a unit with a victory token, and that unit uses the Emergency Stims upgrade card, when the unit suffers the wounds on Emergency Stims at the end of that unit's next activation, if the unit is then defeated, the victory token moves to the unit with **BOUNTY**, if able.

Related Topics: Defeated, Setup, Victory Tokens, Winning the Game

CANCEL

Some abilities allow a player to cancel a die result.

- When a player cancels a die result, that die is removed and its result is ignored.
- During an attack, the defender does not roll defense dice for any canceled hit (✸) or critical (✵) results.

Related Topics: Armor (Unit Keyword), Attack, Cover, Dice, Dodge, Pierce X (Weapon Keyword)

CARD ACTIONS

A card action is a type of action. If an ability is preceded by a card action (➧) icon, that ability is a card action.

- Each card action is a unique action; a unit can perform different card actions during its activation. However, a unit cannot perform the same card action more than once during its activation.
- Some card actions are treated as other types of actions, such as a move action or an attack action. This is indicated in the text of the card action itself. When a unit performs that card action, treat that action as the type of action indicated in its text, as well as a card action, for the purposes of all gameplay effects and abilities, including triggering other abilities that occur after the indicated action.

For example, after performing a move, if Darth Vader is equipped with the Saber Throw upgrade card, he can use the RELENTLESS *ability to perform a ranged attack using the Saber Throw card action.*

- If a card action provides a unit with either a move or an attack that is **not** treated as a move action or an attack action, performing that move or attack is different than performing a move action or attack action, even though the result is the same.

- Card actions can allow units to gain aim, dodge, and standby tokens. If a card action specifically instructs a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and therefore does not trigger abilities that occur after aim, dodge, or standby actions are performed.

Related Topics: Abilities, Actions, Activating Units, Exhaust, Free Actions, Free Card Actions, Keywords, Upgrade Cards

CHARGE (UNIT KEYWORD)

After a unit that has the **CHARGE** keyword performs a move action into base contact to start a melee with an enemy unit, it may perform a free melee attack action against that unit.

- This attack action is a free action and therefore does not count as one of the unit's two actions.

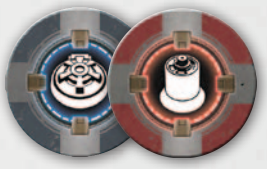
- A unit that has already performed an attack action during its activation cannot perform a free attack action.

- A unit that has already performed a free attack action during its activation cannot perform another attack action.

Related Topics: Abilities, Attack, Base Contact, Free Actions, Melee, Melee Weapon, Movement

CHARGE TOKENS

Each charge token has a unique type and can be identified by a unique icon on the charge token itself. Each charge token type matches an **ARM X: CHARGE TYPE** keyword and a **DETONATE X: CHARGE TYPE** keyword that indicates how the token is placed on the battlefield and how it is detonated.



Charge Tokens

- Charge tokens cannot overlap any objective, condition, or other charge tokens, and must be placed on a flat surface, completely flush with that surface.

- When placing charge tokens, the blue player should place their charge tokens with the blue side faceup, and the red player should place their charge tokens with the red side faceup.

Related Topics: Area Weapon, Arm X: Charge Type (Weapon Keyword), Detonate, Detonate X: Charge Type (Weapon Keyword), Weapons

CLAIM

See "Objective Token" on page 42.

CLIMB AND CLAMBER

Climbing and clambering are types of movement that allow a unit to move vertically onto or over a piece of elevated terrain. While clambering, a unit might suffer damage.

- If a trooper unit leader is in base contact with a piece of vertical terrain, it may **CLIMB**.

  » To climb, if there is a flat surface to place the unit leader on at the end of this movement and the unit can maintain cohesion, a unit can spend two actions to safely move vertically up or down a distance up to height 1. At the end of this move, the unit leader is placed on the flat surface at the top or bottom of the vertical structure, as close to the edge as possible.

- If a trooper unit leader is in base contact with a piece of vertical terrain, it may **CLAMBER**.

  » To clamber, if there is a flat surface to place the unit leader on at the end of this movement and the unit can maintain cohesion, a unit can spend one action to move vertically up or down a distance up to height 1, or two actions to move up or down up to height 2. At the end of this move, the unit leader is placed on the flat surface at the top or bottom of the vertical structure, as close to the edge as possible.

  » After a unit clambers, roll one white defense die for each mini in the unit if the unit moved up to height 1, or two white defense dice if the unit moved up to height 2. For each block (▼) result, the unit suffers one wound.

    - This roll is made after moving the unit leader but before placing the other minis in cohesion.

    - These wounds must be assigned to non-unit leader miniatures first.

  » A unit that has the **EXPERT CLIMBER** keyword does not have to roll these dice and cannot suffer damage because of clambering.

  » Ladders, steps, or carved footholds aid vertical movement significantly. When a unit clambers to move up or down such an apparatus, it does not roll dice or suffer wounds. These features should be clearly defined during setup.

- If a trooper unit leader is in base contact with a piece of vertical terrain **without** a flat surface on top to place the unit leader onto, such as a fence or a thin wall, it may **CLAMBER** up and over that terrain, ending its movement on the other side, provided that the terrain is height 1or lower.

  » To clamber over a vertical piece of terrain without a flat surface on top, a unit can spend **two** actions to move over the terrain. At the end of this move, the unit leader is placed on a flat surface at the bottom of the other side of the vertical structure, as close to the structure as possible.

  » After a unit clambers in this way, roll two white defense dice for each mini in the unit. For each block (▼) result, the unit suffers one wound.

- After the unit leader climbs or clambers, each other mini is placed in cohesion with that leader as normal.

  » Minis in the same unit can be placed on different vertical levels, but each mini must be within height 1 of its unit leader.

- When measuring cohesion between two minis that are placed on different vertical levels, a player should measure from the unit leader to each mini using the speed-1 movement template, measuring from a view above the battlefield as if the two minis are on the same vertical level (see the example on page 8).

  » When separated by vertical distances, the position of a mini from the position of their unit leader must also be within the distance of a legal climb move. If a unit leader is on top of elevated terrain, any minis in that unit that are below their unit leader must be in base contact with that terrain such that moving between the position of the leader and the position of any mini in the unit is a legal climb move.

    - For the distance between a mini's position and its unit leader's position to be a legal climb move, it must be height 1 or lower.

  » After climbing or clambering, the unit leader will by default be on the edge of the terrain closest to the point with which it was in base contact before climbing or clambering. Minis not placed on the same edge of the terrain as the leader must be placed in base contact with the terrain and as close as possible to this point.

  » When placing a mini in cohesion, it cannot be placed higher than the level to which the unit leader climbed or clambered, or lower than the level to which the unit leader climbed or clambered if the unit leader moved downwards.

  » When placing a mini in cohesion, it cannot be placed onto a **different** level of terrain than its unit leader, unless that mini's unit leader has just climbed or clambered. Minis can always be placed onto the same level as their unit leader when being placed in cohesion.

- A unit does not have to climb or clamber to move over or onto terrain that has a height that is equal to or less than the height of its unit leader's mini.

  For example, a Stormtrooper unit can move over a barricade by performing a standard move. However, the unit will reduce its maximum speed by one because the barricade is difficult terrain for trooper units.

- A unit does not have to climb or clamber to move up a gradual slope such as a hill. As a general rule, if a miniature can be placed on a slope without falling over, units can move up that slope by performing a standard move. Players should clearly define terrain during setup.

- When a unit climbs or clambers, its minis must be placed such that each mini's base is fully on a flat surface; a mini's base cannot overhang a ledge. If there is not room for a unit leader's base on the surface that the unit is climbing or clambering to, or if any mini's base cannot be fully on a flat surface and maintain cohesion, that unit cannot perform that climb or clamber action.

- Vehicles cannot climb or clamber with one exception. A vehicle that has the **CLIMBING VEHICLE** keyword is treated as a trooper for the purposes of vertical movement.

- When a mini with a notched base climbs or clambers, its base must be oriented in the exact same direction as it was before it climbed or clambered.

- If a game effect triggers by a unit moving, that game effect can be triggered by climbing or clambering.

Related Topics: Base Contact, Climbing Vehicle (Unit Keyword), Cohesion, Dice, Expert Climber (Unit Keyword), Height, Movement, Troopers, Unit Leader, Vehicles, Wounds, See "Additional Terrain Rules" on page 8, See "Vertical Movement" on page 10.

CLIMBING VEHICLE (UNIT KEYWORD)

A unit that has the **CLIMBING VEHICLE** keyword is treated as a trooper for the purposes of vertical movement.

Related Topics: Abilities, Climb and Clamber, Expert Climber (Unit Keyword), Height, Movement, Vehicles, See "Vertical Movement" on page 10.

COHESION

Each non-leader miniature in a unit must be in cohesion with its unit leader.

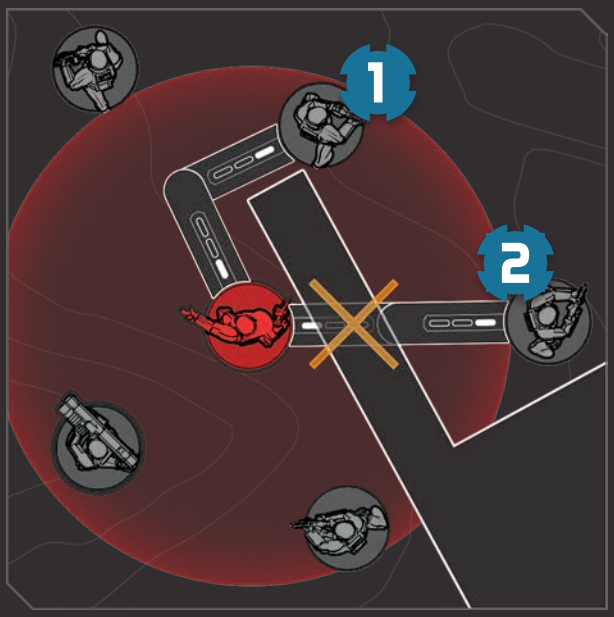
- After a unit leader moves, is deployed to the battlefield, or is displaced on the battlefield, each other mini in that unit must be placed in cohesion with that unit leader.

- A mini is in cohesion with its unit leader if the distance between a mini and its unit leader is equal to or less than the length of the speed-1 movement tool.
  - » If the base of a unit leader is touching one end of the speed-1 movement tool, and the base of a different mini in that unit is touching the other end of the speed-1 movement tool, those minis are at the maximum distance of cohesion.
- When a notched base mini is placed in cohesion, its base must be oriented in the exact same direction as the unit leader's base.
- When placing a mini in cohesion, it cannot be placed in base contact with enemy minis, unless the unit is in a melee (see "Melee" on page 38).
- When moving a unit leader, a player can push aside any minis from that unit to make it easier to place the movement tool on the battlefield.
- If moving multiple units at the same time because of displacement, a player can move the unit leaders from those units first, and then place the remaining minis in cohesion with their respective leaders.
- A mini's base cannot be placed such that any part of it overhangs a ledge.
- When placing a mini in cohesion with its unit leader, that mini must be placed such that the distance between the mini and its unit leader could be made as a legal speed-1 move from the final position of the unit leader.
  - » This means that when placing a mini in cohesion with its unit leader it cannot be placed on the other side of impassable terrain from its unit leader.
  - » Notched-based minis must obey this rule; however, the speed-1 move between the mini's position and the unit leader's position is determined as if the unit leader can pivot up to 180º before the move is measured.

    For example, a mini is placed such that the distance between it and its unit leader is equal to or less than the length of the speed-1 movement tool; however, there is a piece of blocking terrain between the mini and its unit leader. If the mini is placed in such a way that there is a legal speed-1 move around the piece of blocking terrain between the position of the mini and the position of the unit leader, then cohesion is maintained, but if there is not a legal speed-1 move between the position of the mini and the position of the leader, then the mini is not in cohesion.
- When separated by vertical distances, the position of a mini from the position of its unit leader must also be a legal climb move. If a unit leader is on top of elevated terrain, any minis in that unit that are below their unit leader must be in base contact with that terrain such that moving between the position of the leader and the position of any mini in the unit is a legal climb move.

ADVANCED COHESION

1. This stormtrooper is in cohesion because the distance between it and its unit leader is equal to the length of the speed-1 movement tool and it can perform a speed-1 move around the impassable terrain.
2. This stormtrooper is not in cohesion because it cannot perform a speed-1 move through the impassable terrain.



  - » In order for the distance between a mini's position and its unit leader's position to be a legal climb move, it must be height 1 or lower.
  - » After climbing or clambering, the unit leader will by default be on the edge of the terrain closest to the point with which it was in base contact before climbing or clambering. Minis not placed on the same edge of the terrain as the leader must be placed in base contact with the terrain edge and as close as possible to this point.
  - » When placing a mini in cohesion, it cannot be placed higher than the level to which the unit leader climbed or clambered, or lower than the level to which the unit leader climbed or clambered if the unit leader moved downwards.
  - » When placing a mini in cohesion, it cannot be placed onto a **different** level of terrain than its unit leader, unless that mini's unit leader has just climbed or clambered. Minis can always be placed onto the same level as their unit leader when being placed in cohesion.

Related Topics: Climb and Clamber, Displacement, Height, Movement, Unit Leader, See "Vertical Movement" on page 10.

COMMAND CARDS

Each player resolves a command card during the Command Phase of each game round.

- There are four command cards available to all commanders: "Ambush," "Push," "Assault," and "Standing Orders."
- Each commander has three command cards specific to that commander that can only be used if that commander is included in that army.
  - » Commander-specific command cards are identified by an image in the upper-right corner that matches the image on that commander's unit card and by the name of that commander appearing below the name of the command card.
- Each operative has three command cards specific to that operative that can only be used if that operative is included in that army.
  - » Operative-specific command cards are identified by an image in the upper-right corner that matches the image on that operative's unit card and by the name of that operative appearing below the name of the command card.
- Each player begins the game with a hand of seven command cards.
  - » A player must include two 1-pip cards, two 2-pip cards, two 3-pip cards, and the card "Standing Orders" in their command hand.
  - » A player cannot include more than one copy of any command card in their command hand.
- Each command card has a number of pips in the upper-left corner of the card. These are used to determine which player has priority each round.
- Each command card indicates the number and type of units that can be issued orders, or it indicates the name or names of specific units that can be issued orders.
- Any units indicated on a command card can be issued orders only if they are at range 1–3 of the nominated unit. A nominated unit is at range 1 of itself.
- A player must issue orders to as many units indicated on a command card as possible.
- Some command cards have abilities that provide players with unique game effects. Each ability describes when and how it is resolved.
- Each command card that has not been returned to a player's command hand is discarded during the End Phase and its effect ends.
- During the Command Phase, a player must play a command card, if able.
- If a player cannot play a command card, and their opponent does, their opponent has priority regardless of how many pips are on their played command card.
- If neither player can play a command card, the player with the round counter rolls a red die to determine which player has priority, as if both players had played command cards with the same number of pips (see "Priority" on page 44).
- If a player's commander is defeated, any commander-specific command cards corresponding to that commander cannot be played during the Command Phase.
- If a player reveals an illegal command card during the Command Phase, they replace that card with the "Standing Orders" command card, if able.
- When playing an operative's command card, the player does not nominate a commander; instead they nominate the operative, and that operative issues orders.
- When playing a non-operative-specific command card, a player cannot nominate an operative to issue orders.

Related Topics: Command Phase, Commander, Issuing Orders, Order Pool, Order Tokens, Premeasuring, Priority, Range, See "Card Anatomy" on page 4, See "Army Building" on page 5.

COMMAND PHASE

During the Command Phase, each player selects a command card from their hand and chooses a commander to issue orders to one or more units on the battlefield.

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.
   - » If a player does not have a commander or an operative on the battlefield, they do not select or resolve a command card.
   - » A player must select a command card if able.
2. **Determine Priority:** 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 (six-sided red die). If the result of the roll is a block (▼), that player has priority. Otherwise, their opponent has priority.
   - » If one player plays a command card and their opponent does not, the player who played a card has priority.

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

   » If a commander-specific or operative-specific command card is played, the player must nominate that commander or operative.

   » If a non-operative-specific command card is played, the player cannot nominate an operative to issue orders.

   » For a commander or operative to issue an order to a unit, that unit must be eligible to receive that order. To be eligible, 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 or operative.
   - If a unit type (e.g., trooper) is specified on the chosen command card, the unit being issued an order must be of the specified type.

4. **Create Order Pool:** Each player creates an order pool that consists of all of their order tokens that they did not place on the battlefield while resolving their command card.

   » It is recommended that players place their order tokens in an opaque bag; however, players can also create their order pool by placing each order token facedown near the battlefield and then shuffling those tokens.

- After players resolve these four steps, play proceeds to the Activation Phase.

Related Topics: Command Cards, Commander, Dice, Issuing Orders, Order Pool, Order Tokens, Premeasuring, Priority, Range

COMMANDER

The icon indicates that a unit has the rank of commander. Commanders are powerful heroes and villains that can issue orders to other units. When building a standard army, a player may include up to two commander units.

Commander Icon

- Each unique commander has three command cards specific to that commander which can only be used if that commander is included in an army.

  » Commander-specific command cards are identified by the image in the upper-right corner that matches the image on that commander's unit card and by the name of that commander appearing below the name of the command card.

  » A player can include any number of a commander's command cards in their command hand, but can include no more than one copy of each card.

- If a player's last commander is defeated, that player can promote a new commander during the End Phase.

  » To promote a commander, a player chooses any of their trooper units on the battlefield and places a commander token next to that unit.

Commander Token

  » When a player promotes a commander, they discard that unit's order token from the game and replace it with a commander-rank order token.

  » A player activates a promoted commander using a commander-rank order token instead of the rank printed on the unit's card.

  » A unit that has been promoted to commander does not retain its previous rank. It is considered to be a commander and to have the rank of commander for all game effects and game play purposes.

  » In the rare instance where a player no longer has a trooper unit to promote, they no longer have a commander and cannot play command cards.

- If a unit is at range 1–3 of a friendly commander, it may use that commander's courage value instead of its own when checking to see if it is panicked.

  » A courage value of "–" is considered infinite when checking whether a unit is panicked, including when a unit is using a friendly commander's courage value.

Related Topics: Command Cards, Command Phase, Courage, Issuing Orders, Panic, Premeasuring, Range, Rank, Suppression, See "Army Building" on page 5.

COMPULSORY MOVE

Some game effects require a unit to perform a compulsory move when it is activated.

- A compulsory move is a move, not a move action, and therefore does not trigger abilities that occur after move actions are performed and does not count against the unit's two actions per activation.

- To perform a compulsory move, the unit performs a full move at its maximum 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 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 maximum speed.

  » If the unit leader ends this movement with any part of its base outside of the battlefield, the unit is defeated.

- A repulsor vehicle's final position after performing a move cannot overlap another unit unless it is performing a compulsory move. If it is performing a compulsory move, its final position can overlap trooper minis. If its final position after performing a compulsory move would overlap one or more trooper minis, those trooper minis are displaced.
  - » Troopers that are engaged cannot be displaced by a compulsory move. If a repulsor vehicle's final position after performing a compulsory move would overlap an engaged trooper, it must perform a partial move instead.
- While performing a compulsory move, if a unit's maximum speed is reduced due to the effects of difficult terrain, that unit is still considered to be performing a move at its maximum speed.

Related Topics: Activating Units, Displacement, Leaving the Battlefield, Movement, Speeder X (Unit Keyword)

CONDITION CARDS

During setup, players choose a condition card to represent the battlefield environment. Each condition card affects the game in a unique way as described on the card.

- Some condition cards utilize condition tokens.

Related Topics: Battlefield, Battle Cards, Condition Tokens, Defining the Battlefield, See "Setup" on page 6.

CONDITION TOKENS

Some condition cards instruct players to place condition tokens on the battlefield. These tokens will have game effects specified by the condition card.

Condition Token

- Miniatures can move through but cannot overlap condition tokens.
- Condition tokens cannot overlap objective tokens, and vice versa.
- Each condition token is marked with a different number of glowing dots. These dots are ignored unless the condition card specifically references them.
- When placing condition tokens on the battlefield, condition tokens cannot be placed underneath pieces of terrain.

Related Topics: Battlefield, Battle Cards, Condition Cards, Defining the Battlefield, See "Setup" on page 6.

COURAGE

Courage is an attribute presented on each trooper's unit card.

Courage Value

- A trooper unit's courage is indicated by the value next to the courage icon.
- If a trooper unit ever has a number of suppression tokens assigned to it that is equal to or greater than that unit's courage value, that unit is suppressed.
- Immediately after the "Rally" step of a trooper unit's activation, if that unit is suppressed, it loses one of its two actions for that activation.
- A unit cannot lose an action due to gaining suppression tokens and becoming suppressed after it has already performed its "Rally" step. Nor can a unit regain a lost action by removing suppression tokens and no longer being suppressed.
- Immediately after the "Rally" step of a trooper unit's activation, if that unit has a number of suppression tokens equal to or greater than twice its courage value, it panics. A panicked unit still suffers the effects of being suppressed. In addition, during a panicked unit's activation, it cannot perform free actions and must spend its remaining action to perform a move at 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 is at range 1–3 of a friendly commander, it may use that commander's courage value instead of its own when checking to see if it is panicked.
- Some trooper units do not have a courage value. These units have a "–" on their unit card where a courage value would normally be.
  - » A trooper unit without a courage value cannot be assigned a suppression token. As such, that unit cannot become suppressed or panicked.

Related Topics: Actions, Activating Units, Activation Phase, Commander, Leaving the Battlefield, Panic, Range, Suppression, Troopers

COVER

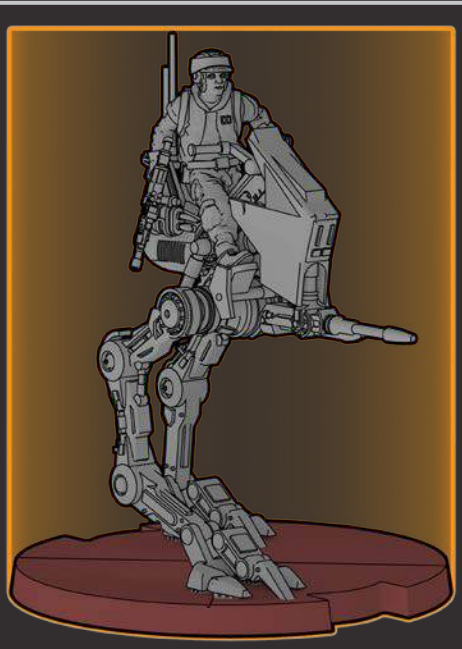
During a ranged attack, terrain that lies between two units can grant protection to the defender in the form of cover.

- There are two only types of cover: light cover and heavy cover. Cover is usually granted by terrain.
  - » Barricades provide heavy cover to trooper units that they obscure.
  - » Emplacement troopers provide light cover to units that they obscure.
  - » Ground vehicles provide light or heavy cover to units that they obscure.
  - » Custom terrain can provide units with light or heavy cover. Players should determine the cover type of all custom terrain before the game begins.

- During the "Apply Dodge and Cover" step of a ranged attack, a unit that has light cover can cancel one hit (✸) result, and a unit that has heavy cover can cancel up to two hit (✸) results.
  - » Critical (✪) results cannot be canceled by cover.
- Various game effects, such as suppression tokens and the **COVER** keyword, can improve a unit's cover by one or more.
  - » When a unit that does not have cover improves its cover by one, it is treated as having light cover.
  - » When a unit that does not have cover improves its cover by two or more, it is treated as having heavy cover.
  - » When a unit that has light cover improves its cover by one or more, it is treated as having heavy cover.
  - » If a unit has heavy cover, that unit does not gain any benefit from improving its cover.
- To determine if a unit has cover during an attack, a player performs the following steps:

1. **Determine Number of Obscured Miniatures:** The player checks line of sight from the attacker's unit leader to each mini in the defending unit. If any part of a defending mini, including its base, is blocked by a piece of terrain, the player then traces an imaginary line from the center of the base of the attacker's unit leader to the center of the base of the defending mini. If the imaginary line crosses the piece of terrain that blocked line of sight, the defending mini is obscured. The player repeats this process for each mini in the defender to determine how many of those minis are obscured.
   - » If the attacking unit leader's base is touching a piece of terrain, that piece of terrain cannot cause a mini in the defender to be obscured, unless line of sight from the unit leader to that mini is completely blocked.

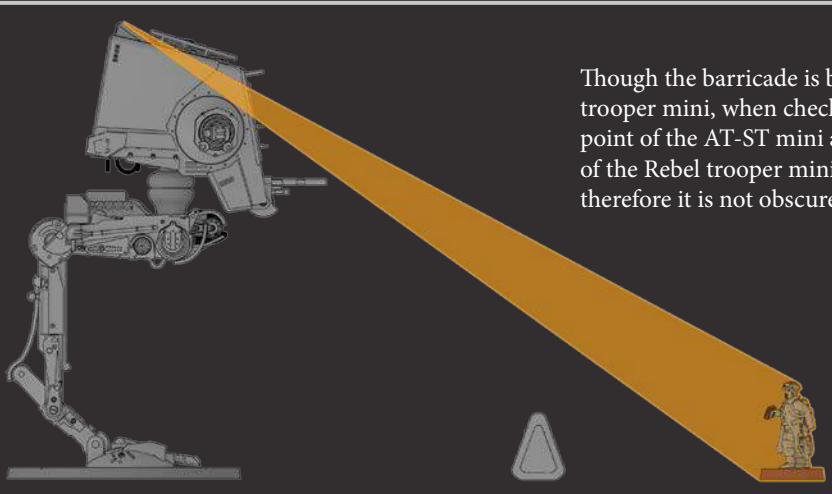
UNITS AS AREA TERRAIN



When treated as area terrain, the AT-RT forms a cylindrical zone, defined by the edges of it's base and the highest point of it's mini. When checking line of sight, a defending mini obscured by this zone will benefit from light cover.

- » Ground vehicles and emplacement troopers can provide cover. When determining whether a defending mini is obscured, treat any ground vehicle or emplacement trooper units as if they are pieces of area terrain.
- » When determining whether a piece of terrain blocks line of sight to a defending mini, if there is a clear peg separating the defending mini and its base, the clear peg and the base are not treated as a part of the mini.

CHECKING LINE OF SIGHT TO DETERMINE COVER



Though the barricade is between the AT-ST and the Rebel trooper mini, when checking line of sight from the highest point of the AT-ST mini above the center of it's base, no part of the Rebel trooper mini is blocked by the barricade and therefore it is not obscured.

» When determining whether an imaginary line traced between the centers of two minis' bases crosses a piece of terrain, the line is always treated as horizontal to the battlefield, on a two-dimensional plain. A player should look down from above the battlefield to determine whether the imaginary line crosses a piece of terrain.

2. **Determine Cover:** If at least half of all of the defender's minis are obscured, that unit has cover. The type of cover that unit has is determined by the object that is obscuring the minis, as follows:

   » If the obscured minis are obscured by a ground vehicle, that unit has light cover.

   » If the obscured minis are obscured by a barricade, and the defender is a trooper unit, that unit has heavy cover.

   » If the obscured minis are obscured by custom terrain, that unit has the cover that the custom terrain provides.

   » In the case that some of the obscured minis are obscured by an object that provides light cover and some are obscured by an object that provides heavy cover, that unit has heavy cover, unless there are more minis that are obscured by an object that provides light cover, in which case the unit has light cover.

   » If an individual mini is obscured by both an object that provides light cover and an object that provides heavy cover, treat that mini as obscured by heavy cover.

   » A defending unit on a piece of terrain with a higher elevation than the attacking unit will usually have cover. This is because when checking line of sight from the attacking unit leader, a part of each defending minis' base will most likely be obscured by the terrain that the mini is on top of.

Related Topics: Attack, Barricades, Base, Base Contact, Blast (Weapon Keyword), Cancel, Cover X (Unit Keyword), Dice, Sharpshooter X (Unit Keyword), Suppression, Unit Leader, See "Additional Terrain Rules" on page 8.

COVER X (UNIT KEYWORD)

During the "Apply Dodge and Cover" step of a ranged attack, if the defender has the **COVER X** keyword, it improves its cover by a number equal to x.

Related Topics: Abilities, Attack, Blast (Weapon Keyword), Cancel, Cover, Sharpshooter X (Unit Keyword)

CUMBERSOME (WEAPON KEYWORD)

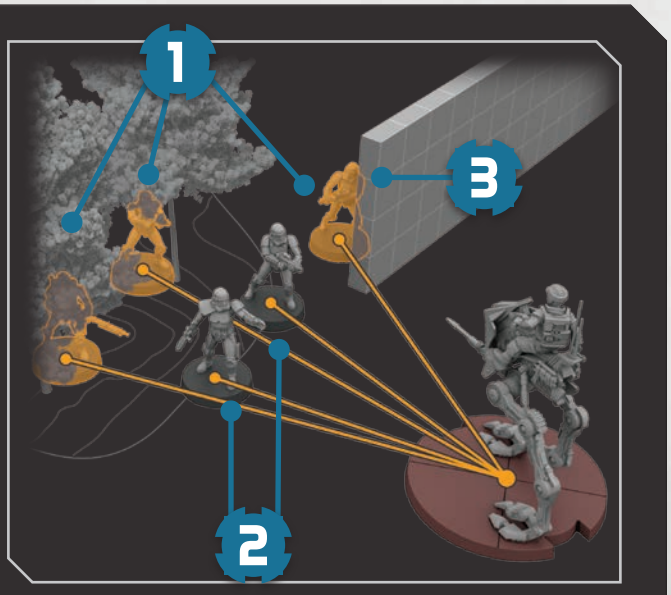
A unit that has a weapon with the **CUMBERSOME** keyword cannot both move and attack using that weapon during the same activation, unless the move is a pivot.

- If a unit performs an attack with a weapon that has the **CUMBERSOME** keyword during its activation, it cannot perform any moves during that activation, except for pivots.
- If a unit performs a move, except for a pivot, during its activation, it cannot perform an attack with a weapon that has the **CUMBERSOME** keyword during that activation.
- A unit can use a weapon with the **CUMBERSOME** keyword during an attack triggered by spending a standby token, even if that unit moved during its activation earlier in the same round.

Related Topics: Abilities, Attack, Movement, Weapons

TERRAIN AND COVER

1. At least half the minis in the defender are obscured (three out of five), so the entire unit benefits from cover.
2. Two of the three minis are in light cover (woods) and one is in heavy cover (the building, which completely blocks line of sight). Since more minis are in light cover than heavy cover, the unit is considered to be in light cover for this attack.
3. Additionally, because the line of sight is totally blocked from the AT-RT to one stormtrooper (from the top center of the AT-RT), that stormtrooper cannot be defeated, even if this unit suffers five or more wounds. In this situation, if the four visible minis (including the unit leader) would be defeated, then the remaining mini would become the new unit leader.



DAMAGED

A vehicle unit can become damaged when it has wound tokens equal to or exceeding its resilience value (see "Resilience" on page 48).

Damaged Token

- When a vehicle unit is damaged, it gains a damaged token. The token is placed on the battlefield near the unit leader and remains with the unit as it moves around the battlefield.
- When a player activates a damaged unit, before it performs any actions, it rolls a white defense die. If the result is a blank, that vehicle performs one fewer action during its activation.
  - » A unit that loses an action in this way can still perform any number of free actions.
- A damaged token is one of three different types of vehicle damage tokens.

Related Topics: Actions, Activating Units, Dice, Resilience, Vehicles, Wounds

DECLARING TERRAIN

During setup, it is imperative to determine which effects each piece of terrain will have before the game begins. Players should briefly discuss each piece of terrain that will be on the battlefield and come to a consensus on its cover type and other characteristics.

- Whether or not a piece of terrain will provide cover to a unit usually depends on the size of that piece of terrain relative to the minis in that unit. As a general rule, terrain that blocks line of sight to half or more of a mini will provide cover, while terrain that blocks less than half of a mini will not. This means that trooper minis will frequently enjoy the benefits of cover, while vehicles often will not.
  - » Whether or not a piece of terrain will provide cover, and if so to what units, should be determined **during** setup.
- Terrain either provides no cover, light cover, or heavy cover, depending on its characteristics. Terrain that completely blocks line of sight always provides heavy cover.
  - » The level of cover that a piece of terrain will provide, and to what types of units, should be determined **during** setup.
- Players should use the "Terrain Types" on page 8, as a guide when determining terrain effects during setup.
- Once the level of cover that a piece of terrain will provide has been determined during setup, that piece of terrain provides that cover to the relevant units regardless of the degree to which minis in those units are blocked by that terrain.
  - » Checking whether a piece of terrain is blocking half or more, or less than half, of a mini is only used during setup to determine whether or not that piece of terrain will provide cover during the game.

Related Topics: Abilities, Cover, Line of Sight, Setup

DEFEATED

When a miniature is defeated, it is removed from the battlefield and cannot be used for the remainder of the game.

- If a mini has a number of wounds equal to the unit's wound threshold, that mini is defeated.
- If a unit performs a move that causes any part of its unit leader's base to be outside of the battlefield, including while moving along a movement tool, that unit is destroyed.
- In the rare situation in which a unit leader is defeated and there are still minis in that unit, the player who controls that unit must immediately choose another mini in that unit to become the unit leader—the player replaces the chosen mini with the unit leader mini.
  - » If a player's unit leader with a claimed objective token is defeated, before they remove or move the unit leader, that player flips the objective token to its unclaimed side and places it back onto the battlefield in the **same** position and in base contact with the unit leader. The objective token remains on the battlefield where it was placed and can be claimed again as normal.
- If a player's commander is defeated, any command cards corresponding to that commander that are in a player's hand can no longer be played.

Related Topics: Attack, Commander, Leaving the Battlefield, Objective Tokens, Unit, Unit Leader, Wounds

DEFINING THE BATTLEFIELD

During setup, players define the battlefield by selecting objective, condition, and deployment cards. First, they shuffle the objective, deployment, and condition decks separately. Then, they draw and reveal three cards from each deck, placing the three cards from each deck in horizontal rows, called categories, facing the blue player's long table edge. Then, starting with the blue player, each player takes turns choosing a category and eliminating the leftmost card in that category's horizontal row until both players have had an opportunity to eliminate two cards. After each player has had two opportunities to eliminate a card, the leftmost card in each category's row that was not eliminated is the card used to define the battlefield for the game (see example on page 6).

- A player may forfeit their opportunity to eliminate a card if they wish to do so.

- If players eliminate the first two cards in a category, the final card cannot be eliminated.

Related Topics: Battlefield, Condition Cards, Condition Tokens, Deployment, Objective Cards, Objective Tokens, See "Setup" on page 6.

DEFLECT (UNIT KEYWORD)

The **DEFLECT** keyword allows a unit to gain additional benefits from spending dodge tokens.

- While a unit that has the **DEFLECT** keyword is defending, if it spends a dodge token, any defense surge (⚡) results are converted to block (▼) results; additionally, if the attack is ranged, the attacker suffers one wound for each surge (⚡) result rolled by the defender during the "Roll Defense Dice" step.

- The defender must spend a dodge token to gain the benefits of the **DEFLECT** keyword. Spending this dodge token cancels one hit (✸) result, as normal. The defender may spend additional dodge tokens to cancel additional hits; however, doing so does not improve or add to the benefits of the **DEFLECT** keyword.

- If the defender uses the **DEFLECT** keyword during an attack, it is possible for the attacker to be defeated during the "Roll Defense Dice" step. If the **DEFLECT** keyword inflicts a number of wounds that causes the attacker to be defeated, the attack still continues and the defender can still suffer wounds.

Related Topics: Abilities, Attack, Cancel, Dice, Dodge, Surges, Wounds

DESTROYED

See "Defeated" on page 26, or "Resilience" on page 48 and "Weapon Destroyed" on page 56.

DEPLOYMENT

Before the game begins, players take turns deploying their units on the battlefield.

- Each battlefield has red and blue deployment zones as depicted on the deployment card selected during setup to match the colors of the players.

- The measurements for each deployment zone are indicated as ranges on the deployment card. Before deploying units, each player should measure their deployment zones using the range ruler, marking the corners of those deployment zones using deployment markers.

- The blue player, as determined during setup, chooses and deploys one of their units. Then, the red player chooses and deploys one of their units. Players alternate deploying units until both players have deployed all of their units.

  » If one player has more units than the other player, after the player who has fewer units deploys their last unit, the player who has more units deploys multiple, consecutive units until their final unit is deployed.

  » If the "Rapid Reinforcements" condition card was selected during setup, each player will have set aside up to two units to deploy later during the game.

- To deploy a unit, a player chooses one of their units and places each miniature of that unit within the boundaries of one of the deployment zones that matches that player's color.

  » Each mini's base must be completely within the boundary of a deployment zone—the base cannot cross a deployment zone's imaginary boundary line formed by deployment markers and battlefield edges.

  » Each mini in a unit must be placed in cohesion with its unit leader.

Related Topics: Battlefield, Defining the Battlefield, See "Setup" on page 6.

DETONATE

When a charge or condition token detonates, either through an ability or some other game effect, perform a separate attack against each unit (regardless of which player owns that unit) that the token has line of sight to, using the area weapon, surge conversion chart, and weapon keywords on the card associated with the token that is being detonated.

After a charge or condition token detonates, remove that token from the battlefield.

- A yellow range icon (❶❷❸❹) indicates that a weapon is an area weapon. When a charge or condition token detonates, use the area weapon on the card associated with that token.

- When using an area weapon, perform a separate attack against each unit that is in line of sight and at the range indicated by the number on the range icon, determined from the edge of the charge or condition token that is detonating.

- For each attack made when a charge or condition token detonates, that token is considered the attacker.

- Each attack made when a charge or condition token detonates is a ranged attack.

- Ranged attacks made by area weapons are performed against each unit at range and in line of sight, even if that unit is engaged.

- When a charge or condition token detonates, refer to the surge conversion chart associated with that token, regardless of whether a unit placed that token or used an ability to detonate it.

- When a charge or condition token detonates, units cannot spend aim tokens to modify attack dice, regardless of whether a unit placed that token or used an ability to detonate it.
- If a charge or condition token would detonate after a unit performs a move or any action, that token detonates before any other abilities or effects that occur after a unit moves or performs an action; with the exception of spending a standby token which can be spent by a unit before the token detonates.
- Charge and condition tokens cannot suffer wounds.
- To determine line of sight from a charge or condition token to a unit, determine line of sight from the unit to the token instead. If any minis in the unit have line of sight to the token, then the token has line of sight to that unit and to those minis.

Related Topics: Area Weapon, Arm X: Charge Type (Weapon Keyword), Attack, Attack Pool, Charge Tokens, Detonate X: Charge Type (Weapon Keyword), Weapons

DETONATE X: CHARGE TYPE (WEAPON KEYWORD)

After a unit controlled by any player performs an action, each unit that has a weapon with the **DETONATE X: CHARGE TYPE** keyword may detonate x friendly charge tokens of the specified type. See "Detonate" on page 27.

- Any unit keywords of the unit that detonates the charge token do not apply to any attacks made when the charge token detonates.
- When a charge token detonates, the unit that detonates the token cannot spend aim tokens to reroll attack dice.
- When a charge token detonates, the unit that detonates the token cannot add any other weapons to any of the attack pools.
- When a charge token detonates, do not refer to the surge conversion chart of the unit that detonated the token. Each charge type has its own surge conversion chart on the same card as the attack profile associated with that charge type.
- After a unit performs an action, a charge token can be detonated before any other abilities or effects that occur after a unit performs an action; with the exception of spending a standby token which can be spent by a unit before the token detonates.
- If, after a unit performs an action, both players have units with the **DETONATE X: CHARGE TYPE** keyword that could detonate charge tokens, the player that does not control the unit that just performed an action may use their unit's **DETONATE X: CHARGE TYPE** keyword first.

Related Topics: Area Weapon, Arm X: Charge Type (Weapon Keyword), Attack, Attack Pool, Charge Tokens, Detonate, Weapons

DICE

Dice are used to resolve attacks, remove suppression, determine vehicle damage, and determine trooper damage while climbing or clambering.

- There are two types of dice: attack dice and defense dice. The results presented on these dice 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

Related Topics: Attack, Surges

DIFFICULT TERRAIN

Difficult terrain is anything that impedes but does not completely block movement.

- While performing a standard move, a unit that begins its move with any of its minis in difficult terrain has its maximum speed reduced by 1, to a minimum of 1.
- While performing a standard move, a unit that would move through or enter difficult terrain with any of its minis has its maximum speed reduced by 1, to a minimum of 1.

- The effect of difficult terrain is not cumulative with itself. A unit cannot reduce its maximum speed below 1 by moving though multiple pieces of difficult terrain. However, the effect of difficult terrain can be combined with other effects that reduce a unit's maximum speed to cause a unit's maximum speed to be less than 1.
- When a game effect causes a unit to perform a standard move of a specific speed outside of its normal activation, that move is not affected by difficult terrain.
- Difficult terrain also affects vehicles that are performing a reverse.
- A unit can pivot, climb, or clamber while in difficult terrain without suffering any additional penalties.
- Whether or not a piece of terrain is difficult depends on a unit's type (trooper, ground vehicle, or repulsor vehicle). See "Additional Terrain Rules" on page 8.

  For example, a barricade is difficult terrain for trooper units, but not for vehicle units. Both ground and repulsor vehicle units can move through barricades without incurring any penalties.

  » When using custom terrain, it is important to define the difficulty of that terrain as it relates to each unit type prior to the beginning of the game.

Related Topics: Barricades, Impassable Terrain, Movement, Open Terrain, Reverse, Unhindered (Unit Keyword), See "Additional Terrain Rules" on page 8.

DISABLED

A vehicle unit can become disabled when it has wound tokens equal to or exceeding its resilience value (see "Resilience" on page 48).

Disabled Token

- When a vehicle unit is disabled, it gains a disabled token. The token is placed on the battlefield near the unit leader and remains with the unit as it moves around the battlefield.
- A unit that is disabled cannot reverse and must spend two actions to perform a standard move. A disabled unit can still perform a pivot action by spending one action during its activation.
- A disabled token is one of three different types of vehicle damage tokens.

Related Topics: Actions, Dice, Movement, Pivot, Resilience, Reverse, Vehicles, Wounds

DISCIPLINED X (UNIT KEYWORD)

When a unit with the **DISCIPLINED X** keyword is issued an order, it may remove up to x suppression tokens.

Related Topics: Abilities, Issuing Orders, Suppression

DISPLACEMENT

When a ground vehicle moves through trooper miniatures, it displaces them.

- When a ground vehicle mini moves along the path created by a movement tool, if its base would overlap any trooper minis, those minis are displaced.
- When a repulsor vehicle mini's final movement position would overlap one or more trooper minis during a **compulsory** move, those minis are displaced.

  » Repulsor vehicles cannot displace troopers when performing any move other than a compulsory move.
- Trooper units that are engaged cannot be displaced, and thus cannot be moved through by ground vehicles. Repulsor vehicles and other trooper units can move through engaged troopers.
- To displace a unit, players perform the following steps:

1. **Set Aside Minis:** Any displaced minis are placed to the side of the battlefield without disrupting other minis or objects on the battlefield. If a unit leader is displaced, a player should mark its original position using a spare token.
2. **Move:** The ground vehicle mini that displaced the trooper minis continues its move as normal, unimpeded by the minis it displaced.
3. **Place Units:** The player who did not move the vehicle takes all of the displaced minis (both friendly and enemy) and places them back on the battlefield.

   » Each mini must be placed in cohesion with its unit leader.

   » If a unit leader was displaced, it must be placed within range 1 of its original position. After the leader is placed, any minis of that unit that are not in cohesion are placed in cohesion; this could cause a mini that was not displaced to be moved.

   » When placing a displaced mini, it cannot be placed in base contact with an enemy mini.

   » When placing a displaced mini, it must remain on its original elevation, if possible.
4. **Gain Suppression:** Each unit that had one or more minis displaced gains one suppression token.

   » A unit cannot gain more than one suppression token due to being displaced even if more than one of its minis was displaced.

Related Topics: Engaged, Cohesion, Compulsory Move, Movement, Speeder X (Unit Keyword), Suppression, Troopers, Unit Leader, Vehicles

DODGE

Units can gain dodge tokens that allow them to cancel hit results during an attack.

Dodge Token

- When a unit performs a dodge action, that unit gains a dodge token. The token is placed on the battlefield near the unit leader and will remain with the unit as it moves around the battlefield.
- During the "Apply Dodge and Cover" step of an attack, a unit can spend one or more dodge tokens to cancel one hit (✸) result for each dodge token spent.
- Dodge tokens cannot be spent to cancel critical (✸) results.
- To spend a unit's dodge token, a player removes it from the battlefield and places it in the supply.
- During the End Phase, all of a unit's unspent dodge tokens are removed from the battlefield.
- When a unit spends a dodge token to trigger the **DEFLECT** keyword, that unit also receives the benefit of that dodge token in addition to the effects of **DEFLECT**.
- Unit and weapon abilities can allow units to gain dodge tokens. If a game effect specifically instructs a unit to gain a dodge token, that effect is different than performing a dodge action, even though the result is the same.
- During a unit's activation, it is possible for a unit to gain more than one dodge token; however, that unit can only gain one dodge token from performing a dodge action during a single activation.
- A unit may spend a dodge token even if there are no hits to cancel.

Related Topics: Actions, Attack, Cancel, Deflect (Unit Keyword), Dice, Nimble (Unit Keyword)

EMPLACEMENT TROOPER

An emplacement trooper is a type of unit. It is a subtype of the trooper unit type.

- Any game effect that targets or applies to troopers can target or apply to emplacement troopers.
- Emplacement trooper units follow the same rules as trooper units with the following exceptions:
  - » Emplacement troopers are affixed to either a medium, large, or huge notched base.
  - » When an emplacement trooper performs a standard move, the player inserts the movement tool into the front notch of the mini's base.
  - » Emplacement troopers can obscure other minis, and provide light cover when doing so.
  - » Emplacement troopers cannot climb or clamber.
  - » Emplacement troopers can pivot.
  - » Emplacement troopers cannot use the **CLAIM** or **SABOTAGE/REPAIR** abilities.
  - » Emplacement troopers cannot be displaced.
  - » Ground vehicles cannot move through emplacement troopers.
  - » Another unit cannot end a compulsory move overlapping an emplacement trooper.

Related Topics: Movement, Troopers

END PHASE

In the End Phase, players prepare for the next round. In order to resolve the End Phase, players perform the following steps in order:

1. **Discard Command Card:** Each player discards their revealed command card; it cannot be used again this game.
   - » If a player used the "Standing Orders" command card or was unable to play a command card this round, they will not have a card to discard.
2. **Remove Tokens:** Players remove all aim, dodge, and standby tokens from their units, as well as one suppression token from each unit.
3. **Update Order Pool and Promote:** Each player places one of their order tokens on each of their undefeated units' cards with a matching rank.
   - » Excess order tokens are removed from the game. If all of a player's commanders were defeated, starting with the blue player, players must promote a unit leader from one of their trooper units to be a commander, placing the commander token in the play area next to that mini. Then, that unit's original order token is discarded, and a commander order token is placed on that unit's card in its place.
   - » In the rare instance where a player no longer has a trooper unit to promote, they no longer have a commander and cannot play command cards.
4. **Advance Round Counter:** The player who has the round counter sets it so the next highest number is displayed; that is the number of the next round. Then, that player passes the round counter to their opponent.
   - » After the sixth game round, the game ends.

Related Topics: Command Cards, Commander, Defeated, Order Pool, Order Tokens, Rank, Round, Round Counter, Winning the Game

ENEMY

Any units controlled by a player's opponent are enemy units for that player.

Related Topics: Friendly, Unit

ENGAGED

While a trooper unit is in a melee with another trooper unit, those units are engaged. A unit that is engaged cannot perform moves, cannot be displaced, cannot perform ranged attacks, and cannot be targeted by ranged attacks, except from area weapons.

- Trooper units can be only engaged with other trooper units. Trooper units cannot be engaged with vehicles, and vehicles cannot be engaged with other vehicles, even if both units are in a melee.
- 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 the "Perform Actions" step of its activation except perform this speed-1 move.

Related Topics: Actions, Attack, Actions, Attack, Base Contact, Displacement, Free Actions, Melee, Troopers, Vehicles, Withdraw

ENRAGE X (UNIT KEYWORD)

While a unit with the **ENRAGE X** keyword has wound tokens equal to or exceeding x, treat that unit's courage value as "–" and that unit gains the **CHARGE** keyword.

- If a unit with **ENRAGE X** has wound tokens equal to or exceeding x, but then removes wound tokens through other game effects, such that it has fewer wound tokens than x, it no longer benefits from the **ENRAGE X** keyword.
- While a unit's courage value is treated as "–" it cannot gain suppression tokens. Remove any suppression tokens it had before its courage value was treated as "–".

Related Topics: Abilities, Courage, Suppression, Wounds

ENTOURAGE: UNIT NAME (UNIT KEYWORD)

The **ENTOURAGE** keyword indicates that a unit is often accompanied or protected by another specific unit. The **ENTOURAGE** keyword specifically states the name of this other unit. When building an army, if a player includes a unit with the **ENTOURAGE** keyword, they may ignore the rank (but not points value) of a unit that has the name specified by the **ENTOURAGE** keyword. Ignoring the rank of a unit means that the unit's rank does not count against the rank restrictions for building a standard army. This may cause an army to have more units of a specific rank than the rules for building a standard army normally allow; because of the **ENTOURAGE** keyword, such an army still meets the rules for building a standard army.

Each Command Phase, during the Issue Orders step, a unit with the **ENTOURAGE** keyword may issue an order to a friendly unit at range 1–2 that has the name specified by the **ENTOURAGE** keyword.

- Orders issued with the **ENTOURAGE** keyword are considered to be issued by the unit that has the **ENTOURAGE** keyword.
- Game effects that trigger when a unit is issued an order, such as those on command cards, trigger when a unit is issued an order by the **ENTOURAGE** keyword.
- When issuing an order via the **ENTOURAGE** keyword, the order **must** be issued to a unit that has the name specified by the **ENTOURAGE** keyword, however other game effects that trigger **when** a unit is issued an order may cause the order to be issued to a different unit instead.

Related Topics: Abilities, Command Cards, Command Phase, Issuing Orders

EXHAUST

A player must exhaust some upgrade cards to resolve the abilities on those cards. An exhausted card cannot be exhausted again until it is readied.

Exhaust Icon

- If a card has an exhaust icon on the right side above its game text, it requires the player to exhaust it in order to use its abilities.
- To exhaust a card, a player rotates it 90° clockwise so it is oriented horizontally.
- When a unit performs a recover action, all of its exhausted upgrade cards are readied.
- To ready an exhausted card, a player rotates it 90° counterclockwise so it is oriented vertically.
- All upgrade cards begin the game readied.
- A card that does not have an exhaust icon cannot be exhausted.

Related Topics: Abilities, Card Actions, Free Card Actions, Recover, Upgrade Cards, Weapons

EXPERT CLIMBER (UNIT KEYWORD)

Units that have the **EXPERT CLIMBER** keyword are adept at quickly scaling vertical surfaces. When a unit that has the **EXPERT CLIMBER** keyword clambers, it does not roll any white defense dice to suffer wounds.

Related Topics: Abilities, Climb and Clamber, Climbing Vehicle (Unit Keyword), Height, Movement, See "Vertical Movement" on page 10.

FACTIONS

There are two factions in the game, the Galactic Empire (Imperial) and the Rebel Alliance (Rebel).

- Each faction is represented by its faction icon.

  Galactic Empire

  Rebel Alliance

- All units in an army must be from the same faction.
- Only units of the Galactic Empire faction can equip upgrades with a "Dark Side only" restriction.
- Only units of the Rebel Alliance faction can equip upgrades with a "Light Side only" restriction.

Related Topics: Upgrade Cards, Army building.

FIRING ARCS

A firing arc is the cone-shaped area formed by the firing-arc lines embossed on some miniatures' bases.

- The bases of some minis have firing-arc lines that players use to determine firing arcs for that mini.
- Each firing-arc line begins in the center of a mini's base and ends at the edge of a mini's base.
  - » The firing arc between the two firing-arc lines that extend to the front of a mini's base is that mini's front firing arc. The two firing-arc lines that form the front firing arc always have a notch between them.
  - » The firing arc between the two firing-arc lines that extend to the rear of a mini's base is that mini's rear firing arc. The two firing-arc lines that form the rear firing arc always have a notch between them.
  - » The firing arc between the two firing-arc lines that extend to the left of a mini's base is one of that mini's side firing arcs, and the firing arc between the two firing-arc lines that extend to the right of a mini's base is that mini's other side firing arc. Together these are that mini's side firing arcs. The firing arc lines that form the side firing arcs do not have notches between them.
- To determine each of the edges of a unit's firing arc, a player aligns the edge of the range ruler with the firing-arc line on a unit's base to create one continuous line.
- If any part of a mini's base is inside a firing arc, that mini's unit is inside that firing arc.

Related Topics: Attack, Attack Pool, Base, Fixed: Front/Rear (Weapon Keyword), Line of Sight, Notch, Vehicles, Weapons

FIXED: FRONT/REAR (WEAPON KEYWORD)

Some weapons have the **FIXED: FRONT** or **FIXED: REAR** keyword.

- To add a weapon that has either the **FIXED: FRONT** or **FIXED: REAR** keyword to the attack pool, the defender's unit must be inside the specified firing arc of the attacking miniature.
- If any part of a mini's base is inside a firing arc, that mini's unit is inside that firing arc.
  - » If the attacker comprises multiple minis, a mini in the attacker cannot contribute its fixed weapon to the attack pool unless at least one mini of the defender is in it's firing arc.

Related Topics: Abilities, Attack, Attack Pool, Base, Firing Arcs, Notch, Vehicles, Weapons

FREE ACTIONS

Through the use of free actions, a unit can perform more than two actions during its activation.

- A unit cannot perform the same action more than once during its activation, except the move action, which can be performed multiple times.
- If a game effect provides a unit with a free action of a certain type, such as a free attack action, performing that free action does not count against that unit's two actions per activation, but is considered an action for the purposes of game effects and therefore does not allow a unit to perform a non-move action more than once during its activation.

  For example, Darth Vader performs a move action, triggering his **RELENTLESS** *ability and allowing him to perform a free attack action. After this free attack action, Darth Vader still has one of his two actions remaining, but he cannot use this remaining action to perform another attack action.*
- If a game effect provides a unit with a free action without specifying a type of action, that unit may perform any action that it could normally perform. Performing that free action does not count against that unit's two actions per activation, but is considered an action for the purposes of game effects and therefore does not allow a unit to perform a non-move action more than once during its activation.
- A trooper unit that loses an action because it is suppressed can still perform any number of free actions.
- A vehicle unit that loses an action because it is damaged can still perform any number of free actions.
- Free actions can allow units to gain aim, dodge, and standby tokens. If a game effect specifically instructs a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and therefore

does not trigger abilities that occur after aim, dodge, or standby actions are performed.

Related Topics: Abilities, Actions, Activating Units, Activation Phase, Attack, Courage, Damaged, Free Card Actions, Movement, Standby, Suppression, Upgrade Cards

FREE CARD ACTIONS

A free card action is a type of free action. If an ability is preceded by a free card action (») icon, that ability is a free card action. Free card actions do not count against the two actions that a unit can perform during its activation.

- Each free card action is a unique action; a unit can perform different free card actions during its activation. However, a unit cannot perform the same free card action more than once during its activation.
- Free card actions can be performed only during a unit's activation.
- Free card actions can be performed only when a unit could normally perform an action, they cannot be used between a game effect and an ability that is triggered by that game effect.

  For example, if Darth Vader performs a move action, he cannot then use the free card action on his equipped Force Push upgrade card before triggering his RELENTLESS *ability. He must either use the free card action before moving or after the* RELENTLESS *ability resolves.*
- Card actions can allow units to gain aim, dodge, and standby tokens. If a card action specifically instructs a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and therefore does not trigger abilities that occur after aim, dodge, or standby actions are performed.

Related Topics: Abilities, Actions, Activating Units, Card Actions, Exhaust, Free Actions, Keywords, Upgrade Cards

FRIENDLY

Any units controlled by a player are friendly units for that player.

Related Topics: Enemy, Unit

FULL PIVOT (UNIT KEYWORD)

When a unit with the **FULL PIVOT** keyword performs a pivot, it can pivot up to 360º.

Related Topics: Abilities, Movement, Pivot

GROUND VEHICLES

See "Vehicles" on page 55.

GUARDIAN X (UNIT KEYWORD)

While a friendly trooper unit at range 1 and in line of sight is defending against a ranged attack, a unit that has the **GUARDIAN X** keyword may cancel up to x hit (✸) results. For each hit (✸) result canceled, the unit with the **GUARDIAN X** keyword rolls a defense die matching its defense. After converting defense surge (✵) results according to its surge chart, the unit with the **GUARDIAN X** keyword suffers 1 wound for each blank result.

- **GUARDIAN X** cannot be used to cancel critical (✹) results.
- Hit (✸) results are canceled during the "Modify Attack Dice" step of an attack.
- A unit that uses **GUARDIAN X** to cancel hit (✸) results is not a defender and does not gain suppression tokens.
- A defender that has all of its hit (✸) results canceled by a unit with **GUARDIAN X** is still the defender, and gains a suppression token as normal.
- A unit cannot use **GUARDIAN X** if the defender also has the **GUARDIAN X** keyword.
- 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 defender.

  For example, a unit with PIERCE 3 *attacks an enemy unit, and another enemy unit uses* GUARDIAN 2 *to cancel 2 hit (✸) results. After converting* surge (✵) results, *the unit using* GUARDIAN *has rolled 2 block (▼) results. The attacking unit uses* PIERCE *to cancel the 2 block (▼) results and the unit using* GUARDIAN *suffers 2 wounds. Now the defender rolls defense dice, and the attacking unit can cancel 1 more block (▼) result rolled by the defender since only 2 of its original* PIERCE 3 *was used so far.*

Related Topics: Abilities, Attack, Dice, Cancel, Pierce X (Weapon Keyword), Suppression, Weapons

GUNSLINGER (UNIT KEYWORD)

After a unit with the **GUNSLINGER** keyword performs a ranged attack action against a unit, it may perform an additional ranged attack against a different unit.

- This additional attack is not an attack action or a free attack action.

Related Topics: Actions, Attack, Free Actions

HEAVY WEAPON TEAM (UNIT KEYWORD)

A unit with the **HEAVY WEAPON TEAM** keyword must equip a heavy weapon upgrade card. The heavy weapon mini added to the unit by that upgrade card is the unit leader.

- If the unit leader of a unit with the **HEAVY WEAPON TEAM** keyword is defeated, replace one of the remaining minis with a heavy weapon mini from an equipped heavy weapon upgrade card.

Related Topics: Unit Leader, Upgrade Cards

HEIGHT

Height is a vertical measurement of objects on a battlefield. An object's height is measured using the range ruler.

- To measure an object's height, a player places the end of the range ruler flat on the battlefield's surface as close to the object as possible; the range ruler should be oriented vertically. The segment of the range ruler that the top of the object is at is equal to that object's height.
  - » If the top of the object meets the line between two range ruler segments without crossing that line, that object's height is equal to the lower range segment that the line separates. Otherwise, the height of the object is equal to the higher range segment that the line separates.
- Some terrain may have multiple surfaces at various heights. When determining the height of a surface for the purposes of climbing or clambering, a player measures from the surface their miniatures are on to the surface those minis are climbing or clambering to.

Related Topics: Climb and Clamber, Jump X (Unit Keyword), Speeder X (Unit Keyword), See "Additional Terrain Rules" on page 8, See "Vertical Movement" on page 10.

HIGH VELOCITY (WEAPON KEYWORD)

During an attack that includes a weapon with the **HIGH VELOCITY** keyword, if the only weapons in the attack pool are weapons with the **HIGH VELOCITY** keyword, the defender cannot spend dodge tokens during the "Apply Dodge and Cover" step.

- If the attacking unit has formed multiple attack pools for different defenders, the **HIGH VELOCITY** keyword only applies to the attack pool that the weapon with the keyword was added to, and only if all weapons in that attack pool have the **HIGH VELOCITY** keyword.
- A defending unit that cannot spend dodge tokens cannot use the **DEFLECT** ability.

Related Topics: Attack, Dodge, Weapons

HOLES AND TRENCHES

See "Additional Terrain Rules" on page 8.

ID TOKENS

ID tokens help players keep track of multiple units of the same type that have different upgrade cards. When deploying such 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 corresponding card.

ID Tokens

Related Topics: Army building, Setup

IMMOBILIZE TOKENS

A unit's maximum speed is reduced by 1 for each immobilize token it has. A unit whose maximum speed is 0 and has at least one immobilize token cannot climb, clamber, reverse, or pivot. At the end of a unit's activation, it removes any immobilize tokens that it has.

Immobilize Token

- A unit with 1 or more immobilize tokens can still perform "speed–x" moves or have "speed–x" moves performed with it through other game effects outside of its normal activation, even if its maximum speed is 0.

Related Topics: Movement

IMMUNE: BLAST (UNIT KEYWORD)

While a unit with the **IMMUNE: BLAST** keyword is defending, the effects of the **BLAST** keyword are ignored.

Related Topics: Abilities, Attack, Blast (Weapon Keyword), Cover, Cover X (Unit Keyword)

IMMUNE: DEFLECT (UNIT KEYWORD)

During an attack with an attack pool that includes a weapon with the **IMMUNE: DEFLECT** keyword, the defender cannot use the **DEFLECT** ability.

Related Topics: Abilities, Attack, Deflect (Unit Keyword)

IMMUNE: MELEE (UNIT KEYWORD)

Enemy units cannot be placed in base contact with a unit that has the **IMMUNE: MELEE** keyword.

Related Topics: Abilities, Base Contact, Melee

IMMUNE: PIERCE (UNIT KEYWORD)

While a unit with the **IMMUNE: PIERCE** keyword is defending, the attacker cannot use the **PIERCE** keyword to cancel block (▼) results on defense dice rolled by the defender.

- The **PIERCE** keyword may be used on defense dice rolled by a unit using the **GUARDIAN** keyword, even during an attack in which the defender has the **IMMUNE: PIERCE** keyword.

Related Topics: Abilities, Attack, Pierce X (Weapon Keyword)

IMPACT X (WEAPON KEYWORD)

During the "Modify Attack Dice" step of an attack, if the defender has the **ARMOR** keyword, a unit whose attack pool includes a weapon that has the **IMPACT X** keyword can modify the results of the attack roll by changing hit (✸) results to critical (✪) results. The unit can change a number of hit (✸) results to critical (✪) results up to the value of x.

- If the attacker is performing an attack against multiple targets, the attacker can modify only dice in the attack pool that the weapon with the **IMPACT X** keyword contributed to.
- If a unit performs an attack using multiple weapons that have the **IMPACT X** keyword and those weapons contribute dice to the same attack pool, the x values of each **IMPACT X** keyword are cumulative.

  For example, a unit that performs an attack using both a weapon that has IMPACT 1 and a weapon that has IMPACT 2 contribute dice to the attack pool, that attack is treated as using a weapon that has IMPACT 3 which allows that unit to change up to three hit (✸) results to critical (✪) results.
- The attacker resolves abilities during the "Modify Attack Dice" step of an attack before the defender resolves abilities during that step. As such, the **IMPACT X** keyword can be used to change hit (✸) results to critical (✪) results before the **ARMOR** keyword can be used to cancel hit (✸) results.

Related Topics: Abilities, Armor (Unit Keyword), Attack, Dice, Weapons

IMPASSABLE TERRAIN

Impassable terrain represents buildings, high walls, wrecked vehicles, deep chasms, and other major impediments.

- Units cannot move through impassable terrain.
- Whether or not a piece of terrain is impassable depends on a unit's type (trooper, ground vehicle, or repulsor vehicle). See "Additional Terrain Rules" on page 8.

  For example, a barricade is difficult terrain for trooper units, but not for vehicle units. Both ground and repulsor vehicle units can move through barricades without incurring any penalties.

  » When using custom terrain, it is important to define the difficulty of that terrain as it relates to each unit type prior to the beginning of the game.

Related Topics: Difficult Terrain, Movement, Open Terrain, See "Additional Terrain Rules" on page 8.

IMPERVIOUS (UNIT KEYWORD)

While a unit with the **IMPERVIOUS** keyword is defending, it rolls a number of additional defense dice equal to the **PIERCE X** value of the attack pool.

- The number of additional defense dice rolled is regardless of the number of ✸ and ✪ results rolled during the attack.

  For example, during an attack, after the "Modify Attack Dice" step, there are 2 ✸ results and 1 ✪ result, and the attack pool has PIERCE 3. If the defender has the IMPERVIOUS keyword, it would roll 6 of its defense dice during the "Roll Defense Dice" step.
- After rolling additional defense dice, ▼ results are still canceled as normal during the "Modify Defense Dice" step by the **PIERCE X** keyword.

  For example, in the above attack, after rolling defense dice, there are 4 ▼ results. PIERCE 3 cancels 3 of those ▼ results, leaving 1 ▼ result. There were 2 ✸ results and 1 ✪ result; thus during the "Compare Results" step the defender would suffer 2 wounds.

Related Topics: Attack, Dice, Pierce X (Weapon Keyword)

INDOMITABLE (UNIT KEYWORD)

When a unit that has the **INDOMITABLE** keyword performs its Rally step, instead of rolling white defense dice, it rolls a number of red defense dice equal to the number of suppression tokens it has.

Related Topics: Abilities, Dice, Rally, Suppression

INSPIRE X (UNIT KEYWORD)

After a unit with the **INSPIRE X** keyword performs its "Rally" step, remove a total of up to x suppression tokens from other friendly units at range 1–2.

- A unit performs its "Rally" step even if it has no suppression tokens.

Related Topics: Abilities, Activating Units, Activation Phase, Courage, Panic, Suppression

ION TOKENS

At the start of a unit's activation, if that unit has one or more ion tokens, it loses one action for each ion token. At the end of a unit's activation, it removes any ion tokens that it has.

Ion Token

- A vehicle that suffers wounds when defending against an attack by a weapon that has the **ION X** keyword gains x ion tokens.
- Even if it loses both of its actions due to ion tokens, a unit can still perform free actions granted by abilities or upgrade cards.

Related Topics: Actions, Activating Units, Activation Phase, Ion X (Weapon Keyword), Vehicles

ION X (WEAPON KEYWORD)

The **ION X** keyword is used to force enemy units to gain ion tokens.

- A vehicle that suffers wounds after defending against an attack that includes a weapon that has the **ION X** keyword gains x ion tokens.

Related Topics: Abilities, Attack, Attack Pool, Ion Tokens, Vehicles, Weapons

ISSUING ORDERS

During the Command Phase, when it is a player's turn to resolve their revealed command card, they nominate one of their commanders on the battlefield. That commander issues orders to the number and type of units presented on the revealed command card.

- A unit needs to fulfill the following criteria to be issued an order:
  - » The unit must be of a type presented on the player's revealed command card.
  - » The unit must be at range 1–3 of the player's nominated commander.
  - » The unit cannot have already received an order during the current game round.
- When a unit is issued an order, a player places an order token that matches the faction and rank of the unit receiving the orders near that unit on the battlefield; the player places the order token so its rank is faceup.
- When playing an operative's command card, the player does not nominate a commander; instead they nominate the operative, and that operative issues orders.
- If a player does not have a commander or operative on the battlefield, that player cannot play a command card during the Command Phase.

Related Topics: Command Cards, Command Phase, Commander, Order Tokens, Range, Rank

JUMP X (UNIT KEYWORD)

A unit that has the **JUMP X** keyword can perform the **JUMP X** card action. To perform this action, the unit performs a move as normal. However, the unit can pass over or end its movement on top of terrain that is height x or lower, measured from the unit's starting position.

- When a unit performs the **JUMP X** card action, treat this action as a move action.
- When a unit performs the **JUMP X** action, measure height from that unit's starting position.

  For example, Luke Skywalker uses the JUMP 1 keyword to perform a move. Luke Skywalker's starting position is on top of height 1 terrain. He may end his move on height 2 terrain or lower.
- When a unit performs the **JUMP X** action, it may end its movement at any height lower than its starting position, regardless of the value of x.

  For example, Luke Skywalker uses the JUMP 1 keyword to perform a move. Luke Skywalker's starting position is on top of height 2 terrain. He may chose to end his move at a point on the battlefield that is lower than his starting position, even if the difference between his starting and final position is greater than height 1.
- While performing a move with the **JUMP X** action, a unit ignores the effects of difficult terrain.
- The **JUMP X** ability also allows a unit to ignore ground vehicles with a height equal to or lower than x while performing a move with the **JUMP X** action. When doing so, the unit cannot end its move overlapping the base of a ground vehicle and must fully move past the base of any ground vehicle.

Related Topics: Abilities, Actions, Card Actions, Height, Movement, See "Additional Terrain Rules" on page 8.

KEYWORDS

A keyword is an ability possessed by units or weapons.

- There are two types of keywords: unit keywords and weapon keywords.
  - » A unit keyword is an inherent ability of a unit and it is presented on a unit's card or added to a unit by an upgrade card.

» A weapon keyword is an inherent ability of a weapon and is presented as part of a weapon on either a unit's card or an upgrade card.

- Each unit keyword provides a unit with an ability, including the timing of when the ability is used as well as the effect of the ability.
- Each weapon keyword adds an ability to the attack pool in which it is included.
- All keywords with a numerical value (an "x" value) are cumulative with themselves. This includes both weapon keywords and unit keywords (including unit keywords that are card actions, such as the **JUMP X** keyword).

  For example, an AT-ST has the ARSENAL 2 keyword; if that AT-ST uses the free card action on the General Weiss upgrade card to gain ARSENAL 2, that AT-ST now has ARSENAL 4. Similarly, when a Stormtrooper unit composed of four minis performs an attack, if each mini chooses to use the weapon on an equipped Impact Grenades upgrade card, the attack pool would consist of four instances of IMPACT 1, and thus the attack pool would have IMPACT 4.
- The front of each unit card provides reminder text of each of that unit's keywords. The back of each unit card provides reminder text for each of that unit's weapon keywords.

  » The reminder text is not an exhaustive description of the rules for a keyword. Rather, it is there to help players remember how and when to resolve each keyword. If a player has questions about how a keyword works, that player should refer to that keyword's glossary entry.

Related Topics: Abilities, Attack, Attack Pool, Unit, Weapons

LEADER

See "Unit Leader" on page 54.

LEADER (UPGRADE KEYWORD)

If an upgrade that adds a miniature to a unit has the **LEADER** keyword, treat the mini added by that upgrade as that unit's unit leader.

Related Topics: Abilities, Unit, Unit Leader

LEAVING THE BATTLEFIELD

If at any time a unit leader's base is fully or partially outside of the battlefield, that unit is defeated.

- While performing a standard move, as a unit leader moves along a movement tool, if at any point the unit leader's base is outside of the battlefield, that unit is defeated.
- A unit cannot voluntarily leave the battlefield.
- When a player performs a move with an opponent's unit, that unit cannot leave the battlefield.

Related Topics: Compulsory Move, Defeated, Movement, Panic, Speeder X (Unit Keyword), Unit Leader

LINE OF SIGHT

Line of sight is used to determine if one mini can see another mini. A player determines line of sight from the perspective of a mini, using a viewpoint where the center of the mini's base meets the top of the mini's sculpt. If a player can see part of an opponent's mini, which includes that mini's base, from that viewpoint, that player's mini has line of sight to that opponent's mini.

- If a mini does not have line of sight to another mini, line of sight is blocked.

  » Pieces of terrain and vehicles can block line of sight.

  » Trooper minis do not block line of sight. When determining line of sight, if a player cannot see a mini because it is concealed by one or more troopers on the battlefield, and that player could otherwise see the mini, that player's mini has line of sight to the mini that is concealed by one or more troopers.
- During an attack, each mini in the attacker can contribute dice to the attack pool if that mini has line of sight to **any** mini in the defender.
- During an attack, if line of sight to a mini in the defender is blocked from all minis in the attacker, that mini in the defender cannot suffer wounds.
- A mini cannot block its own line of sight.

Related Topics: Attack, Base, Firing Arcs, Miniature, Spray (Weapon Keyword), Weapons, Wounds, See "Additional Terrain Rules" on page 8.

LOW PROFILE (UNIT KEYWORD)

While defending against an attack, if a unit with the **LOW PROFILE** keyword has light cover, it improves its cover by 1.

- When determining cover, add cover values (not exceeding heavy cover) before subtracting cover values.

  For example, a unit with a suppression token and LOW PROFILE that is attacked by a unit with SHARPSHOOTER 1 would have light cover.
- Cover is determined during the "Apply Dodge and Cover" step of an attack.
- Cover is not applied during a melee attack.

Related Topics: Attack, Cover

MASTER OF THE FORCE X (UNIT KEYWORD)

At the end of its activation, a unit that has the **MASTER OF THE FORCE X** keyword may ready up to x of its exhausted Force (◉) upgrade cards.

Related Topics: Abilities, Card Actions, End Phase, Exhaust, Free Card Actions, Upgrade Cards

MELEE

Melee represents close combat between opposing units. When two miniatures from opposing players' units are in base contact, those units are in a melee.

- If two trooper units are in a melee, those units are engaged. Any unit type can be in a melee, but only troopers can be engaged.
- When a unit performs an attack against a unit that it is in a melee with, that attack 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 target of the attack must be in the same melee as the attacker.
- 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.
2. **Move Other Minis:** Maintaining cohesion, the player places each other mini in the unit that started the melee into base contact with enemy minis that belong to the same enemy unit that their unit leader is now in melee with.
3. **Opponent Moves Minis:** Maintaining cohesion, the player's opponent moves any of their own minis that belong to the unit that is now in a melee (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.

- You cannot move a unit such that it would be in base contact with multiple enemy units–effectively starting a melee.
- It is possible to be in a melee with multiple units if another unit joins later.
- A unit that does not have a melee weapon cannot move in a way that would start a melee.
- When moving minis into base contact with enemy minis after a melee has been started, if there is not space to place a mini in base contact with an enemy mini in the same melee, that mini must still be placed in cohesion.
- Minis that are not in base contact with an enemy mini can still contribute to a melee attack if the unit to which that mini belongs is in a melee.
- Whenever there are minis that are not in base contact with an enemy mini but those minis have a melee weapon and the unit to which they belong is in a melee, those minis must be placed in base contact with an enemy mini in the same melee as their unit if possible. This can happen when minis in a melee suffer wounds and are defeated, creating space for other minis that were not previously in base contact to be placed in base contact.
  - » If both players own minis that are not in base contact with an enemy mini and should be, the player that is currently activating a unit or has most recently activated a unit (even if that unit is not the unit with minis that should be placed in base contact with enemy minis) should move their minis into base contact with enemy minis before the other player does so. If neither play has activated a unit yet this round, the blue player should move their minis first.
  - » Minis that are no longer in base contact should always be placed back into base contact with an enemy mini if able, even if each enemy mini that was in base contact has just been defeated. This can happen when the defending unit does not have a melee weapon and not all defending minis were in base contact with an enemy mini.

    For example, Luke Skywalker is in base contact with an enemy 74-Z Speeder Bike mini, while another mini from the same unit is not in base contact with Luke Skywalker.

ADVANCED MELEE RULES

A unit of stormtroopers engaged with a unit of Rebel troopers performs a melee attack and one Rebel trooper mini is defeated. After the attack, one stormtrooper mini is no longer in base contact with an enemy mini. Because the stormtrooper unit is still in a melee, the stormtrooper mini must be moved into base contact with an enemy mini that is in the same melee as the stormtrooper unit.

After performing an attack, Luke Skywalker defeats the enemy 74-Z Speeder Bike mini and is no longer is base contact with an enemy mini. Because there is another 74-Z Speeder Bike mini from that unit, Luke Skywalker should immediately be placed into base contact with that mini.

» If for any reason minis cannot be placed back into base contact with an enemy mini and none of the minis belonging to that unit are in base contact with an enemy mini, those minis stay where they are on the battlefield and that unit is no longer in melee.

Related Topics: Attack, Base, Base Contact, Charge (Unit Keyword), Cohesion, Engaged, Immune: Melee (Unit Keyword), Melee Weapon, Movement, Unit Leader, Withdraw

MELEE WEAPON

A weapon with a red melee icon (⚔) is a melee weapon. Melee weapons can only be used during melee attacks.

Melee Weapon

- If a unit has multiple minis each using a melee weapon, each melee weapon with the same name must be added to the same attack pool. Melee weapons with different names may be added to different attack pools.
- A melee weapon cannot be in the same attack pool as a non-melee weapon.

Related Topics: Attack, Dice, Melee, Weapons

MINIATURE

Each plastic sculpt is a miniature, often abbreviated as a "mini."

- Each mini is affixed to a base and is part of a unit.
- Trooper minis are affixed to small round bases.
- Ground vehicle minis are affixed to medium, large, or huge notched bases.
- Repulsor vehicle minis are connected to medium, large, or huge notched bases by clear plastic stands.

Related Topics: Base, Notch, Troopers, Unit, Vehicles

MOVEMENT

Each unit can move about the battlefield in multiple ways.

- The primary way that units move is by performing a move action. When a unit performs a move action, it performs a standard move, reverse, pivot, climb, or clamber.
- To perform a standard move, a player performs the following steps:

1. **Take Movement Tool:** The player chooses a movement tool.
   - » Each unit has a maximum speed of one, two, or three, which is represented by a number of red bars on the unit's card. When a unit performs a standard move, it uses a movement tool with a value equal to or less than its maximum speed.
2. **Place Movement Tool:** The player places the movement tool against the moving unit's base, according to the type of base:
   - » **Unnotched Base:** The player places one end of the movement tool flush against any portion of the unit leader mini's base.
   - » **Notched Base:** The player places one end of the movement tool into the front notch of the vehicle's base.
3. **Adjust Movement Tool:** The player can adjust the movement tool at its joint, bending it as they desire. The movement tool creates a path along which the mini will move.
4. **Execute Full or Partial Move:** The player executes either a full or partial move.
   - » **Full:** Holding the movement tool in place, the player lifts up the unit leader mini and moves it along the path of the movement tool, keeping the mini's base centered in relation to the width of the tool. Then, if the mini has an unnotched base, the player places the mini's base flush against the other end of the movement tool; if the mini has a notched base, the player places the mini so the other end of the movement tool is inserted into the rear notch of the mini's base.
   - » **Partial:** Holding the movement tool in place, the player lifts up the unit leader mini and moves it along the path of the movement tool, keeping the mini's base centered in relation to the width of the tool. Then, the player places the mini anywhere along the path created by the movement tool, moving the movement tool out of the way and placing the mini on the battlefield. When placing a mini with a notched base during a partial move, the unit must be placed such that the central axis of the mini's front and back notches is parallel to the section of the movement tool the mini reached at the furthest part of its move.
5. **Establish Cohesion:** The player places all minis of the moving unit that are not the unit leader in cohesion with the unit leader (see "Cohesion" on page 19).
   - » When a notched base mini is placed in cohesion, its base must be oriented in the exact same direction as the unit leader's base.

- In addition to a standard move, each unit type can perform other types of moves, as follows:
  - » Non-emplacement troopers can climb and clamber.
  - » Emplacement troopers can pivot.

» Troopers that are engaged can withdraw.

» Repulsor vehicles can pivot.

» Ground vehicles can pivot and reverse.

- During a unit's activation, it is possible for a unit to perform multiple move actions. Unlike other actions, a unit is **not** limited to only one move action per activation.
- While moving a mini along a path created by a movement tool, if the base of the mini is impeded by an object, that mini must stop its movement prematurely unless the mini can legally move through, over, or on top of the obstructing object.
- While performing a standard move or a reverse, if it is obvious that the mini will be unimpeded while moving along the path created by the movement tool, the mini can be placed directly at its final destination.
- While moving a unit, if a movement tool cannot lie flat on the battlefield, the player can hold the tool above any objects that prevent the tool from lying flat, or mark the objects' positions and move them out of the way while performing the move.
- A mini can move into base contact with an enemy mini only if the unit performing the move has a melee weapon and is entering into a melee with that enemy unit.
- If a unit performs a move that causes any part of its unit leader's base to be outside of the battlefield, including while moving along a movement tool, that unit is destroyed.
- Unless a unit is able to displace other minis, the final position of a unit after a move cannot overlap the bases of other minis.
- The final position of a unit after a move cannot overlap objective or condition tokens.
- A mini's base cannot be placed such that any part of it overhangs a ledge.
- A unit must be placed as flat as possible on the battlefield after performing any type of move. Not all terrain that a unit could end their move on top of is perfectly flat and players should agree before playing as to what terrain units cannot end their movement on; however, as a general rule, if overlapping a piece of terrain causes a mini to be unstable or fall over, or causes the mini's base to be at an angle greater than 45 degrees, that mini cannot end a move in that position.
- If a game effect allows or forces a unit to perform a "speed–x" move, that unit performs a full or partial standard move with a speed equal to or lower than "x." Climbing, clambering, reversing, and pivoting are not standard moves and thus cannot be performed in place of a speed–x move.

TROOPER MOVEMENT SUMMARY

- A trooper mini can move through friendly and enemy trooper minis and repulsor vehicle minis.
- A trooper mini cannot move through friendly or enemy ground vehicle minis.
- While performing a standard move, a trooper mini can move onto or over a piece of terrain that has a height that is equal to or less than the height of the unit leader's mini.
- A trooper mini can climb to move onto terrain that is equal to or less than height 1.
- A trooper mini can clamber to move onto terrain that is equal to or less than height 2.

EMPLACEMENT TROOPER MOVEMENT SUMMARY

- An emplacement trooper mini can move through friendly and enemy trooper minis and repulsor vehicle minis.
- An emplacement trooper mini cannot move through friendly or enemy ground vehicle minis.
- While performing a standard move, an emplacement trooper mini can move onto or over a piece of terrain that has a height that is equal to or less than the height of the unit leader's mini.
- An emplacement trooper mini cannot climb or clamber.
- An emplacement trooper mini can pivot.

GROUND VEHICLE MOVEMENT SUMMARY

- A ground vehicle mini can move through friendly and enemy repulsor vehicle minis.
- A ground vehicle mini cannot climb or clamber unless it has the **CLIMBING VEHICLE** keyword.
- A ground vehicle mini can reverse.
- A ground vehicle mini can pivot.
- A ground vehicle mini can displace friendly and enemy trooper minis by moving through them.
  - » A ground vehicle mini cannot move through or displace a trooper mini that is engaged.
  - » A ground vehicle mini cannot move through or displace emplacement trooper minis.

- A ground vehicle mini cannot move through friendly or enemy ground vehicle minis.
- While performing a standard move, a ground vehicle can move onto or over a piece of a terrain that has a height that is equal to or less than **half** the height of the unit leader's mini.

REPULSOR VEHICLE MOVEMENT SUMMARY

- A repulsor vehicle mini can move through all types of units.
- A repulsor vehicle mini cannot reverse, climb, or clamber.
- A repulsor vehicle mini can pivot.
- While performing a standard move, a repulsor vehicle mini can move onto or over a piece of a terrain that has a height that is equal to or less than the height of the unit leader's mini.
- When a repulsor vehicle mini's final movement position would overlap one or more trooper minis during a **compulsory** move, those minis are displaced.
  - » Repulsor vehicles cannot displace troopers when performing any move other than a compulsory move.
  - » A repulsor vehicle performing a compulsory move cannot displace a trooper mini that is engaged.
  - » A repulsor vehicle performing a compulsory move cannot displace emplacement trooper minis.

Related Topics: Actions, Barricades, Base, Climb and Clamber, Compulsory Move, Difficult Terrain, Displacement, Impassable Terrain, Jump X (Unit Keyword), Notch, Open Terrain, Pivot, Premeasuring, Reverse, Speeder X (Unit Keyword), Troopers, Unit, Vehicles, Withdraw, See "Vertical Movement" on page 10.

NIMBLE (UNIT KEYWORD)

After a unit that has the **NIMBLE** keyword defends against an attack, if it spent at least one dodge token, it gains one dodge token.

Related Topics: Abilities, Attack, Dodge

NONCOMBATANT (UPGRADE KEYWORD)

If an upgrade that adds a miniature to a unit has the **NONCOMBATANT** keyword, the mini added by that upgrade cannot use any weapons and wounds must be assigned to other non-unit leader minis first.

- While a unit is defending, if a mini added by an upgrade with the **NONCOMBATANT** keyword is the only non-unit leader mini that the attacking unit has line of sight to, it must be assigned wounds even if there are still other non-unit leader minis.
- If a mini added by an upgrade with the **NONCOMBATANT** keyword already has one or more wound tokens, it must be assigned wounds before minis that do not have wound tokens.

Related Topics: Abilities, Unit Leader, Wounds

NOTCH

Some units, notably vehicles, have front and rear notches on their bases.

- When a mini with a notched base performs a move, a player places the movement tool into either the front or rear notch on the base.
  - » When performing a standard move, they begin by placing the start of the movement tool into the front notch of the mini's base. When finishing a full move, they place the rear notch of the mini's base onto the end of the movement tool.
  - » When performing a reverse, they begin by placing the start of the movement tool into the rear notch of the mini's base. When finishing a full reverse, they place the front notch of the mini's base onto the end of the movement tool.
- When a mini with a notched base is placed in cohesion, its base must be oriented in the exact same direction as the unit leader's base.
- When a mini with a notched base climbs or clambers, its base must be oriented in the exact same direction as it was before it climbed or clambered.

Related Topics: Base, Cohesion, Firing Arcs, Movement, Reverse, Vehicles

OBJECTIVE CARDS

Objective cards determine the objectives that players are battling for during a game.

- Players determine an objective for a game while defining the battlefield during setup.
- Each objective card describes where to place objective tokens and how players gain victory tokens by claiming or controlling those objectives.

- Each objective card contains a "Victory" box, which describes how victory tokens are earned or the game is won.

Related Topics: Battlefield, Defining the Battlefield, Objective Tokens, Victory Tokens, Winning the Game, See "Setup" on page 6.

OBJECTIVE TOKENS

Many objective cards instruct players to place objective tokens on the battlefield. Players can claim objective tokens to earn victory points.

Claimed Objective Token

Unclaimed Objective Token

- Miniatures can move through but cannot overlap objective tokens.
- Each objective token has two sides, a claimed side and an unclaimed side.
- Some objective cards specify that objective tokens can be claimed by units. To claim an objective, follow these rules:
  - » Only a unit leader can claim an objective token. To claim an objective token, a unit's leader must be in base contact with the objective token.
  - » When a player's unit leader claims an objective token, that player flips the objective token from its unclaimed side to the claimed side and places it back onto the battlefield in the **same** position and 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 becomes panicked or is defeated.
  - » After a player's unit leader with a claimed objective token performs a move, that player picks up the claimed objective token and places it **anywhere** in base contact with the unit leader.
  - » If a player's unit leader with a claimed objective token becomes panicked or is defeated, before they remove or move the unit leader, that player flips the objective token to its unclaimed side and places it back onto the battlefield in the **same** position and in base contact with the unit leader. The objective token remains on the battlefield where it was placed and can be claimed again as normal.
  - » An objective token that has been claimed by a unit leader cannot leave the battlefield or be place fully or partially outside of the battlefield at any point.
- If the objective card does not specify that objective tokens can be claimed, tokens cannot be claimed this game. Instead, these tokens are used to mark areas or serve other purposes, as described by the objective card.
- Some objective cards specify that objective tokens can be interacted with by units with the **SABOTAGE/REPAIR** keyword. To use this keyword, follow these rules:
  - » Only a unit leader in base contact with an objective token can use the **SABOTAGE/REPAIR** keyword.
  - » Wound tokens are only placed on objective tokens through the **SABOTAGE/REPAIR** keyword. Objective tokens cannot suffer wounds from attacks or from any game effect other than the **SABOTAGE/REPAIR** keyword.
  - » Objective tokens cannot have fewer than 0 wound tokens.
- When placing condition tokens on the battlefield, condition tokens cannot be placed underneath pieces of terrain.

Related Topics: Battlefield, Defining the Battlefield, Objective Cards, Troopers, Victory Tokens, Winning the Game, See "Setup" on page 6.

OBSCURED

See "Cover" on page 23

OPEN TERRAIN

Open terrain is any area of the battlefield that does not hinder movement.

- Units can move through open terrain unimpeded.
- Whether or not a piece of terrain is open depends on a unit's type (trooper, ground vehicle, or repulsor vehicle). See "Additional Terrain Rules" on page 8.

  For example, a barricade is difficult terrain for trooper units, but not for vehicle units. Both ground and repulsor vehicle units can move through barricades without incurring any penalties.

  - » When using custom terrain, it is important to define the difficulty of that terrain as it relates to each unit type prior to the beginning of the game.

Related Topics: Difficult Terrain, Impassable Terrain, Movement, See "Additional Terrain Rules" on page 8.

OPERATIVE

The ▲ icon indicates that a unit has the rank of operative. Operatives are powerful villains and heroes, but they rarely issue orders to other units. When building a standard army, a player may include up to two operative units.

Operative Icon

- Each operative has three command cards specific to that operative that can only be used if that operative is included in an army.
  - » Operative-specific command cards are identified by the image in the upper-right corner that matches the image on that operative's unit card.

- When playing an operative's command card, the player does not nominate a commander; instead they nominate the operative, and that operative issues orders.
- When playing a non-operative-specific command card, a player cannot nominate an operative.
- Any units indicated on an operative's command card can be issued orders only if they are at range 1–3 of the nominated operative. A nominated operative is at range 1–3 of itself.
- If all of a players commanders have been defeated, an operative can be promoted to be a new commander. If promoted in this way, it loses the rank of operative and can be nominated as a commander and can issue orders using non-operative-specific command cards during the Command Phase.

Related Topics: Command Cards, Command Phase, Commander, Issuing Orders, Order Tokens, Rank, Unit

ORDER POOL

During the Command Phase, each player creates an order pool that consists of the order tokens that the player did not issue while resolving their command card.

- When activating a unit during the Activation Phase, a player can choose to take an order token at random from their order pool.
  - » Then, the player activates a unit with a rank that corresponds to the rank on the order token they took.
- It is recommended that players create their order pool by placing their order tokens in an opaque bag or container; however, players can also create their order pool by placing their order tokens facedown in a randomized stack near the battlefield.
- If a player draws a token that does not match the rank of a unit they have in play, that token is removed from the order pool and a new one is drawn.

Related Topics: Activating Units, Activation Phase, Command Cards, Command Phase, Commander, Issuing Orders, Order Tokens, Rank

ORDER TOKENS

Each unit has an order token that matches both its faction and its rank. Players use these order tokens to activate their units.

Order Tokens

- One side of an order token depicts the unit's faction: Galactic Empire or Rebel Alliance. The other side of the order token depicts the unit's rank: commander, operative, corps, special forces, support, or heavy. A token with its rank side showing is faceup.
- During the Command Phase, when a player issues orders to a unit by playing a command card, that player places an order token displaying that unit's rank on the battlefield next to that unit; the player places the order token so its rank side is faceup.
- After issuing orders to units during the Command Phase, a player places any order tokens not on the battlefield into that player's order pool.
- During the Activation Phase, a player either activates a friendly unit with a faceup order token or takes a random order token from their order pool and activates a friendly unit with a matching rank that does not have an order token.
- After a player activates their unit, they place that unit's order token near that unit on the battlefield so its rank side is facedown and its faction side is faceup. This facedown order token indicates that the unit has activated during this game round.
- When a unit is defeated, its order token is removed from the game, either when an order token is drawn from the pool that does not match the rank of any unactivated unit on the battlefield, or in the End Phase.

Related Topics: Activating Units, Activation Phase, Command Cards, Command Phase, Commander, Issuing Orders, Order Pool, Rank

PANIC

If a unit receives too much suppression, it can become panicked and attempt to flee the battlefield.

Panic Token

- After the "Rally" step of a unit's activation, if the unit has a number of suppression tokens that is equal to or greater than double its courage value, that unit is panicked.
  - » If a unit is at range 1–3 of a friendly commander, it may use that commander's courage value instead of its own when checking if it is panicked.
- When a unit becomes panicked, it gains a panic token. The token is placed on the battlefield near the unit leader and will remain with the unit as it moves around the battlefield.
- After the "Rally" step of a unit's activation, if that unit is panicked, it can perform only one action instead of two, and that action must be a move action toward the nearest battlefield edge.
- When performing its move action, a panicked unit must attempt to move off of the battlefield as efficiently as possible. That is, the unit must move the entire length of the movement tool in the direction of the battlefield edge to which that unit is closest. If a unit can move off the battlefield more efficiently by moving along an indirect path that avoids terrain, the unit should move along that path.

After the unit leader is moved, however, any remaining minis in the unit are placed in cohesion as normal. If the unit leader leaves the battlefield, the unit is defeated.

- If a panicked unit no longer has a number of suppression tokens equal to or greater than double its courage value, that unit is no longer panicked and removes its panic token.
- A panicked unit cannot perform free actions.
- A panicked unit that is compelled to move vertically to move off the battlefield must clamber when doing so.
- A panicked unit must withdraw if it is engaged, moving toward the closest edge of the battlefield.

Related Topics: Activation Phase, Activating Units, Climb and Clamber, Commander, Courage, Leaving the Battlefield, Movement, Suppression, Withdraw

PIERCE X (WEAPON KEYWORD)

During the "Modify Defense Dice" step of an attack, a unit whose attack pool includes a weapon that has the **PIERCE X** keyword can cancel up to x block (▼) results.

- The **PIERCE X** keyword can be used to cancel block (▼) results on defense dice rolled by a unit using the **GUARDIAN X** keyword. When doing so, 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 defender.

  For example, a unit with PIERCE 3 attacks an enemy unit, and another enemy unit uses GUARDIAN 2 to cancel 2 hit (✸) results. After converting surge (↯) results, *the unit using GUARDIAN has rolled 2 block (▼) results. The attacking unit uses PIERCE to cancel the 2 block (▼) results and the unit using GUARDIAN suffers 2 wounds. Now the defender rolls defense dice, and the attacking unit can cancel 1 more block (▼) result rolled by the defender since only 2 of its original PIERCE 3 was used so far.*

Related Topics: Abilities, Attack, Cancel, Dice, Guardian X (Unit Keyword), Weapons

PIVOT

A pivot is a type of movement that allows a mini with a notched base to change the orientation of its base.

- When a mini pivots, that mini can rotate its base up to 90º in either direction.
- To pivot, a player rotates the unit leader's base around the base's center point. The center point of the unit leader's base should remain in place throughout the pivot.
- If a notched-base unit contains multiple miniatures, each mini in the unit must pivot so the orientation of its base matches the orientation of the unit leader's base.
- A unit can pivot while in difficult terrain without suffering any penalties.
- If a game effect triggers by a unit moving, that game effect triggers by pivoting.

Related Topics: Full Pivot (Unit Keyword), Movement, Notch, Unit Leader, Vehicles

PLAY AREA

See "Battlefield" on page 17.

PLODDING (UNIT KEYWORD)

After a unit with the **PLODDING** keyword performs a standard move during its activation, it cannot perform any additional standard moves during that same activation.

- A unit with the **PLODDING** keyword cannot perform multiple standard moves during its activation regardless of whether those moves are actions, free actions, or neither.

Related Topics: Movement

PRECISE X (UNIT KEYWORD)

The **PRECISE X** keyword allows a unit to reroll additional dice when it spends an aim token.

- During the "Reroll Attack Dice" step of an attack, when a unit that has the **PRECISE X** keyword spends an aim token, that unit can reroll up to x additional attack dice.

Related Topics: Abilities, Aim, Attack, Dice

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.

Related Topics: Attack, Issuing Orders, Movement, Range

PRIORITY

Command cards grant players priority based on the number of pips presented in the upper-left corner of the card. Each card has zero to four pips.

- When players reveal their command cards during the Command Phase, the player whose card has the fewest number of pips has priority.

» If both players reveal a card that has the same number of pips, the player who has the round counter rolls a red defense die. If the result of the roll is a block (▼), that player has priority. Otherwise, their opponent has priority.

- The player with priority resolves their command card first during the Command Phase and takes the first turn during the Activation Phase.

Related Topics: Command Cards, Command Phase, Dice

PROMOTE

See "Commander" on page 22.

PULLING THE STRINGS (UNIT KEYWORD)

A unit with the **PULLING THE STRINGS** keyword exerts tremendous influence over the other units around them. **PULLING THE STRINGS** is a card ability and can be used by spending an action during that unit's activation. When a unit uses the **PULLING THE STRINGS** ability, choose another friendly trooper unit at range 1–2. The chosen unit may perform a free attack action or a free move action.

- The free attack action or free move action granted by the **PULLING THE STRINGS** ability is a free action and therefore triggers abilities that occur after actions, attack actions, or move actions are performed.
- The attack or move granted by the **PULLING THE STRINGS** ability triggers abilities that occur after an attack or a move is performed.
- The attack granted by the **PULLING THE STRINGS** ability does not count against that unit's one attack action during its activation that round.

Related Topics: Abilities, Activating Units, Free Actions

RALLY

When a unit activates, it rallies, in an attempt to shake off suppression and to avoid panicking.

- During the "Rally" step of a unit's activation, the player who controls that unit rolls one white defense die for each suppression token that unit has. Then, one suppression token is removed from that unit for each block (▼) or defense surge (✦) result the roll produces.
- If a trooper unit ever has a number of suppression tokens assigned to it that is equal to or greater than that unit's courage value, that unit is suppressed.
- Immediately after the "Rally" step of a trooper unit's activation, if that unit is suppressed, it loses one of its two actions for that activation.
- A unit cannot lose an action due to gaining suppression tokens and becoming suppressed after it has already performed its "Rally" step. Nor can a unit regain a lost action by removing suppression tokens and no longer be suppressed.
- Immediately after the "Rally" step of a trooper unit's activation, if that unit has a number of suppression tokens equal to or greater than twice its courage value, it panics. A panicked unit still suffers the effects of being suppressed. In addition, during a panicked unit's activation, it cannot perform free actions and must spend its remaining action to perform a move at 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 is at range 1–3 of a friendly commander, it may use that commander's courage value instead of its own when checking to see if it is panicked.
- A unit without any suppression tokens, including vehicles, is considered to perform a "Rally" step, for the purposes of game effects, even though the owner of that unit does not roll any dice to remove suppression tokens.

Related Topics: Courage, Suppression, Panic

RANGE

Range is the distance between two miniatures on the battlefield.

- Players measure range using the range ruler. The range ruler consists of four segments of equal length. The beginning segment represents range 1, the second segment represents range 2, etc.
  - » The beginning of the range ruler has a flat, raised end.
  - » Each range segment is an entire plastic section of the ruler.
- To measure range, a player places the range ruler so its beginning touches part of the base of the mini that range is being measured from. Then, the player points the range ruler toward the mini that range is being measured to; the measured range is the range that corresponds to the segment closest to the beginning of the ruler that a portion of the base of the mini being measured to is in.
  - » If the base of the mini being measured to touches the raised line between two range ruler segments without crossing it, the mini is at the lower range segment that the line separates.

» When a player is measuring using the range ruler, that player should use a single edge of the range ruler; the player should not factor the width or thickness of the ruler.

» Range is always measured horizontal to the battlefield, on a two-dimensional plain. If two minis are on different elevations, to measure range, the player should hold the range ruler above both minis, level with the battlefield, and look down from above to determine range.

- Ranges for weapons are presented on cards as icons:

  » ❶: Range 1

  » ❷: Range 2

  » ❸: Range 3

  » ❹: Range 4

  » ✥: Beyond range 4

  » The first range presented on a weapon is that weapon's minimum range; the second range presented on a weapon is that weapon's maximum range.

  » If only a single range is presented on a weapon, it is both its minimum and maximum range.

  » To use a weapon during an attack, a unit's target must be at a range that is equal to or greater than the weapons' minimum range and equal to or less than the weapon's maximum range.

- When measuring range to or from units for abilities and for game effects, range is measured from the closest mini in the unit or to the closest mini in the unit.

  » Range is only measured from the unit leader when performing an attack, or if the ability or game effect explicitly states it is.

- Players can use the range ruler to measure distance at any time during the game.

- The following terms are used when describing range:

  » **At:** A unit is at a range if the portion of a miniature's base that is closest to the object from which range is being measured is inside the segment that corresponds to that range.

    - If the base of the mini being measured to touches the raised line between two range-ruler segments without crossing it, the mini is at the lower range segment that the line separates.

  » **Within:** A unit is within a range if the entirety of the miniature's base is inside the segment that corresponds to that range.

    - A unit can be within a range that extends through multiple segments.

  » **Beyond:** A unit is beyond a range if no portion of the miniature's base is between the first segment of the range ruler and the end of the segment that corresponds to the specified range.

Related Topics: At (Range), Attack, Beyond (Range), Destroyed, Issuing Orders, Line of Sight, Premeasuring, Ranged Weapon, Unit Leader, Weapons, Within (Range)

RANGED WEAPON

A weapon with a blue range icon (❶❷❸❹✥) is a ranged weapon. Ranged weapons can only be used during ranged attacks.

Ranged Weapon

- If a unit has multiple minis each using a ranged weapon, each ranged weapon with the same name must be added to the same attack pool. Ranged weapons with different names may be added to different attack pools.

- A ranged weapon cannot be in the same attack pool as a non-ranged weapon.

Related Topics: Attack, Dice, Line of Sight, Premeasuring, Weapons

RANK

Units are divided into ranks, identified by the symbol on the upper-right corner their unit card.

- Each unit is one of the following ranks:

  - Commander
  - Operative
  - Corps
  - Special Forces
  - Support
  - Heavy

- Each order token contains an image that corresponds to a rank. Players use these order tokens to activate units of the matching rank during the Activation Phase.

- When building a standard army, a player must include certain ranks and may only include specific numbers of certain ranks, as follows:

  » **Commander:** Each army must include one to two commander units.

  » **Operative:** Each army may include up to two operative units.

» ▲ **Corps:** Each army must include three to six corps units.

» **Special Forces:** Each army may include up to three special forces units.

» **Support:** Each army may include up to three support units.

» **Heavy:** Each army may include up to two heavy units.

Related Topics: Activating Units, Activation Phase, Command Cards, Command Phase, Commander, Order Pool, Order Tokens, Issuing Orders, Unit, See "Army Building" on page 5.

READY

See "Exhaust" on page 31.

READY X (UNIT KEYWORD)

After a unit with the **READY X** keyword performs a standby action, that unit gains x aim tokens.

- This effect is different than performing an aim action, and therefore does not trigger abilities that occur after aim actions are performed.

Related Topics: Abilities, Aim, Attack, Standby

RECOVER

A unit can recover by performing a recover action. When a unit recovers, a player removes any number of suppression tokens from that unit and readies any number of the unit's exhausted upgrade cards.

- Unit abilities and other game effects can allow units to recover. If a game effect specifically instructs a unit to recover, that effect is different than performing a recover action and therefore does not trigger abilities that occur after recover actions are performed.

Related Topics: Actions, Exhaust, Suppression, Upgrade Cards

RELENTLESS (UNIT KEYWORD)

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

- This attack action is a free action and therefore does not count as one of the unit's two actions.
- A unit that has already performed an attack action during its activation cannot perform a free attack action.
- A unit that has already performed a free attack action during its activation cannot perform another attack action.

Related Topics: Abilities, Actions, Attack, Free Actions, Movement

REMINDER TEXT

Any italicized parenthetical text on cards is reminder text. Reminder text is not an exhaustive description of the rules for a keyword. Rather, it is there to help players remember how and when to resolve each keyword. If a player has questions about how a keyword works, that player should refer to that keyword's glossary entry.

- The Golden Rule does not apply to reminder text, as reminder text is not game text.

Related Topics: Keywords

REPAIR X: CAPACITY Y (UPGRADE KEYWORD)

REPAIR X: CAPACITY Y is a free card ability and can be used as a free action during a unit's activation. When a unit uses the **REPAIR X: CAPACITY Y** ability, place one wound token on the card that has the **REPAIR X: CAPACITY Y** keyword, then choose a friendly ground vehicle unit at range 1 and in line of sight and remove a total of up to x wound tokens, ion tokens, and/or vehicle damage tokens from 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.
- Vehicle damage tokens include the damaged token, the disabled token, and the weapon destroyed token.

Related Topics: Abilities, Free Card Actions, Ion Tokens, Vehicle Damage Tokens, Wounds

REPOSITION (UNIT KEYWORD)

When a unit with the **REPOSITION** keyword performs a standard move, it may either perform a free pivot action before performing that standard move or perform a free pivot action after performing that standard move.

- A unit using the **REPOSITION** keyword cannot perform both a free pivot action before performing a standard move and a free pivot action after performing the same standard move.
- A pivot performed with the **REPOSITION** keyword is a move.

Related Topics: Movement

REPULSOR VEHICLES

See "Vehicles" on page 55.

RESILIENCE

Resilience is an attribute presented on each vehicle's unit card.

Resilience Value

- A vehicle unit's resilience is indicated by the value next to the resilience icon.
- When a vehicle suffers wounds, if this causes it to have wound tokens equal to or exceeding its resilience value, that player rolls a red defense die and suffers one of the following results:
  - **Damaged:** If the result is a block (▼), the unit 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.
  - **Disabled:** If the result is a blank, the unit is disabled and gains a disabled token. A unit that is disabled cannot reverse and must spend two actions to perform a standard move.
  - **Weapon Destroyed:** If the result is a defense surge (✹), one of the unit's weapons is destroyed. The player's opponent places one weapon destroyed token on one of that unit's weapons. That weapon cannot be used.
- Damaged tokens, disabled tokens, and weapon destroyed tokens are different types of vehicle damage tokens.
- If a vehicle has already received a vehicle damage token due to suffering wounds equal to or exceeding its resilience value, it cannot gain another vehicle damage token, of the same or a different type, due to suffering additional wounds, but can gain one through other game effects.
  - If a vehicle already has wounds equal to or exceeding its resilience value and received a vehicle damage token, the player does not need to roll a red defense die when that vehicle suffers wounds.
- If a vehicle damage token that was gained due to suffering wounds is removed from a vehicle, when that vehicle suffers wounds equal to or exceeding its resilience value it does not gain another vehicle damage token.
- Some vehicle units do not have a resilience value. These units have a "–" presented on their unit card where a resilience value would normally be.
  - A vehicle unit without a resilience value cannot be damaged, disabled, or have one of its weapons destroyed.

Related Topics: Attack, Damaged, Dice, Disabled, Weapon Destroyed, Weapons, Wounds

RESOLVING DISPUTES

See "Resolving Disputes" on page 4.

RESTORE

See "Treat X: Capacity Y (upgrade Keyword)" on page 53.

Related Topics: Abilities, Defeated, Wounds

REVERSE

Reversing is a type of movement that allows a notched-base mini to move backward.

- When performing a reverse, a player begins by placing the start of the movement tool into the rear notch of the mini's base. When finishing a full reverse, a player places the front notch on the mini's base onto the end of the movement tool. A player can perform a partial reverse with a mini if they desire.
- Only ground vehicle units can perform a reverse.
- If a game effect triggers by a unit moving, that game effect is triggered by reversing.
- When performing a reverse, a unit reduces its maximum speed by 1, to a minimum of 1, for that move.
  - Other effects that reduce a unit's maximum speed can combine to cause a unit's maximum speed to be less than 1.

Related Topics: Actions, Difficult Terrain, Disabled, Movement, Notch, Vehicles,

ROUND

A single game round consists of three phases resolved in the following order: Command Phase, Activation Phase, and End Phase.

- The game ends after the sixth round unless a player wins earlier.
- Game rounds are tracked using the round counter.

Related Topics: Activation Phase, Command Phase, End Phase, Objective Cards, Objective Tokens, Round Counter, Victory Tokens, Winning the Game, See "Game Round" on page 2.

ROUND COUNTER

The round counter is used to track the current game round.

Round Counter

- During the End Phase, the player who has the round counter rotates it to display the next highest number; that is the number of the next round. Then, that player passes the round counter to their opponent.
- During the Command Phase, if both players reveal a card that has the same number of pips, the player who has the round counter rolls a red defense die. If the result of the roll is a block (▼), that player has priority. Otherwise, their opponent has priority.

Related Topics: Activation Phase, Command Phase, End Phase, Priority, Round, Winning the Game, See "Game Round" on page 2.

SABOTAGE/REPAIR (UNIT KEYWORD)

See "Objective Tokens" on page 42.

Related Topics: Objective Cards

SCOUT X (UNIT KEYWORD)

After a unit with the **SCOUT X** keyword deploys, it may perform a standard move, up to speed x.

- This move may be a full or partial move.
- A unit can perform this move regardless of its maximum speed.
  - » A unit that has the **SCOUT X** keyword and a maximum speed of 0 can still perform a speed–x move when it deploys.
- The **SCOUT X** keyword is cumulative. Thus, if a unit with **SCOUT 2** gains **SCOUT 1**, it would have **SCOUT 3**.
  - » The "x" value of the **SCOUT X** keyword cannot exceed "3." If a unit would ever have **SCOUT X** exceeding **SCOUT 3**, it has **SCOUT 3** instead.
- A unit with the **STATIONARY** keyword cannot perform standard moves even if it has the **SCOUT X** keyword.
- The effects of difficult terrain are ignored during this move.
- A move performed with the **SCOUT X** keyword is a move, but is not a move action.
- The **SCOUT X** keyword is only used after a unit is deployed. If a unit is placed on the battlefield by a game effect, such as the Rapid Reinforcements condition card, the **SCOUT X** keyword does not apply.

Related Topics: Movement

SETUP

See "Setup" on page 6.

SENTINEL (UNIT KEYWORD)

A unit with the **SENTINEL** keyword can spend a standby token after an enemy unit attacks, moves, or performs an action and is at range 1–3, rather than at range 1–2.

Related Topics: Standby

SHARPSHOOTER X (UNIT KEYWORD)

During the "Apply Dodge and Cover" step of an attack, a unit with the **SHARPSHOOTER X** keyword subtracts x from the defender's cover.

- When determining cover, add cover values (not exceeding heavy cover), before subtracting cover values.

  For example, a unit with heavy cover and a suppression token that is attacked by a unit with SHARPSHOOTER 1 has light cover.

Related Topics: Abilities, Attack, Blast (Weapon Keyword), Cover, Cover X (Unit Keyword), Weapons, See "Additional Terrain Rules" on page 8.

SIDEARM: MELEE/RANGED (UPGRADE KEYWORD)

If an upgrade that adds a miniature to a unit has the **SIDEARM: MELEE** keyword or the **SIDEARM: RANGED** keyword, the mini added by that upgrade cannot use any weapons during a melee or ranged attack, respectively, other than the weapon on the upgrade card that added that mini.

*For example, the Electrostaff Guard upgrade card has a melee weapon and the **SIDEARM: MELEE** keyword. The mini added by that upgrade can only use the weapon on the Electrostaff Guard upgrade during a melee attack. That mini may still use any available ranged weapon, such as the ranged weapon on the Imperial Royal Guard unit card, during a ranged attack.*

Related Topics: Attack Pool, Melee, Melee Weapon, Ranged Weapon

SPEED

See “Movement” on page 39.

SPEEDER X (UNIT KEYWORD)

The **SPEEDER X** keyword indicates that a vehicle is constantly in motion, as represented by compulsory moves, while also indicating the height of terrain the vehicle can freely move over.

- When a unit that has the **SPEEDER X** keyword activates, it must perform a compulsory move.
  - » A compulsory move is a move, not a move action, and therefore does not trigger abilities that occur after move actions are performed and does not count against the unit’s two actions per activation.
  - » To perform a compulsory move, the unit performs a full move at its maximum 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 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 maximum speed.
    - If the unit leader ends this movement with any part of its base outside of the battlefield, the unit is defeated.
  - » A repulsor vehicle’s final position after performing a move cannot overlap another unit unless it is performing a compulsory move. If it is performing a compulsory move, its final position can overlap trooper minis. If its final position after performing a compulsory move would overlap one or more trooper minis, those trooper minis are displaced.
    - Troopers that are engaged cannot be displaced by a compulsory move. If a repulsor vehicle's final position after performing a compulsory move would overlap an engaged trooper, it must perform a partial move instead.
- During a move, a unit that has the **SPEEDER X** keyword can move over terrain equal to or less than height x.
- A unit that has the **SPEEDER X** keyword may end its movement on a piece of terrain that has a height equal to or less than x.
- A unit that has the **SPEEDER X** keyword must still be placed as flat as possible on the battlefield after performing any type of move. Not all terrain that a unit could end their move on top of is perfectly flat and players should agree before playing as to what terrain units cannot end their movement on; however, as a general rule, if overlapping a piece of terrain causes a mini to be unstable or fall over, or causes the mini’s base to be at an angle greater than 45 degrees, that mini cannot end a move in that position.
  - » If a unit performing a compulsory move cannot complete a full move without overlapping a piece of terrain that is not flat enough to be placed on top of, it must perform a partial move instead, and suffer damage equal to its maximum speed.
- The final position of a unit after any move cannot overlap objective or condition tokens.

Related Topics: Abilities, Compulsory Move, Defeated, Displacement, Height, Leaving the Battlefield, Movement, Unit Leader, Vehicles, See "Additional Terrain Rules" on page 8.

SPEND

Game effects often call for units to spend tokens or spend actions.

- When a unit spends a token, the token is returned to the supply.
- When a unit spends an action, it loses that action. In order to spend more than one action, a unit must be able to perform two consecutive actions, and cannot have lost an action from being suppressed or damaged.

  For example, during its “Perform Actions” step, a disabled AT-RT decides to move. Because it is disabled, the AT-RT spends two actions in order to perform the move. Then, with no actions left and with no free actions available, the AT-RT ends its activation.

Related Topics: Actions, Attack, Aim, Deflect (Unit Keyword), Disabled, Dodge, Nimble (Unit Keyword), Standby

SPOTTER X (UNIT KEYWORD)

As a card action, a unit with the **SPOTTER X** keyword can choose up to x friendly units at range 1. Each chosen unit gains one aim token.

- This effect is different than performing an aim action, and therefore does not trigger abilities that occur after aim actions are performed.
- A unit using the **SPOTTER X** keyword may choose itself as one of the friendly units.

Related Topics: Abilities, Actions, Aim, Card Actions, Range

SPRAY (WEAPON KEYWORD)

A weapon that has the **SPRAY** keyword is effective against units that comprise multiple miniatures. When a mini adds a weapon that has the **SPRAY** keyword to the attack pool, that weapon contributes its dice a number of times equal to the number of minis in the defender that are in line of sight of the mini using that weapon.

For example, if a weapon has the SPRAY keyword and one black attack die icon, it contributes three black attack dice to the attack pool when targeting a unit that comprises three minis.

Related Topics: Abilities, Attack, Attack Pool, Dice, Line of Sight, Miniature, Weapons

STANDBY

Troopers and ground vehicles can perform the standby action. A unit can only perform the standby action if it has not performed an attack during its activation. To perform a standby action, a player places a standby token on the battlefield near the unit leader.

Standby Token

After an enemy unit attacks, moves, or performs an action, if that unit is at range 1–2 and in line of sight of a unit with a standby token, that unit may spend that standby token to perform a free attack action or a free move action.

- A unit cannot perform a standby action if it has performed an attack during its activation.
- If a trooper unit gains a suppression token or performs a move, an attack, or an action, it removes any standby tokens it has.
- If a ground vehicle unit performs a move, an attack, or an action, it removes any standby tokens it has.
- A unit cannot have more than one standby token.
- During the End Phase, all unspent standby tokens are returned to the supply.
- A unit must have line of sight to an enemy unit moving, attacking, or performing an action in order to spend a standby token.
- A unit with a standby token measures range from any mini in its unit to any mini in the enemy unit that attacked, moved, or performed an action. However, when spending a standby token to perform an attack, the range of the **attack** is still measured from the unit leader of the attacking unit to any mini in the defending unit.
- A standby token may be spent **before** any effects that trigger after an attack, attack action, move, or move action.

  For example, Darth Vader performs a move action to move into range 2 of a unit of Rebel Troopers that have a standby token. Before Vader can trigger RELENTLESS to perform an attack with the "Saber Throw" upgrade card, the Rebel Troopers spend their standby token to perform a move, taking them beyond range 2 of Darth Vader. With no enemy unit in range 1–2, Darth Vader can no longer perform an attack.

  » Gaining a suppression token is a part of an attack, and not an effect that triggers after an attack. Thus a trooper unit **cannot** spend a standby token after defending against an attack **before** it would gain a suppression token and remove its standby token.

  » If a unit is defeated by an enemy unit performing an attack by spending a standby token, the defeated unit cannot then trigger other effects.

  For example, a unit of Snowtroopers performs a move and is at range 2 of a unit of Fleet Troopers that have a standby token. The Fleet Troopers spend their standby token to perform a free attack action. During the attack, the Snowtroopers suffer wounds exceeding their total health and are defeated. Because the Snowtroopers are defeated, they can no longer trigger the STEADY keyword.

Related Topics: Actions, Attack, Free Actions, Movement, Spend, Suppression, Troopers

STATIONARY (UNIT KEYWORD)

A unit with the **STATIONARY** keyword cannot perform moves or have moves performed with it through other game effects, either during its activation or outside of its normal activation, unless the move is a pivot.

- When a unit with the **STATIONARY** keyword activates, after its Rally step, if it is panicked, it does not perform any actions, then it ends its activation.

Related Topics: Movement

STEADY (UNIT KEYWORD)

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

- This attack action is a free action and therefore does not count as one of the unit's two actions.
- A unit that has already performed an attack action during its activation cannot perform a free attack action.
- A unit that has already performed a free attack action during its activation cannot perform another attack action.

Related Topics: Abilities, Actions, Attack, Free Actions, Movement

SUPPRESSION

Units can gain suppression tokens in various ways. Units with suppression tokens improve their cover but can suffer penalties when they are activated.

Suppression Token

- When a unit gains a suppression token, a player takes a suppression token from the supply and places it on the battlefield next to that unit.
- If a trooper unit has one or more suppression tokens assigned to it, that unit improves its cover by one when defending against ranged attacks.

- During the "Rally" step of a unit's activation, the player who controls that unit rolls one white defense die for each suppression token that unit has. Then, one suppression token is removed from that unit for each block (▼) or defense surge (⚜) result the roll produces.

- If a trooper unit ever has a number of suppression tokens assigned to it that is equal to or greater than that unit's courage value, that unit is suppressed.

- Immediately after the "Rally" step of a trooper unit's activation, if that unit is suppressed, it loses one of its two actions for that activation.

- A unit cannot lose an action due to gaining suppression tokens and becoming suppressed after it has already performed its "Rally" step. Nor can a unit regain a lost action by removing suppression tokens to no longer be suppressed.

- Immediately after the "Rally" step of a trooper unit's activation, if that unit has a number of suppression tokens equal to or greater than twice its courage value, it panics. A panicked unit still suffers the effects of being suppressed. In addition, during a panicked unit's activation, it cannot perform free actions and must spend its remaining action to perform a move at maximum speed as directly as possible toward the nearest edge of the battlefield.

- After an attack, if the attack dice produced at least one hit (✸) or critical (✪) result, the attack was ranged, and the defender is a trooper, the defender gains a suppression token.

  » The defender gains the suppression token after the attack action is resolved.

  » The defender gains the suppression token even if all hit (✸) or critical (✪) results are canceled and even if it does not suffer any wounds.

- If a vehicle mini displaces a trooper, the displaced trooper's unit gains one suppression token.

  » A unit cannot gain more than one suppression token due to being displaced even if more than one of its minis was displaced.

- During the End Phase, each player removes one suppression token from each friendly unit that has one or more suppression tokens.

- To remove a suppression token from a unit, a player takes the token from the battlefield and places it in the supply.

Related Topics: Actions, Activating Units, Activation Phase, Attack, Courage, Cover, Dice, Displacement, End Phase, Free Actions, Inspire X (Unit Keyword), Movement, Panic, Recover, Suppressive (Weapon Keyword), Troopers, Unit, Vehicles

SUPPRESSIVE (WEAPON KEYWORD)

After defending against an attack that includes a weapon with the **SUPPRESSIVE** keyword, the defender gains one suppression token.

- The suppression token gained by **SUPPRESSIVE** is in addition to any other suppression tokens the defender gains from the attack.

- The effect of **SUPPRESSIVE** is only applied to an attack pool that includes a weapon with the **SUPPRESSIVE** keyword. Thus, only the defender that the weapon was used against gains a suppression token.

- **SUPPRESSIVE** is not cumulative; if multiple weapons with the suppressive keyword are included in the same attack pool, the defender still only gains one suppression token.

Related Topics: Abilities, Attack, Attack Pool, Courage, Suppression, Weapons

SURGES

Surges are icons that appear on attack and defense dice. A surge has no inherent effect, but some units can change surges into other icons after making attack or defense rolls.

- Each unit card contains an offensive and a defensive surge conversion chart that indicates whether that unit can convert surge icons to other icons. If either of a unit's surge conversion charts are blank, that unit cannot convert the associated surge result.

  » ⚝: Attack surge. Some units can change attack surge (⚝) results to hit (✸) or critical (✪) results while attacking, as indicated on their surge conversion chart.

  » ⚜: Defense surge. Some units can change defense surge (⚜) results to block (▼) results while defending, as indicated on their surge conversion chart.

- Surge results can have additional effects through the use of abilities. These effects are specifically described within that ability's text.

Related Topics: Abilities, Attack, Deflect (Unit Keyword), Dice, Resilience, Weapons

TAKE COVER X (UNIT KEYWORD)

As a card action, a unit with the **TAKE COVER X** keyword can choose up to x friendly units at range 1. Each chosen unit gains one dodge token.

- This effect is different than performing a dodge action, and therefore does not trigger abilities that occur after dodge actions are performed.
- A unit using the **TAKE COVER X** keyword may choose itself as one of the friendly units.

Related Topics: Abilities, Actions, Card Actions, Dodge, Range

TEAMWORK: UNIT NAME (UNIT KEYWORD)

The **TEAMWORK** keyword indicates that a unit often teams up with another specific unit. The **TEAMWORK** keyword specifically states the name of this other unit. When a unit with the **TEAMWORK** keyword is at range 1–2 of a unit that has the name specified by the **TEAMWORK** keyword, if either unit gains an aim token or a dodge token, the other unit gains a token of the same type.

- The **TEAMWORK** keyword triggers when a unit gains an aim or dodge token, whether that token was gained from the aim or dodge action, or from some other game effect.
- If a unit triggers the **TEAMWORK** keyword by gaining multiple aim or dodge tokens at once, the other unit gains an equal number of tokens of the same type.
- When a unit gains an aim or a dodge token through an instance of the **TEAMWORK** keyword triggering, it cannot trigger another instance of the same **TEAMWORK** keyword.

Related Topics: Abilities, Aim, Dodge, Unit

TERRAIN

See "Additional Terrain Rules" on page 8.

TOW CABLE (WEAPON KEYWORD)

After a vehicle is wounded by an attack that included a weapon with the **TOW CABLE** keyword, the player who performed the attack performs a pivot with the vehicle that was wounded.

Related Topics: Abilities, Attack, Full Pivot (Unit Keyword), Impact X (Weapon Keyword), Movement, Pivot, Weapons

TREAT X: CAPACITY Y (UPGRADE KEYWORD)

TREAT X: CAPACITY Y is a free card ability and can be used as a free action during a unit's activation. When a unit uses the **TREAT X: CAPACITY Y** ability, place one wound token on the card that has the **TREAT X: CAPACITY Y** keyword, then choose a friendly non-emplacement trooper unit at range 1 and in line of sight and remove up to x wound tokens from that unit or restore up to x miniatures to that unit. This ability cannot be used if the card that has the **TREAT 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.
- To restore a mini to a unit, that unit must have had one or more minis defeated that round. Choose a mini that was defeated during the current round and place that mini on the battlefield in cohesion with its unit leader. Then, give that mini a number of wound tokens equal to one less than the wound threshold indicated on its unit card.
- If all of a unit's minis have been defeated, it is no longer in play, and cannot be chosen when using the **TREAT X: CAPACITY Y** ability.
- If a player has a unit with the **TREAT X: CAPACITY Y** ability in their army, it is recommended that the player track which of their trooper minis have been defeated during the current round, in order to avoid confusion. For example, minis can be placed tipped on their side on top of their unit card.

Related Topics: Abilities, Defeated, Troopers, Wounds

TROOPERS

A trooper is a unit type that consists of one or more miniatures affixed to a small round base.

- Each unit's type or subtype is presented on its unit card beneath that unit's artwork.
- Each trooper has a courage value, which determines the amount of suppression that can be assigned to that trooper before it panics or is suppressed.
- The trooper movement rules are as follows:
  - » Troopers can climb and clamber.
  - » Troopers cannot pivot or reverse.
  - » Troopers can move through repulsor vehicles, but cannot move through ground vehicles.
  - » Troopers can move through other troopers.

- Troopers can be in a melee, and if they are in a melee with another trooper, they are engaged. Only trooper units can be engaged.
- Troopers do not obscure other minis and do not provide cover.
- Trooper minis do not block line of sight.
- An emplacement trooper is a subtype of the trooper unit type. Emplacement troopers have additional rules. See "Emplacement Trooper" on page 30.

Related Topics: Barricades, Base, Climb and Clamber, Cohesion, Courage, Cover, Displacement, Engaged, Line of Sight, Melee, Miniature, Movement, Panic, Standby, Suppression, Vehicles, Unit, Unit Leader, Withdraw, See "Additional Terrain Rules" on page 8.

UNCANNY LUCK X (UNIT KEYWORD)

While a unit with the **UNCANNY LUCK X** keyword is defending, it may reroll up to x of its defense dice during that attack.

- Defense dice are rerolled during the "Modify Defense Dice" step of an attack.
- Any dice rerolled with the **UNCANNY LUCK X** keyword must be rerolled at the same time. Each die cannot be rerolled more than once with the **UNCANNY LUCK X** keyword.

Related Topics: Attack, Dice

UNHINDERED (UNIT KEYWORD)

A unit that has the **UNHINDERED** keyword is not slowed by difficult terrain. When a unit that has the **UNHINDERED** keyword performs a move, it does not reduce its speed for moving out of, into, or through difficult terrain.

Related Topics: Abilities, Difficult Terrain, Movement, See "Additional Terrain Rules" on page 8.

UNIQUE CARDS

Some units and upgrades represent specific characters, unique weapons, or one-of-a-kind units.

- Each unique unit and upgrade card is identified by a bullet (•) 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.

Related Topics: Upgrade Cards, See "Card Anatomy" on page 4.

UNIT

A unit is a miniature or collection of minis that functions as a single fighting group.

- Each unit has a corresponding unit card (see "Card Anatomy" on page 4).
- Each unit has a rank, which is indicated by one of the following symbols presented in the upper-right corner of the card:
  - • Commander
  - • Operative
  - • Corps
  - • Special Forces
  - • Support
  - • Heavy
- Each unit card has a number presented below its rank. This number indicates how many minis that unit comprises.
  - » This number includes the unit leader.
- Each unit card has a point value displayed in its upper-left corner.
  - » This point value is used when building an army or determining a winner if, when the game ends, players have gained an equal number of victory tokens.
- Each unit has one unit leader.
  - » For trooper units, the unit leader is represented by a mini that has been sculpted to depict a rank insignia, pauldron, or other indicator of leadership.
  - » For units with only one mini, that mini is the unit leader.
- Each unit's type or subtype is presented on its unit card beneath that unit's artwork.

Related Topics: Cohesion, Commander, Factions, Miniature, Order Tokens, Rank, Unique Cards, Troopers, Vehicles, Unit, Unit Leader, See "Card Anatomy" on page 4, See "Army Building" on page 5.

UNIT CARD

See "Card Anatomy" on page 4 and "Unit" on page 54.

UNIT LEADER

One mini in each unit is the unit leader.

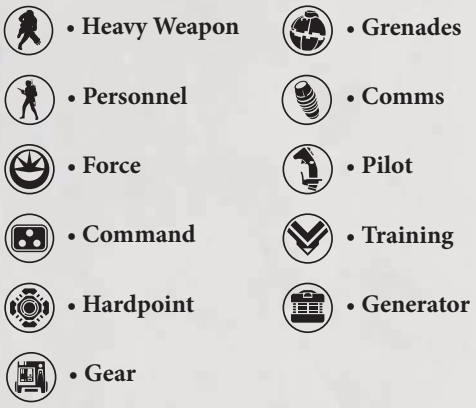
- The unit leader is represented by a mini that has been sculpted to depict a rank insignia, pauldron, or other indicator of leadership.
- For units that consist of a single mini, that mini is the unit leader.

Related Topics: Activating Units, Attack, Cohesion, Climb and Clamber, Cover, Defeated, Displacement, Leaving the Battlefield, Line of Sight, Movement, Premeasuring, Range, Rank, Unit, Wounds

UPGRADE CARDS

Upgrade cards represent elements like gear, weapons, and additional troopers that enhance units.

- Each upgrade card contains an upgrade icon that determines that upgrade's type.



- 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 the matching icon.
  - » A unit cannot equip more than one copy of the same upgrade card.
  - » Each upgrade card has a point value displayed in its lower-right corner. When building an army, a player may spend points to equip upgrade cards to the units in their army.
- Some upgrade cards have restrictions in their card text, such as "Stormtroopers only," "Light Side only," or "Dark Side only." When equipping upgrades, players must obey those restrictions.
  - » Only a unit that has the name indicated in the restriction can equip upgrades restricted to a unit name (e.g., only a unit named "Stormtroopers" can equip a "Stormtroopers only" card).
  - » Only units of the Galactic Empire faction can equip upgrades with a "Dark Side only" restriction.
  - » Only units of the Rebel Alliance faction can equip upgrades with a "Light Side only" restriction.
- Some upgrade cards feature the heavy weapon ( ) or personnel ( ) icons; these are trooper upgrades.
  - » Trooper upgrades add specific trooper minis to a unit, represented by unique sculpts to easily identify them. These minis always share the defense value, wound threshold, and weapons of the unit card they are equipped to, but may have an additional weapon of their own.
- Some upgrade cards feature the hard point ( ) or grenade ( ) icons; these are weapon upgrades. These upgrades do not add any minis to a unit; instead, every mini in that unit may use that weapon when attacking the enemy.
- Some upgrade cards contain card actions, indicated by the card action ( ) icon.
- Some upgrade cards contain free card actions, indicated by the free card action ( ) icon.

Related Topics: Abilities, Card Actions, Exhaust, Factions, Free Card Actions, Keywords, Miniature, Recover, Troopers, Unique Cards, Unit, Vehicles, Weapons, See "Card Anatomy" on page 4, See "Army Building" on page 5.

VEHICLE DAMAGE TOKENS

Vehicle Damage Tokens

When a vehicle suffers wounds equal to or exceeding its resilience value, the player that controls that vehicle rolls a red defense die and the vehicle gains a type of vehicle damage token as determined by the die roll. For rules on gaining vehicle damage tokens, see "Resilience" on page 48.

- Damaged tokens, disabled tokens, and weapon destroyed tokens are different types of vehicle damage tokens. Each of these tokens has different rules associated with it.

Related Topics: Resilience, Vehicles, Wounds

VEHICLES

A vehicle is a unit type that consists of one or more miniatures affixed to either a medium, large, or huge base.

- There are two subtypes of vehicles: repulsor and ground. Each unit's type or subtype is presented on its unit card beneath that unit's artwork.
- Each vehicle has a resilience value, which determines the amount of wounds that can be assigned to that vehicle before it is damaged, disabled, or one of its weapons is destroyed.
- The base of each vehicle is embossed with lines that create firing arcs.
- The base of each vehicle features both a front and rear notch.

  - When performing a standard move with a vehicle, a player inserts a movement tool into the vehicle's front notch.
  - When performing a reverse with a vehicle, a player inserts the movement tool into the vehicle's rear notch.
- The vehicle movement rules are as follows:
  - Ground vehicles and repulsor vehicles can pivot.
  - Ground vehicles can reverse, but repulsor vehicles cannot. Ground vehicles are the only units that can reverse.
  - Vehicles cannot climb or clamber.
  - Ground vehicles can move through repulsor vehicles but not other ground vehicles.
  - Ground vehicles can move through and end their movement overlapping troopers and displace them when doing so.
  - Repulsor vehicles can move through troopers and vehicles. Only repulsor vehicles can move through ground vehicles.
- Ground vehicles can perform the standby action, but repulsor vehicles cannot.
- Vehicles can be in a melee but cannot be engaged.
- Ground vehicles can obscure other minis and thus provide other units with light cover; repulsor vehicles do not obscure other minis and do not provide cover.
- Vehicles can block line of sight.

Related Topics: Base, Cohesion, Cover, Damaged, Disabled, Displacement, Firing Arcs, Line of Sight, Melee, Movement, Notch, Pivot, Resilience, Reverse, Troopers, Unit, Unit Leader, Weapon Destroyed, See "Additional Terrain Rules" on page 8.

VERTICAL MOVEMENT

See "Vertical Movement" on page 10 and "Climb and Clamber" on page 18.

VICTORY TOKENS

Players gain victory tokens during a game as described by the objective card selected during setup. At the end of a game, the player who has the most victory tokens wins.

Victory Tokens

- Victory tokens are gained through various card effects; most typically they are gained through objective cards.
- When a card effect instructs a player to gain a victory token, place a victory token near that player's other game components in such a way that it is clear to all players how many victory tokens that player has gained.
- Only victory tokens that have been gained by players count toward the number of victory tokens that each player has at the end of a game.

Related Topics: Objective Cards, Objective Tokens, Winning the Game

WEAK POINT X: REAR (UNIT KEYWORD)

While a unit with the **WEAK POINT X: REAR** keyword is defending, if the attacker's unit leader is inside the rear firing arc of the defender, the attack pool gains **IMPACT X** equal to the value of x.

- While a unit with the **WEAK POINT X: REAR** keyword is defending against a ranged attack made by an area weapon, treat the charge or condition token as the attacking unit leader.

Related Topics: Abilities, Armor (Unit Keyword), Attack, Dice, Dice, Firing Arcs, Impact X (Weapon Keyword), Weapons

WEAPON DESTROYED

A vehicle unit can have one of its weapons destroyed when it has wound tokens equal to or exceeding its resilience value (see "Resilience" on page 48).

Weapon Destroyed Token

- When a vehicle unit's weapon is destroyed, a weapon destroyed token is placed on that weapon's corresponding upgrade card or on that weapon's corresponding section of the vehicle's unit card.
  - A unit cannot use a weapon that has a weapon destroyed token on it.
- A weapon destroyed token is one of three different types of vehicle damage tokens.

Related Topics: Attack, Dice, Resilience, Upgrade Cards, Vehicles, Weapons, Wounds

WEAPONS

Each unit has one or more weapons that are displayed at the bottom of its unit card.

- A weapon with a blue range icon (1 2 3 4 5) is a ranged weapon. Ranged weapons can only be used during ranged attacks.

- A weapon with a yellow range icon (1 2 3 4) is an area weapon. Area weapons can only be used through abilities and other game effects that specifically allow the use of area weapons. An attack made with an area weapon is considered a ranged attack.

- A weapon with red a melee icon (⊠) is a melee weapon. Melee weapons can only be used during melee attacks.

- A weapon with both a melee icon (⊠) and any blue range icon (1 2 3 4 ✥) is both a melee weapon and a ranged weapon and can be used during both melee and ranged attacks.

- Each weapon depicts a number of colored dice that it can contribute to an attack pool.

- Many weapons have one or more keywords, which are inherent abilities of a weapon and are presented as part of a weapon on either a unit's card or an upgrade card.

  » If a weapon has a keyword that changes how the results of the attack pool affect the defender, the entire attack pool affects the defender in that way, not just dice added by weapon that has that keyword.

  For example, if a weapon that has the **Blast** *keyword contributed dice to an attack pool, the results from all the dice in that attack pool ignore the defender's cover.*

- The back of each unit card provides reminder text for each of that unit's weapon keywords.

  » The reminder text is not an exhaustive description of the rules for a keyword. Rather, it is there to help players remember how and when to resolve each keyword. If a player has questions about how a keyword works, that player should refer to that keyword's glossary entry.

- Personnel and heavy weapon upgrades can add trooper minis to a unit. While attacking, these minis can use the weapons of the unit card they are equipped to.

  » Heavy weapon upgrade cards include the ranges, attack dice, keywords, and other rules specific to the weapon that the Heavy Weapon upgrade card grants to the unit.

  » 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.

- Grenade and hardpoint upgrades add another weapon option to a unit. Grenade and hardpoint upgrade cards include the ranges, attack dice, keywords, and other rules specific to the weapon that the upgrade card grants to the unit.

  » While attacking, each mini in a unit that is equipped with a grenade or hardpoint upgrade may use that weapon instead of another weapon on their unit card or equipped upgrade card.

Related Topics: Abilities, Attack, Attack Pool, Exhaust, Firing Arcs, Keywords, Line of Sight, Melee, Melee Weapon, Miniature, Premeasuring, Range, Ranged Weapon, Troopers, Upgrade Cards, Vehicles, Weapon Destroyed

WINNING THE GAME

A player wins the game either by defeating all their opponent's units or by earning the most victory tokens after six rounds.

- 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 game rounds, the game ends and the player with the most victory tokens is the winner.

  » If both players have an equal number of victory tokens, the player with the highest score wins. A player's score is equal to the total point value of each enemy unit that was defeated. This point value includes the point value of the unit and the point values of its equipped upgrades. If this still results in a tie, the Blue Player wins.

Related Topics: Defeated, Objective Cards, Objective Tokens, Round, Round Counter, Victory Tokens, See "Army Building" on page 5 for points values.

WITHDRAW

If a unit is in an engagement, it may exit that engagement by withdrawing during its activation.

- 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 perform any other actions, including free actions, or resolve any abilities during its activation. It can only resolve the withdraw.

- If a game effect triggers by a unit moving, that game effect cannot be triggered by withdrawing.

- A panicked unit must withdraw, moving toward the closest edge of the battlefield.

Related Topics: Abilities, Actions, Activating Units, Base Contact, Engaged, Free Actions, Melee, Movement, Panic, Troopers,

WITHIN (RANGE)

Within is a term used on cards and in the rulebook when describing range. A unit is within a range if the entirety of the miniature's base is inside the segment that corresponds to that range.

- A unit can be within a range that extends through multiple segments.

For example, a unit can be within range 1–2 if the entirety of the mini's base is somewhere inside the first and second range segments of the range ruler.

- If a unit is within a particular range, that unit is also at that range.

Related Topics: Attack, At (Range), Beyond (Range), Range

WOUNDS

Each miniature in a player's army has a wound threshold presented on its unit card.

Wound Threshold

- A wound threshold indicates how many wounds a mini can suffer. If a mini suffers a number of wounds equal to its 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 wound tokens to that mini 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.
  - » The unit leader cannot be chosen to suffer wounds unless it is the only mini in the unit that is in line of sight of the attack, if it is the only wounded mini in the unit, or if it is the last mini in the unit.
- During an attack, if line of sight to a mini in the defender is blocked from all minis in the attacker, that mini in the defender cannot suffer wounds.
- A mini with at least one wound token assigned to it is wounded. When assigning wound tokens, wounded minis must be chosen to suffer wounds before minis that do not have wound tokens. If the unit leader is wounded, it must be chosen to suffer wounds before minis that do not have wound tokens. If two or more minis in the same unit are wounded, the unit with more wounds must be chosen to suffer wounds before minis with fewer wounds.
- A unit with at least one wounded mini is considered wounded.
- When a vehicle suffers wounds, if this causes it to have wound tokens equal to or exceeding its resilience value, that player rolls a red defense die and suffers one of the following results:
  - » **Damaged:** If the result is a block (▼), the unit 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.
  - » **Disabled:** If the result is a blank, the unit is disabled and gains a disabled token. A unit that is disabled cannot reverse and must spend two actions to perform a standard move.
  - » **Weapon Destroyed:** If the result is a defense surge (✱), one of the unit's weapons is destroyed. The player's opponent places one weapon destroyed token on one of that unit's weapons. That weapon cannot be used.

Related Topics: Attack, Cover, Damaged, Defeated, Deflect (Unit Keyword), Dice, Disabled, Line of Sight, Miniature, Resilience, Unit, Unit Leader, Weapon Destroyed, Weapons

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OPTIONAL RULES

Before beginning a game, players may agree to use one or both of the following optional rules.

GRAND ARMY

Players who wish to play a larger game may construct grand armies instead of standard armies. A grand army follows all the standard rules for army construction, but its total point value is 1,600 instead of 800 and it may include additional units. Additionally, battles between grand armies are conducted on a 4' x 6' battlefield. During step 5 of setup, do not draw any deployment cards, and during step 6 each player has only one opportunity to eliminate a card. Lastly, each player's deployment zone is treated as an area within range 2 of a 6' edge of the battlefield, opposite their opponent (the blue player chooses their side of the battlefield as normal during step 4).

RANKS

Each grand army must include the following:

- **Commander:** One to four commander units.
- **Operative:** Up to four operative units.
- **Corps:** Six to ten corps units.
- **Special Forces:** Up to five special forces units.
- **Support:** Up to five support units.
- **Heavy:** Up to four heavy units.

UNLIMITED ROUNDS

Players who want to play a desperate battle to the end can use this rule. The game does not end after the sixth round; instead, the game ends only when all of one player's units are defeated. During setup, skip steps 5–7 and simply deal a single random deployment card.

At the end of every sixth round, each player returns all of the command cards they discarded during the game to their command hand. Then, the player with the round counter resets it to "1" and passes the round counter to their opponent.

If players wish, the rules for unlimited rounds can be combined with the rules for grand armies for a truly epic conflict. When doing so, skip setup steps 5-7 and use the deployment rules for grand armies.

TEAM BATTLE

Players can use the following rules to play an epic team battle, involving four players. When playing a team battle, there are two teams and each team consists of two players; these two players will work together, strategize with each other, and win or lose as a team. Each player builds an army with a total point value of 600, instead of 800; each player must follow all other rules for building a standard army. The armies of both players on the same team must be of the same faction; additionally, armies of players on the same team must share the same uniqueness rules, e.g. the armies of two players on the same team cannot both include a Luke Skywalker unit. When determining blue player and red player, two players on the same team will both be treated as blue players (or red players) collectively, and will make decisions as a team during setup, as well as sharing the same side of the table and the same deployment zone. When deploying, teams should alternate placing units on the battlefield. When a team deploys a unit, the teammates decide amongst themselves which teammate will deploy one of their units.

DURING THE COMMAND PHASE

The player whose command card has the fewest pips has priority and will activate first during the Activation Phase.

If two players on the same team are tied for fewest pips, they choose which teammate has priority and will activate one of their units first during the Activation Phase.

If two players on opposite teams are tied for fewest, each team adds the pips on their command cards together and the tied player whose team has the fewest combined pips has priority and will activate one of their units first during the Activation Phase. (If both teams are tied for combined pips, roll a die or flip a coin to determine which team is treated as having the fewest combined pips.)

- Each player can only issue orders to their own units.
- Each player's order pool is separate from their teammate's order pool.

DURING THE ACTIVATION PHASE

The player with priority (as determined in the Command Phase) activates one of their units first.

Then, activation alternates between teams (starting with the team whose player did not activate a unit first in the current round). When a team activates a unit, the teammates decide amongst themselves which teammate will activate one of their units, either drawing an order token from that player's order pool or activating one of that player's units that has a faceup order token.

Teams continue alternating activating units until all units have been activated. One team may activate multiple units in a row if the opposing team no longer has unactivated units.

ADDITIONAL RULES

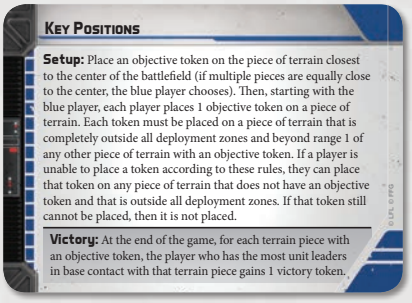
A player's teammate's units are considered friendly units for all gameplay effects, including the effects on command cards; however, a player can only issue orders to their own units and can only activate their own units when drawing order tokens from their order pool.

When a unit checks for panic, it may use the courage value of any friendly commander at range 3.

ERRATA

This section contains the official errata that have been made to individual cards and other game components in *STAR WARS: LEGION*. Errata overrides the originally printed text or information on the game component that the errata applies to. Unless errata from a game component appears below, the original English printing of that component is considered accurate, and overrides all other printings. This includes translated cards, promotional cards, and printings which may appear in other products.

BATTLE CARDS



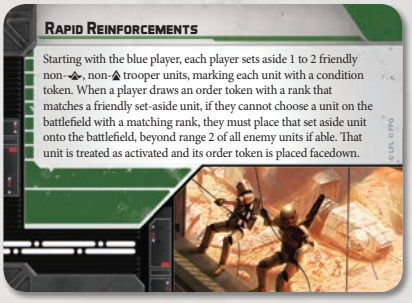
Updated Card

KEY POSITIONS

This battle card should read:

"**Setup:** Place an objective token on the piece of terrain closest to the center of the battlefield (if multiple pieces are equally close to the center, the blue player chooses). Then, starting with the blue player, each player places 1 objective token on a piece of terrain. Each token must be placed on a piece of terrain that is completely outside all deployment zones and beyond range 1 of any other piece of terrain with an objective token. If a player is unable to place a token according to these rules, they can place that token on any piece of terrain that does not have an objective token and that is outside all deployment zones. If that token still cannot be placed, then it is not placed.

Victory: At the end of the game, for each terrain piece with an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 1 victory token."



Updated Card

RAPID REINFORCEMENTS

This battle card should read:

"Starting with the blue player, each player sets aside 1 to 2 friendly non-, non- trooper units, marking each unit with a condition token. When a player draws an order token with a rank that matches a friendly set-aside unit, if they cannot choose a unit on the battlefield with a matching rank, they must place that set aside unit onto the battlefield, beyond range 2 of all enemy units if able. That unit is treated as activated and its order token is placed facedown."

UPGRADE CARDS

Updated Card

FORCE CHOKE

This upgrade card should read:

"*Dark Side only.*

Choose a non-, non- enemy trooper mini at range 1. It suffers 1 wound."

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