STAR WARS

LEGION

RULES REFERENCE

VERSION 1.6   Effective 02.28.2020

NEW RULES ENTRIES

Barrage	Cycle	Hover: Ground/	Incognito	Marksman	Strafe	New additions to
Beam X	Expend	Air X	Loadout	Outmaneuver	Supply Deck	existing entries are
Bomb Carts	Field Commander	Immune: Enemy	Long Shot X	Reliable X		marked in Blue.
Covert Ops	Hostage Cards	Effects	Margin of Error	Small		

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 the following sections:

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

Counterpart Cards

Dice

Upgrade Cards

Command Cards
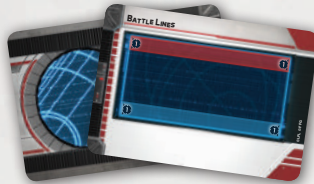
Battle Cards
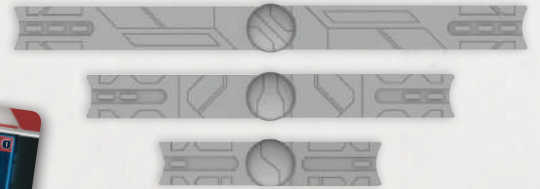
Movement Tools

Supply Cards

Hostage Cards
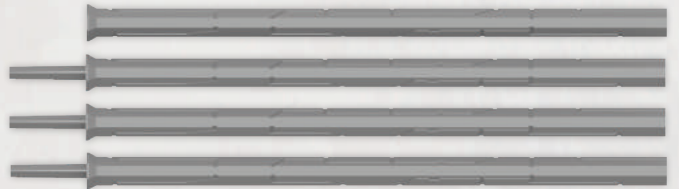
Four-Part Range Ruler

Smoke Token

Standby Token

Suppression Tokens

Panic Token

Condition Tokens

Round Counter

Aim Token

Dodge Token

Surge Token

Objective Tokens

Ion Token

Poison Token

Immobilize Token

Operative Marker Token

Order Tokens

Vehicle Damage Tokens

Active and Inactive Shield Tokens

Charge Tokens

Unit ID Tokens

Victory Tokens

Deployment Marker

Commander Token

Wound Tokens

Red and Blue Graffiti Tokens

Wheel Mode Token

CARD ANATOMY

UNIT CARD (VEHICLE)

- Unit Name
- Faction
- Points Value
- Upgrade Bar
- Unit Keywords
- Weapon Name
- Weapon Range
- Weapon Keywords

AT-RT

55

ARMOR (*While defending, cancel all* ✴ *results.*)

CLIMBING VEHICLE (*You are treated as a trooper for the purposes of vertical movement.*)

EXPERT CLIMBER (*While clambering, do not roll defense dice or suffer wounds.*)

GRAPPLING CLAWS   A-300 BLASTER RIFLE

IMPACT 1

- Unit Rank
- # of Minis
- Defense Die
- Unit Type
- Wound Threshold — 6
- Resilience — 4
- Surge Chart
- Speed
- Weapon Dice

UNIT CARD (TROOPER)

- Unique Dot
- Unit Name
- Subtitle
- Faction
- Points Value
- Upgrade Bar
- Unit Keywords
- Weapon Name
- Weapon Range
- Weapon Keywords

LUKE SKYWALKER
HERO OF THE REBELLION

150

➡ **JUMP 1** (*Perform a move during which you ignore terrain that is height 1 or lower. This is treated as a move action.*)

CHARGE (*After you perform a move action, you may perform a free melee attack action.*)

DEFLECT (*While defending, if you spend a dodge token, you gain* "🌊 : ▼"; *if it's a ranged attack, the attacker suffers 1 wound for each* 🌊 *rolled.*)

IMMUNE: PIERCE (*Pierce cannot be used against you.*)

ANAKIN'S LIGHTSABER   LUKE'S DL-44 BLASTER PISTOL

IMPACT 2, PIERCE 2   PIERCE 2

- Unit Rank
- # of Minis
- Defense Die
- Unit Type
- Wound Threshold — 6
- Courage — 3
- Surge Chart
- Speed
- Weapon Dice

COMMAND CARD

- Pips
- Card Title
- Commander
- Orders
- Effect

NEW WAYS TO MOTIVATE THEM
DARTH VADER

2 TROOPERS

When a friendly non-Darth Vader trooper unit with a faceup order token activates, it may suffer 1 wound to perform 1 free action.

TROOPER CARD

- Card Title
- Weapon Range
- Restriction
- Upgrade Type
- Weapon Dice
- Exhaust Icon
- Effect
- Points Value — 34

HH-12 STORMTROOPER

STORMTROOPERS ONLY.
Add 1 HH-12 stormtrooper mini.

CUMBERSOME (*You cannot use this weapon and move during the same activation.*)

IMPACT 3 (*While attacking a unit that has* **ARMOR**, *change up to 3* ✴ *results to* ◎ *results.*)

WEAPON UPGRADE

- Card Title
- Weapon Range
- Restriction
- Upgrade Type
- Weapon Dice
- Effect
- Points Value — 30

AT-RT ROTARY BLASTER

AT-RT ONLY.

FIXED: FRONT (*The defender must be inside your front arc.*)

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.

GAME EFFECT

The term "game effect" refers to any instance, application, or trigger during a game of *STAR WARS: LEGION* of any game rule, battle card effect, command card effect, unit ability, weapon keyword, or any card text. Anything that occurs within the structure of the game rules and everything that is a result of card text is a game effect.

CARD EFFECT

The term "card effect" refers to any effect that originates from the text of a card, such as a unit card, upgrade card, command card, or battle card. Keywords, such as unit abilities, weapon keywords, and card actions, are card effects; while the rules for these keywords are described in this Rules Reference, a keyword is a card effect because the effect itself originates from a card. As per the Golden Rules, card effects take precedent over the other rules in this Rules Reference.

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 considered to be card text.

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.

Points Value
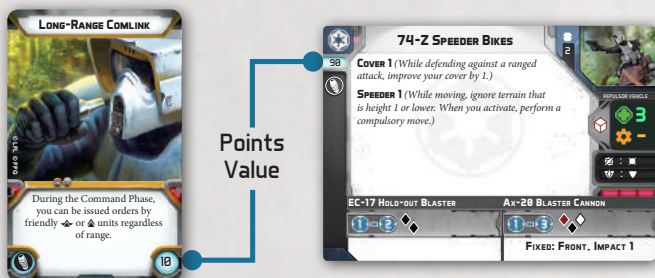
FACTIONS

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

RANKS

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

- **Commander:** 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.

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

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.

Pips

DARTH VADER

Character

BATTLE DECK

As part of the army building process, a player makes a deck of 12 battle cards, containing four of each type (objective, deployment, and condition), with no duplicates.

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.

ID Tokens

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:** Using the blue player's battle deck, shuffle the objective, deployment, and condition cards separately. Then, draw and reveal three cards of each type, lining each type up in a horizontal row facing the blue player's long table edge.

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
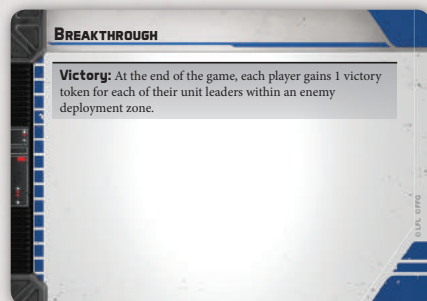

Objective

Deployment

Condition

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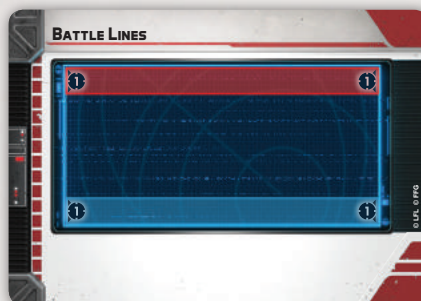
A STANDARD BATTLE SETUP DIAGRAM
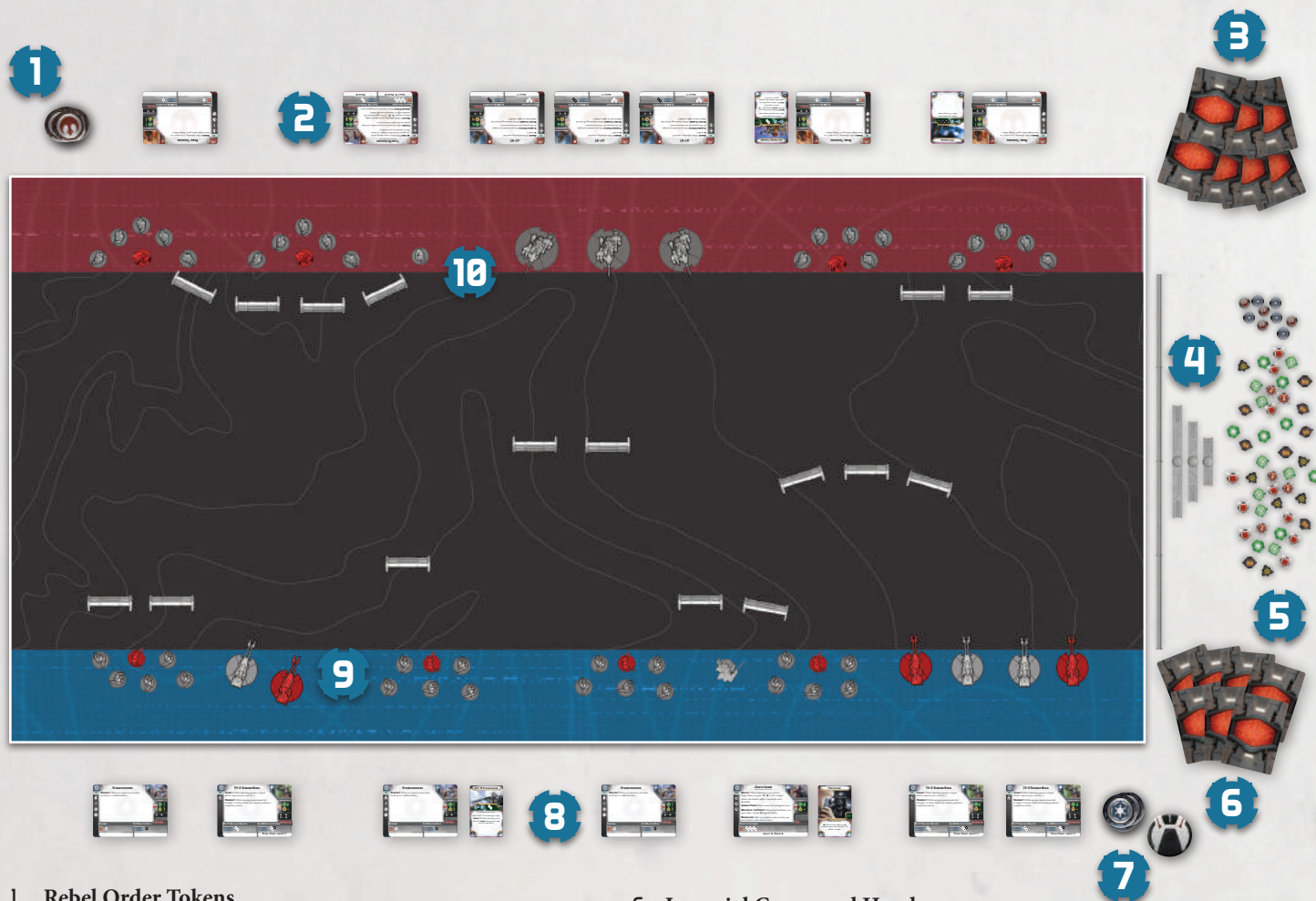
1. **Rebel Order Tokens**
2. **Rebel Unit and Upgrade Cards**
3. **Rebel Command Hand**
4. **Range Ruler and Movement Tools**
5. **The Supply**
6. **Imperial Command Hand**
7. **Imperial Order Tokens and Round Counter**
8. **Imperial Unit and Upgrade Cards**
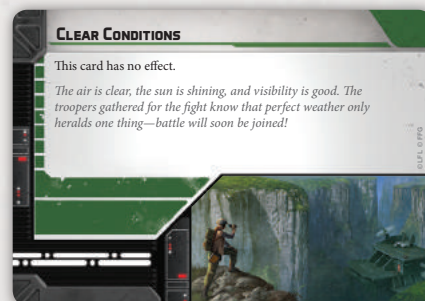9. **Imperial Units (Miniatures)**
10. **Rebel Units (Miniatures)**

BATTLE CARDS USED IN THE GAME ABOVE

Breakthrough
Victory: At the end of the game, each player gains 1 victory token for each of their unit leaders within an enemy deployment zone.

Objective

Battle Lines

Deployment

Clear Conditions
This card has no effect.

The air is clear, the sun is shining, and visibility is good. The troopers gathered for the fight know that perfect weather only heralds one thing—battle will soon be joined!

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 placed directly behind it **can** provide cover to that mini, while terrain that blocks less than half of a mini does not. These terrain determinations should be made before the game; while playing the game, cover is resolved according to the rules on .

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 impassable 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, creatures, 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 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 23). 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 22).

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.
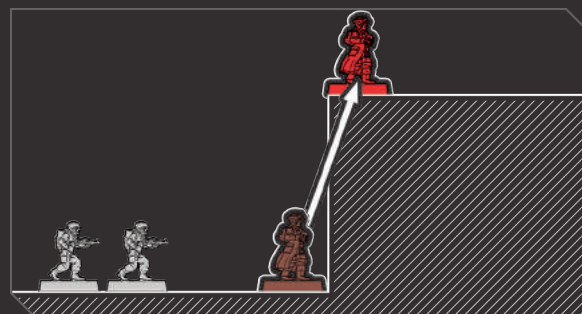
2. The Rebel player rolls three white defense dice, one for each mini in the unit. He rolls one block (▼) result, suffers one wound, and loses one Rebel trooper.
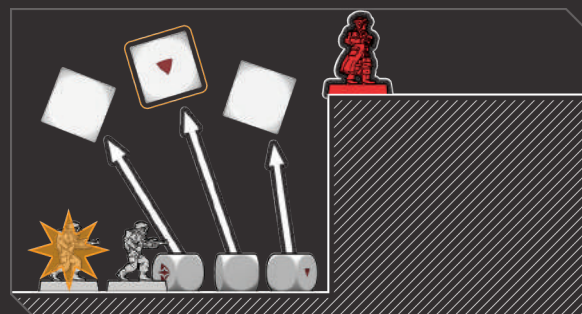
3. The remaining Rebel trooper is placed in cohesion.
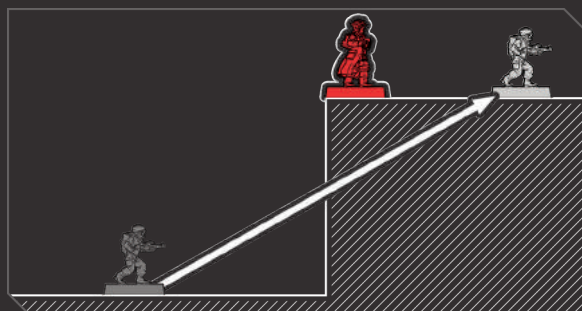
MARGIN OF ERROR

The physicality of miniatures games means there will always be a small degree of imprecision. Miniatures are sometimes moved accidentally or placed inexactly during the normal course of the game. A small margin of error is allowed in the position and orientation of minis in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must always attempt to be as accurate as possible and communicate with their opponent whenever there is a conflict between the rules and the physical nature of the game.

Sometimes the physicality of the minis themselves will conflict with the movement or base contact rules of the game.

- While moving a mini, treat the non-base portion of all minis as if they do not exist; a mini's movement should not be impended by the non-base part of itself or the non-base parts of other minis.

  For example, a Dewback mini attempts to pivot before moving using the REPOSITION *keyword, but another mini occupies the same space that the Dewback's tail would need to occupy. The players should mark the position of the other mini and remove it from the battlefield, allowing the Dewback to complete its pivot and subsequent move, then return the other mini to its original position.*

- If the non-base portion of two or more minis would touch, such that there is a conflict with the placement of those minis, the player that is moving the mini must move it as far as possible and may alter its final position slightly, within an acceptable margin, in order to place it in a position closest to where it would have been placed if there was not a conflict.

  For example, the final position of a BARC Speeder mini's compulsory move would put it just behind a unit of Phase I Clone Troopers, however the front of the BARC Speeder mini itself, which overhangs its own base, prevents it from physically being placed directly behind the Clone Troopers. In this case, it is acceptable to slightly shift the final position of the BARC Speeder such that is not in conflict with the Clone Troopers and is placed as near as possible to where it would have been placed otherwise. The BARC Speeder is considered to have completed its compulsory move.

- If a player is attempting to move a mini into base contact with another mini and those minis are blocked from being placed in base contact by the non-base portion of either mini, the player that is moving the mini may alter that mini's final position, within an acceptable margin, such that the minis are placed in base contact.

  For example, a Luke Skywalker mini attempts to move into base contact with a 74-Z Speeder Bike mini, however Luke Skywalker only has enough movement to end in base contact with the front of the Speeder Bike's base and the Speeder Bike mini itself prevents him from physically being placed there. In this case, it is acceptable to shift Luke to the right or left (whichever is a shorter distance) of the front of the Speeder Bike such that he can be placed in base contact.

» If a player is unable to alter their mini's final position within an acceptable margin to be placed in base contact with another mini, then the player must move their mini as far as possible and those minis are treated at being in base contact with each other. Players should always attempt to actually place minis in base contact whenever doing so, and whenever minis are treated as being in base contact but are not physically touching it must be clearly communicated to all players.

  For example, an Obi-Wan Kenobi mini attempts to move into base contact with a Trade Federation AAT Battle Tank mini, however the side of the AAT nearest Obi-Wan is a side where the AAT mini itself overhangs its own base and, due to surrounding terrain, there is not a position that Obi-Wan could be moved to that is a minimal distance from what his final position should be and that places him in base contact with the AAT. In this case, move Obi-Wan as close to the AAT as possible, ideally such that the minis themselves are touching and their bases are as close as possible. Treat these two minis as if they are in base contact until one of them moves to a new position.

The interaction between minis and terrain can also create conflict between where a mini is allowed to be placed according to the rules and where it can physically be placed on a battlefield.

- As a rule, a mini's actual position on the battlefield is absolute; a mini cannot be placed in one position but treated as being in a different position.

- However, when moving a mini over terrain, the mini's final position may be blocked by a physical element of the terrain that it normally is allowed to move through, or by a conflict between a physical element of the terrain and the non-base portion of that mini. When this happens, the player that is moving the mini must move it as close to the correct position as possible and may alter its final position slightly, within an acceptable margin, in order to avoid this conflict.

» A mini must always be placed as flat as possible on the battlefield after performing any type of move. Not all terrain that a mini could end its movement on is perfectly flat and players should agree before playing as to what terrain minis 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.

Players who desire more precision may replace minis with empty bases of the same size, maintaining the same position. Once the situation has been resolved, the empty bases should be swapped back out for the minis they replaced.

GLOSSARY

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

ABILITIES

Cards contain abilities that either grant passive effects to units or can be triggered for specific 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 in the form of keywords.

- 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 the timing of an ability uses the word "while," that ability's effect occurs during a specific step of the described timing event.

- If an ability allows a unit to trigger an effect after it moves, the ability can be triggered after any type of move, but not after the unit withdraws, unless that unit is a creature or emplacement trooper.

- If an effect provides a unit with either a move or an attack that is not an action or free action, performing that move or attack does not trigger abilities that occur after move or attack actions are performed.

- If an effect allows a unit to gain an aim, dodge, or standby token, that effect is different than performing an aim, dodge, or standby action and does not trigger abilities that occur after those actions are performed.

Related Topics: Actions, Card Actions, Keywords, Exhaust, Free Actions, Free Card Actions, Keywords

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 an 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 an 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 an 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.

- Card effects can allow units to gain aim, dodge, and standby tokens. If an 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 or effects that occur after aim, dodge, or standby actions are performed.

Related Topics: 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 there is an effect that triggers "when" a unit activates or "at the start" of its activation, that effect triggers during this step.

» If more than one effect takes place at the start of a unit's activation, the player that controls that unit decides the order of these effects.

» 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.

» A droid trooper or vehicle unit also loses one action for each ion token that unit has when it activates.

» After a player activates a unit, that player places its order token facedown (rank side down) on the battlefield near the unit leader.

4. **End of Unit Activation:** If there is an effect that triggers "at the end" of a unit's activation, that effect triggers during this step.

» If more than one effect takes place at the end of a unit's activation, the player that controls that unit decides the order of these effects.

Related Topics: Actions, Activation Phase, Courage, Damaged, Free Actions, 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, Courage, Free Actions, Issuing Orders, Order Pool, Order Tokens, Panic, Priority, Rank

AGILE X (UNIT KEYWORD)

The **AGILE X** keyword allows a unit to gain a number of dodge tokens equal to x each time that unit performs a standard move.

- Climbing, clambering, embarking, disembarking, pivoting, reversing, and strafing are not standard moves.

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

- A unit with the **AGILE X** keyword that performs a standard move during the Deployment Phase (such as by using the **SCOUT X** keyword) gains x dodge tokens.

- A unit with **AGILE X** will always gain x dodge tokens after it performs a standard move, including speed-x moves.

Related Topics: Actions, Dodge, Movement

AI: ACTION (UNIT KEYWORD)

The **AI: ACTION** keyword requires a unit to perform a specific pre-programmed action if it does not have a faceup order token.

- During the Perform Actions step of a unit's activation, a unit with the **AI: ACTION** keyword must perform one of the actions listed after **AI** as its first action.

  » This applies only during a unit's activation, and has no effect on moves, attacks, or actions granted outside of a unit's activation.

  » If a unit has multiple actions listed after **AI**, it may choose which one to perform.

  » If a unit cannot perform one of its listed actions as its first action, it is free to perform actions as normal.

Related Topics: Actions, Command Phase, Order Tokens

AIM

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

- 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 effects can allow units to gain aim tokens. If an 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

AREA TERRAIN

See "Additional Terrain Rules" on page 8.

AREA WEAPON

A weapon with a yellow range icon (❶❷❸❹❺) 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 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 Token (Weapon Keyword), Charge Tokens, Attack, Attack Pool, Detonate, Detonate X: Charge Type (Weapon Keyword), Weapons

ARM X: CHARGE TOKEN (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.

- Charge tokens can be placed under both friendly and enemy minis. When doing so, mark the mini's position before moving it aside; then, after placing the charge token, return the mini to its previous location.

- 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: Attack, Cancel, Impact X (Weapon Keyword), Weak Point X: Rear/Sides (Unit Keyword)

ARMOR X (UNIT KEYWORD)

The **ARMOR X** keyword functions similarly to the **ARMOR** keyword, but represents more limited or lighter armor. During the "Modify Attack Dice" step of an attack, if the defender has the **ARMOR X** keyword, that unit can cancel up to x hit (✴) results produced by the attack roll.

- The **IMPACT X** keyword can be used against a unit with the **ARMOR X** keyword.

- 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 X** 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: Attack, Cancel, Impact X (Weapon Keyword), Weak Point X: Rear/Sides (Unit Keyword)

ARMY BUILDING

See "Army Building" on .

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.

  » A unit that has the **ARSENAL X** keyword is not required to add weapons with the same name to the same attack pool; it can add weapons with the same name to separate attack pools.

Related Topics: 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), Premeasuring, 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, ❺, ▦) 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.

   » Each eligible mini can contribute a weapon to only one attack pool, unless it has the ᴀʀꜱᴇɴᴀʟ x keyword and can use more than one weapon during an attack.

   » 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.

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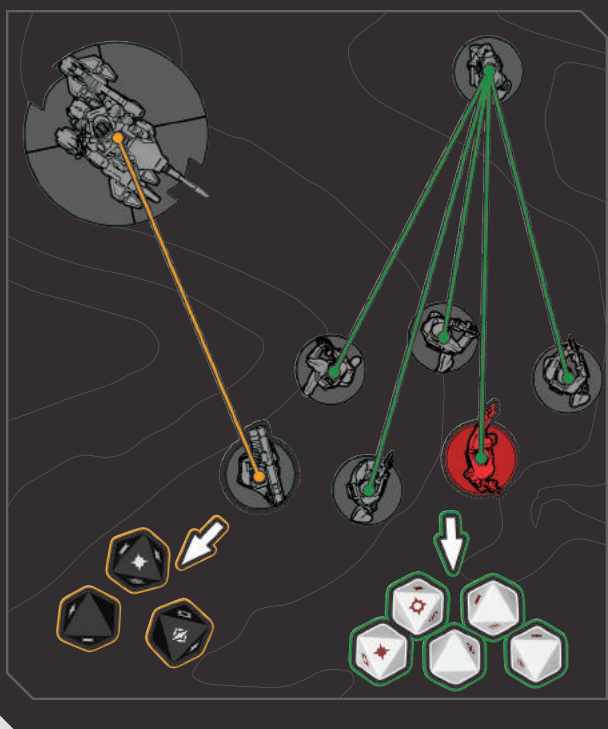
8. **Modify Defense Dice:** The **defender** can resolve any card abilities that modify the defense dice. Then, the **attacker** can resolve any card abilities that modify the defense dice.

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.

» 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.

» A unit cannot use the DETONATE X keyword until each attack pool has been fully resolved.

Related Topics: Aim, Attack Pool, Cancel, Cover, Dice, Dodge, Firing Arcs, Melee, Melee Weapon, Premeasuring, Range, Ranged Weapon, Surges, Suppression, Unit Leader, Weapons, 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: Attack, Exhaust, Firing Arcs, Keywords, Melee Weapon, Premeasuring, Range, Ranged Weapon, Weapons

BARRAGE (UNIT KEYWORD)

A unit with the BARRAGE keyword can hold its position and unleash a torrent of fire against its enemies. As long as the unit does not use the ARSENAL keyword during its activation, it can perform up to 2 attack actions, instead of 1.

- A unit using the BARRAGE keyword must still spend actions to perform attack actions.

- In order to use the BARRAGE keyword, a unit cannot use the ARSENAL keyword at any time during its activation. If it uses ARSENAL for its first attack, it cannot perform a second attack using BARRAGE.

Related Topics: Actions, Arsenal X (Unit Keyword), Attack

BARRICADES

A barricade is a type of terrain.

- The barricades in the core set provide non-creature 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 creature troopers with cover.

- Typically, barricades do not provide vehicles with cover.

  » However, barricades **can** provide cover to vehicles if, when declaring terrain during Set Up, the barricade obscures half or more of that vehicle.

  For example, barricades can provide heavy cover to both standing and ball-form droidekas minis, the X-34 Landspeeder, and the TX-225 GAVw Occupier.

- All units can move over a barricade.

  » A barricade is difficult terrain for most trooper units; typically, if a barricade provides cover to a unit, it will also be difficult terrain for that unit.

  » A barricade is difficult terrain for some smaller vehicles; typically, if a barricade provides cover to a unit, it will also be difficult terrain for that unit.

Related Topics: Cover, Creature Trooper, Difficult Terrain,

BASE

Each miniature is affixed to a base.

- Most trooper minis are affixed to small round bases.

- Creature and emplacement trooper minis are affixed to notched bases.

- Ground vehicle minis are affixed to notched bases.

- Repulsor vehicle minis are affixed to 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.

- The space created by the notch in a mini's base should be treated as a part of that mini's base by other minis. Therefore, no mini's base may be placed inside the notches of another mini's base.

Related Topics: Base Contact, Engaged, Melee, Miniature, Movement, Notch, 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 can be in base contact with each other.

- Minis cannot be in base contact with minis from enemy units, unless the unit leader has a melee weapon (⚔), in which case the unit leader can perform a move into base contact with a mini from an enemy unit to start a melee.

- Because a mini's base can overhang a ledge or be placed askew on top of uneven terrain, there are sometimes situations in which an another mini cannot be placed into physical base contact with the first mini because of a slight difference in elevation between the two bases. In these situations, if two conditions are met, those minis are treated as if they are in base contact. These conditions are as follows:

  » First, when viewed from above, there is no space between the two minis bases, such that if they were not on differing elevations or they were both flat on the battlefield, their bases would be touching.

» Second, the vertical space separating the two bases is less than the thickness of a standard *STAR WARS: LEGION* base.

» If these two conditions are met, minis in this situation are considered to be in base contact and follow all the normal rules for being in base contact.

• If a player is attempting to move a mini into base contact with another mini and those minis are blocked from being placed in base contact by the non-base portion of either mini, the payer that is moving the mini may alter that mini's final position, within an acceptable margin, such that the minis are placed in base contact. For further rules, see "Margin of Error" on page 11

Related Topics: Base, Climb and Clamber, Cover, Engaged, 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.

• As part of the army building process, a player makes a deck of 12 battle cards, containing four of each type (objective, deployment, and condition), with no duplicates.

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.

• Players should use a 3' by 3' battlefield for a 500-point skirmish game.

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

BEAM X (WEAPON KEYWORD)

A weapon with the **BEAM X** keyword fires a continuous beam of energy, sweeping across swaths of enemies and dealing massive damage. After a unit performs an attack with a weapon that has the **BEAM X** keyword, it may perform x additional attacks using only the **BEAM X** weapon. Each additional attack must be made against a different enemy unit that has not already defended against an attack made with this weapon, either the original attack or one of the additional attacks. Each defender must be at range 1 of the last unit to defend against an attack made with this weapon and must be in line of sight of the attacker.

• Each unit that defends against one of the additional attacks can be beyond the maximum range of the weapon with **BEAM X**, as long that defender is at range 1 of the previous defender.

• Other friendly units cannot use the **FIRE SUPPORT** keyword during the additional attacks made with **BEAM X**.

Related Topics: Attack, Fire Support (Unit Keyword), Range

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), Premeasuring, 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: Attack, Attack Pool, Cover

BLOCK (UNIT KEYWORD)

While a unit that has the **BLOCK** keyword is defending, if it spends a dodge token, its surge conversion chart gains "⟡ : ▼".

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

Related Topics: Cancel, Dice, Dodge

BLOCKED

See "Line of Sight" on page 51.

BLUE AND RED PLAYER

See "Setup" on page 6.

BOMB CARTS

The Payload objective card requires two bomb cart miniatures. A bomb cart mini consists of a repulsor pallet miniature affixed to a 50mm notched base with 1 to 2 bombs, or similarly sized minis, placed on top of the pallet. When playing a game with the Payload objective card, each player may supply their own bomb cart. Or, if one player has supplied both bomb carts, the other player should choose which of the two bomb carts is theirs to use for that game.

BOMB CART MINIATURE
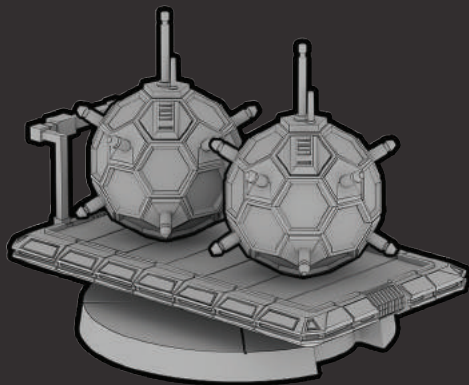
Each bomb cart mini has the following special rules:

- A bomb cart mini is not a unit and cannot gain tokens, suffer wounds, or be targeted by any effects that target units.

- A bomb cart mini provides heavy cover to non-creature troopers, and no cover to creature troopers or vehicles.

- All units, friendly and enemy, can move through bomb cart minis, but cannot end their movement overlapping a bomb cart mini's base.

- A bomb cart mini can move through all units, friendly and enemy, but cannot end its movement overlapping the base of another mini that cannot be displaced.

- A bomb cart mini's final position can overlap a trooper mini's base if that trooper mini can be displaced. Doing so displaces that trooper mini.

- A bomb cart mini can move through another bomb cart mini, but cannot end its movement overlapping the other mini's base.

- A bomb cart mini can perform partial moves and ignores the effects of difficult terrain.

Related Topics: Displacement, Movement, Objective Cards

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. Place that token on the enemy unit's unit card.

After a unit with the BOUNTY keyword defeats an enemy 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. Place that token on its unit card.

At the end of the game, if a player controls a unit that has the BOUNTY keyword and has at least 1 victory token due to defeating an enemy 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.

- A victory token is only transfered from a defeated enemy unit to a unit with the BOUNTY keyword if that victory token was placed on that enemy unit during setup due to the BOUNTY keyword.

  » If a friendly unit with the BOUNTY keyword defeats an enemy unit that has the BOUNTY keyword and has a victory token due to defeating another unit, that token does not transfer from one unit to the other because it was not placed on that enemy unit during setup due to the BOUNTY keyword.

  » If a friendly unit with the BOUNTY keyword defeats an enemy unit that has the SECRET MISSION keyword and has a victory token due to using the SECRET MISSION ability, that token does not transfer from one unit to the other because it was not placed on that enemy unit during setup due to the BOUNTY keyword.

- 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 detonates a charge and that charge defeats an enemy unit with a victory token, the victory token moves to the unit with BOUNTY, if able.

- If a unit with the BOUNTY keyword performs an attack against an enemy 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.

- If a unit with the BOUNTY keyword causes an enemy unit with a victory token to receive one or more poison tokens, when the unit suffers wounds due to those poison tokens at the end of its next activation, if the unit is then defeated, the victory token moves to the unit with BOUNTY, if able.

- If a unit with the BOUNTY keyword performs an attack against an enemy unit that is transporting a unit with a victory token, and causes the transported unit with a victory token to be defeated, the victory token moves to the unit with BOUNTY, if able.

- 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.

- When playing a game that uses scenario battle cards, such as those found in the Downed AT-ST expansion, unless otherwise stated, the **BOUNTY** keyword cannot be used.

  » Scenario battle cards have a scenario icon in the top right corner of the card.

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

CALCULATE ODDS (UNIT KEYWORD)

Calculating the odds of success in the midst of combat can be vital, but it can also be extremely annoying. As a card action, a unit with the **CALCULATE ODDS** keyword can choose a friendly trooper unit at range 1 and in line to sight to gain 1 aim token, 1 dodge token, and 1 suppression token.

- A unit using the **CALCULATE ODDS** ability can choose itself.

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

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

Related Topics: Actions, Aim, Dodge, Suppression

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: 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: 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.
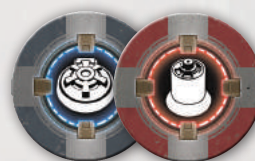
Charge Tokens

- 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 Token (Weapon Keyword), Detonate, Detonate X: Charge Type (Weapon Keyword), Weapons

CLAIM

See "Objective Token" on page 56.

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 1 or 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.

  » 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, the bases of the minis in the unit can partially overhang ledges, as long as each mini is stable and is not precariously placed. If there is not room to place a unit leader's base on the surface that the unit is climbing or clambering onto, or if any mini's base cannot be placed legally 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, Cohesion, Dice, 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.

- When a ground vehicle with the CLIMBING VEHICLE keyword climbs or clambers, it displaces trooper units, if able.

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

CLONE TROOPER

A clone 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 clone troopers.

- Clone trooper units follow the same rules as trooper units with the following exceptions:

  » A clone trooper unit may spend the green tokens of a friendly clone trooper unit at range 1 and in line of sight as if they were their own.

  » Green tokens include aim, dodge, standby, and surge tokens.

Related Topics: Troopers

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 52).

- 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.

- When placing minis in cohesion, the bases of the minis in the unit can partially overhang ledges, as long as the mini is stable and is not precariously placed.

- 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 both the mini and the unit leader can pivot up to 180° before and after 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.

» 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 trooper mini in cohesion, it cannot be placed higher than the level to which its unit leader climbed or clambered (or lower than the level to which its 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.

» If a unit performs a move that ignores terrain of a certain height, such as via the **HOVER: AIR X, JUMP X**, or **SPEEDER X** keywords, minis can be placed onto different levels of terrain than their unit leader, as long as the vertical distance between the levels is equal to or less than the height of terrain that is ignored.

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

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.
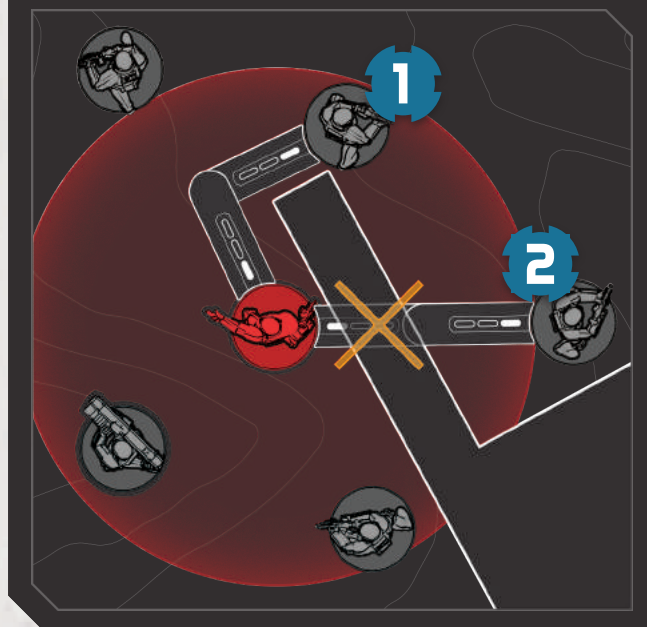
COMMAND CARDS

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

• 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.

• There are four command cards available to all commanders: "Ambush," "Push," "Assault," and "Standing Orders."

• Each commander and operative has at least three command cards specific to that character that can only be used if that character is included in that army.

» Character-specific command cards are identified by the name of that character appearing below the name of the command card.

» If a player's character has access to more than three character-specific command cards, that player can include any number of those cards in their command hand, so long as they follow all command hand rules.

- 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 unique effects when they are played.

  » If no specific timing is provided, the effect is resolved after command cards have been revealed.

  » If both players play a command card with a unique card effect that does not have a specific timing, the blue player resolves the game effect on their command card first.

  » If a player plays a command card with a unique card effect that is resolved when that card is revealed, that game effect is resolved before any command card game effects without a specific timing.

    For example, the blue player reveals "Annihilation Looms" and the red player reveals "Change of Plans." The red player chooses to return "Annihilation Looms" to their opponent's hand, and its effect does not resolve.

  » If both players play a command card with a unique card effect that is resolved when that card is revealed, the blue player resolves the game effect on their command card first.

  » If both players play a command card with a unique card effect that is resolved at the start of the Activation Phase, the blue player resolves the game effect on their command card first.

- 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 60).

- If a player's character is defeated, any character-specific command cards corresponding to that character 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.

- A player's command hand is not public knowledge, and its contents should remain secret to their opponents.

  » However, the number of cards in a player's command hand is public knowledge.

- A player's discard pile is public knowledge, and an opponent may ask to view a player's discard pile at any time.

  » When a player returns a command card to their command hand from their discard pile, they must tell their opponent which card was returned.

- Some command cards allow specific units to gain keywords. The specified unit has that keyword as long as the command card is in play.

- Some command cards contain weapon profiles. Typically there are two ways these weapon profiles can be used: a unit specified by the command card gains the weapon on the card and can use it during its activation, or a unit specified by the command card may perform an attack using the weapon on the card at the end of its activation.

  » If a unit gains a weapon from a command card, that weapon is treated as though it is on the unit's unit card.

  » If a unit gains a weapon from a command card, a counterpart that is a part of that unit does not gain that weapon, unless otherwise stated by a card effect.

  » If a unit may perform an attack with a weapon on a command card, it cannot use the ARSENAL X keyword to add additional weapons to the attack pool; the attack must be made only with the weapon on the command card.

  » If a unit may perform an attack with a weapon on a command card, it must be able to perform an attack of the type specified by the range icon of the weapon. An engaged trooper unit cannot perform ranged attacks, unless the weapon has the VERSATILE keyword.

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, 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 several 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 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 remove that unit's order token from the game and replace it with a commander-rank order token.

   » A unit promoted to commander is activated 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 for all 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.

   » When a commander is defeated, their commander-specific command cards are not discarded from the player's command hand, even though they can no longer be played.

- 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.

COMPEL (UNIT KEYWORD)

A unit with the COMPEL keyword can force another unit to keep moving, even when it would normally be hindered by suppression. After a trooper unit at range 1–2 of a friendly unit with the COMPEL keyword performs its "Rally" step, if that trooper unit is suppressed but is not panicked, it may gain 1 suppression token to perform a free move action.

- Since it has already performed its "Rally" step, a unit gaining a suppression token from the COMPEL ability will not become panicked if gaining that suppression token causes it to have suppression tokens equal to or exceeding double its courage value.

- A unit with the COMPEL keyword cannot use its own COMPEL ability on itself.

Related Topics: Courage, Movement, Suppression, Panic

COMPULSORY MOVE

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

- A compulsory move is a standard 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.

- The final position of a compulsory move can displace trooper units, it able.

- While performing a compulsory move, if a unit's maximum speed is reduced, that unit is still considered to be performing a move at its maximum speed.

- When a unit performs a compulsory move, the bases of the minis in the unit can partially overhang ledges, as long as each mini is stable and is not precariously placed. If there is not room to place a unit leader's base on the surface that the unit is moving onto, or if any mini's base cannot be placed legally and maintain cohesion, that unit cannot complete the compulsory move.

- During a compulsory move, if the unit leader would end its movement on a piece of terrain it would normally ignore due to the SPEEDER X keyword or the repulsor vehicle unit type, it may shift backwards along the movement tool by a distance no greater than half the length of its base, so that its base is able to be placed legally on the battlefield or terrain piece. It may not do so if the terrain is not ignored by the SPEEDER X keyword or the repulsor vehicle unit type and would cause the unit to be unable to complete the compulsory move.

  » A unit leader's base may only be moved backwards along the movement tool, it cannot be moved forward past the end of the movement tool.

  » A unit leader's base cannot be moved back more than half the diameter of the base.

  » A unit leader must still move as far along the movement tool as possible, it may move back only to allow its base to be placed legally and in a stable position on the battlefield or piece of terrain.

  » If the unit leader still cannot be legally placed on the battlefield, it moves as far along the movement tool as possible and takes damage equal to its speed for failing to complete its compulsory move.

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.

  » The side of a condition token without dots is its facedown side, while the side with dots is its faceup side.

- When placing condition tokens on the battlefield, condition tokens cannot be placed underneath pieces of terrain.

- Some condition cards specify that condition tokens can be interacted with via the RESUPPLY free action.

  » Only a unit leader in base contact with a condition token can use the RESUPPLY keyword.

  » After a player's unit leader uses the RESUPPLY keyword to interact with a facedown condition token, that player flips the condition token from its facedown side to its faceup side and places it back onto the battlefield in the **same** position and in base contact with the unit leader.

  » After a player's unit leader uses the RESUPPLY keyword to interact with a faceup condition token, that player removes the condition token from the battlefield and returns it to the supply.

  » When a player's unit leader uses the RESUPPLY keyword, that player draws two supply cards from a supply deck, choses one to equip to that unit, and shuffles the other card back into the supply deck. See "Supply Deck" on page 71

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

COORDINATE: UNIT NAME/ TYPE (UNIT KEYWORD)

After a unit with the COORDINATE keyword is issued an order, it may issue an order to a friendly unit at range 1 that has the unit name or type specified by the COORDINATE keyword.

- Effects that trigger when a unit is issued an order trigger when a unit is issued an order via the COORDINATE keyword.

- If a unit with the COORDINATE keyword would be issued an order but a game effect causes that order not to be issued or to be issued to another unit instead, that unit cannot use the COORDINATE keyword.

Related Topics: Issuing Orders, Order Pool

COUNTERPART: UNIT NAME (COUNTERPART KEYWORD)

Some characters are faithful companions or subservient minions, and are almost never seen apart from another character. A character like this will have the COUNTERPART

keyword and the mini that represents that character is always added to another character's unit. That character's card is a counterpart card and their mini is a counterpart mini.

A counterpart mini cannot be fielded as its own unit; it is instead added to another unit, specified by the COUNTERPART keyword. A counterpart and its corresponding unit combine to form one unit, consisting of the counterpart and non-counterpart minis and represented by the combination of the unit card and the counterpart card.

- The non-counterpart mini is always the unit leader.

- The combined unit has the rank, defense die color, courage value, surge conversion chart, and maximum speed shown on the unit card.

  » Any non-counterpart minis have the health value shown on the unit card.

  » Any counterpart minis have the health value shown on the counterpart card.

- The combined unit has the keywords of both the unit card and the counterpart card.

  » If all counterpart minis are defeated, the combined unit loses the keywords of the counterpart card.

- Only non-counterpart minis can use weapons shown on the unit card, while only counterpart minis can use weapons shown on the counterpart card.

  » If the combined unit gains a weapon from command card effect, only the non-counterpart mini can use that weapon.

- The combined unit has the unit type shown on the unit card.

  » The counterpart card may have a different unit type or subtype; this is only used for the purposes of equipping upgrade cards.

- While building an army, players must follow any rules or restrictions when equipping upgrade cards to counterparts.

  » During a game, any non-weapon upgrade cards equipped to a counterpart are usable by the combined unit, unless all counterpart minis are defeated.

  » Upgrade cards with weapons can be used only by the counterpart or non-counterpart minis to which they are equipped, respectively.

- When the combined unit suffers wounds, any mini can be assigned any number of those wounds, as decided by the player that controls that unit, regardless of whether the attacking unit has line of sight to that mini.

  » A counterpart mini must be defeated before a non-counterpart mini.

Related Topics: Abilities, Unit Leader, Wounds

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. During a panicked unit's activation, it cannot perform free actions and must use its entire activation to perform a single move at its maximum speed as directly as possible toward the nearest edge of the battlefield.

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

  » If a unit 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, Commander, Leaving the Battlefield, Panic, Rally, 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 non-creature trooper units that they obscure.

  » Emplacement troopers provide light cover to units that they obscure.

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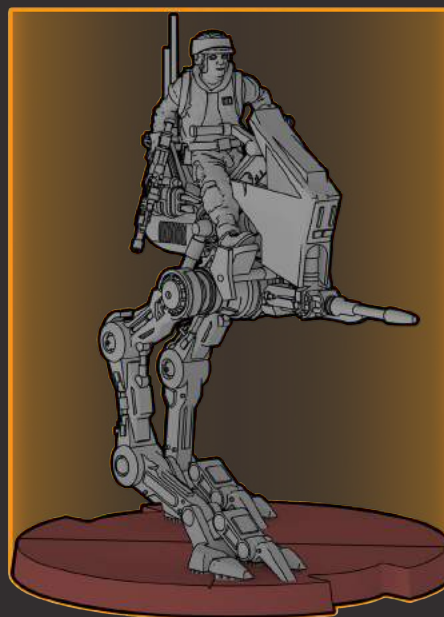
When treated as area terrain, the AT-RT forms a cylindrical zone, defined by the edges of it's base and the highest point of it's mini. When checking line of sight, a defending mini obscured by this zone will benefit from light cover.

» Creature troopers provide light cover to units that they obscure.

» Ground vehicles provide light or heavy cover to units that they obscure. Walking or legged vehicles provide light cover; wheeled or treaded vehicles provide heavy cover.

» Custom terrain can provide units with light or heavy cover. Players should determine the cover type of all custom terrain before the game begins.

» Minis in the same unit cannot obscure or provide cover to one another.

- 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.

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.
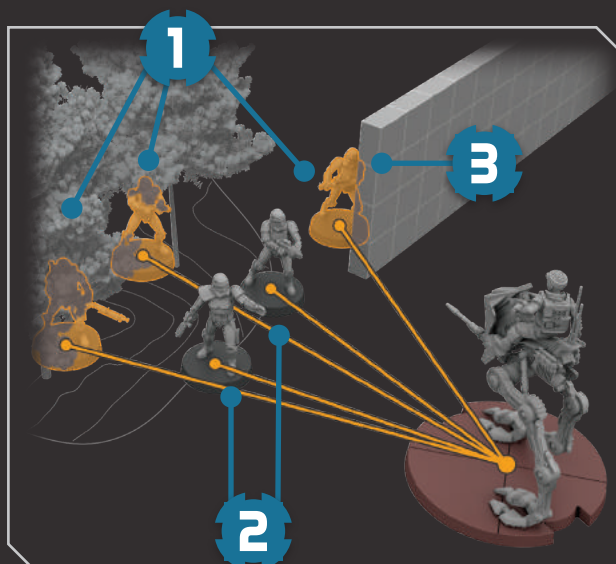
» When a unit that has light cover improves its cover by one or more, it is treated as having heavy cover.

» 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.

   » Ground vehicles, creature troopers, and emplacement troopers can provide cover. When determining whether a defending mini is obscured, treat any ground vehicle, creature trooper, or emplacement trooper minis as if they are pieces of area terrain.

   » If the attacking unit leader's base is touching another mini's base, that mini cannot cause a mini in the defender to be obscured, unless line of sight from the unit leader to the defending mini is completely blocked.

   » When determining whether a piece of terrain blocks line of sight to a defending mini with a notched base, 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.

   » 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 either light or heavy cover, depending on the vehicle.

   » If the obscured minis are obscured by a creature trooper or emplacement trooper, that unit has light cover.

   » If the obscured minis are obscured by a barricade, and the defender is a non-creature 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.

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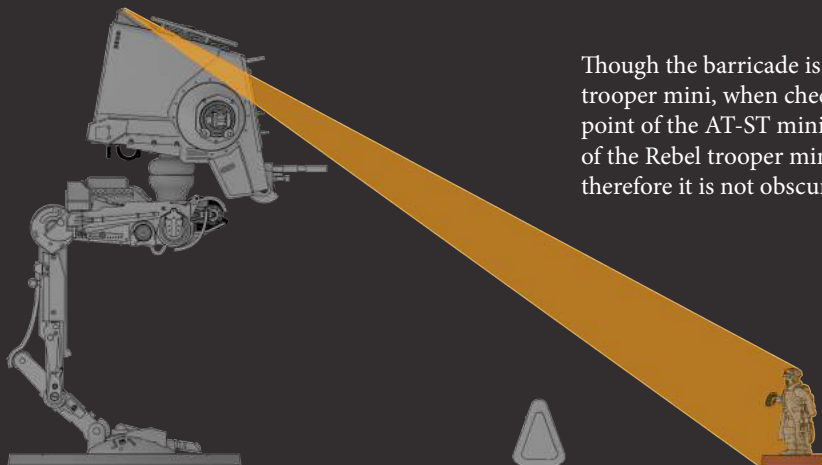
Though the barricade is between the AT-ST and the Rebel trooper mini, when checking line of sight from the highest point of the AT-ST mini above the center of it's base, no part of the Rebel trooper mini is blocked by the barricade and therefore it is not obscured.

» 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, Cancel, Cover X (Unit Keyword), Dice, 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: Attack, Cancel, Cover

COVERT OPS (UNIT KEYWORD)

A unit with the **COVERT OPS** keyword is able to forgo their command position to infiltrate onto the battlefield as an independent operative. When a unit with the **COVERT OPS** keyword deploys, it may treat its rank as operative instead of commander to gain the **INFILTRATE** keyword.

Operative
Marker
Token

• When a unit uses **COVERT OPS** to change its rank to operative, if there is not another unit with the commander rank in that player's army, that player must immediately promote a unit with the rank of corps or special forces to the rank of commander. Place a commander token near that unit, and remove their order token from the game, replacing it with a commander order token.

» The promoted unit can be one that has already deployed or that has not deployed yet.

• When a unit uses **COVERT OPS** to change its rank to operative, its rank is treated as operative for the entire game; place an operative marker token on its unit card to denote that it now has the operative rank, and add an operative order token to the order pool for that unit (instead of a commander order token).

» That unit is issued orders and activated with an operative order token for that game.

» A unit with the rank of operative cannot be nominated to issue orders when a non-operative specific command card is played and friendly units cannot use an operative's courage value when checking whether they panic.

• For the rules regarding the **INFILTRATE** keyword, see "Infiltrate (Unit Keyword)" on page 48

Related Topics: Commander, Infiltrate (Unit Keyword), Operative, Rank

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: Attack, Movement, Weapons

CREATURE TROOPER

A creature trooper is a type of unit. It is a subtype of the trooper unit type.

- Game effects that target or apply to troopers can target or apply to creature troopers.

- Creature trooper units follow the same rules as trooper units with the following exceptions:

  » Creature troopers are affixed to either a medium, large, or huge base.

  » When a creature trooper performs a standard move, the player inserts the movement tool into the front notch of the mini's base.

  » Creature troopers do not improve their cover while they have one or more suppression tokens.

  » Barricades do not provide cover to creature troopers.

  » Creature troopers can obscure other minis, and provide light cover when doing so.

  » Creature troopers cannot climb or clamber.

  » Creature troopers can pivot and reverse.

  » Creature troopers cannot embark or disembark.

  » Creature troopers cannot use the "Claim" or "Sabotage/Repair" abilities.

  » Creature troopers cannot be displaced.

  » Troopers and ground vehicles cannot move through creature troopers.

  » A unit cannot end a compulsory move overlapping a creature trooper.

  » Creature troopers displace troopers when moving through them, and cannot move through troopers that cannot be displaced.

  » When a creature trooper withdraws, it can perform free actions and use abilities. It must still spend all available actions and performs a speed-1 move.

Related Topics: Cover, Displacement, Embark And Disembark, Engaged, Movement, Notch, Suppression, Withdraw

CRITICAL X (WEAPON KEYWORD)

While a unit with the CRITICAL X keyword converts attack surges, it may convert up to x surge (⊘) results to critical (✿) results.

- While using the CRITICAL X keyword, a unit still converts any surge (⊘) results not converted with the CRITICAL X keyword according to the surge conversion chart on its unit card.

Related Topics: Abilities, Attack, Surges

CUNNING (UNIT KEYWORD)

Units with the CUNNING keyword are adept at enacting their own plans, and have an advantage when one of their command cards is played. During the Command Phase, if a player reveals a commander-specific or operative-specific command card that belongs to a friendly commander or operative with the CUNNING keyword, and there would be a tie for priority, treat that command card as though it had one fewer pip.

- If both players reveal a commander-specific or operative-specific command card that belongs to a commander or operative with the CUNNING keyword, there will still be a tie for priority.

Related Topics: Command Cards, Commander, Priority

CYCLE (UPGRADE KEYWORD)

At the end of a unit's activation, ready each of its exhausted upgrade cards with the CYCLE keyword that was not used during that activation.

- Only using the weapon, keywords, or other card text on an upgrade card counts as using that upgrade card. A mini added by an upgrade card is free to attack using a weapon printed on its unit card and still benefit from the CYCLE keyword.

  For example, during the activation of a B2 Super Battle Droids unit, a B2-HA Trooper mini may use a weapon on the B2 Super Battle Droids unit card during an attack and still ready the B2-HA Trooper upgrade card with the CYCLE keyword at the end of that activation.

Related Topics: Exhaust, Upgrade Cards, Weapons

DAMAGED

A vehicle unit can become damaged when it has wound tokens equal to or exceeding its resilience value (see "Resilience" on page 64).

- When a vehicle unit is damaged, it gains a damaged token. The token is placed on the

Damaged Token

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

DANGER SENSE X (UNIT KEYWORD)

Units with the DANGER SENSE X keyword are more aware of the battle raging around them and are adept at staying alive in the midst of combat. When a unit with the with the DANGER SENSE X keyword would remove any number of its suppression tokens, it may choose any amount of tokens up to that number to remove, including none. While defending against an attack, a unit with the DANGER SENSE X keyword rolls 1 additional defense die for each suppression token that it has, adding a total of up to x additional dice.

- Any defense dice added by the DANGER SENSE X keyword are in addition to the normal number of dice that a unit rolls while defending.

- Any defense dice added by the DANGER SENSE X keyword are of the same color as the defense dice icon on the defender's unit card.

- A unit that has the DANGER SENSE X keyword may choose how many of its suppression tokens to remove both during its "Rally" step and during the End Phase, as well as when another game effect or ability would remove its suppression tokens.

- Units can use the DANGER SENSE X keyword while defending against both ranged and melee attacks.

Related Topics: Attack, Dice, Courage, Suppression

DAUNTLESS (UNIT KEYWORD)

A unit with the DAUNTLESS keyword can keep moving while under fire, even when it would normally be hindered by suppression. After a unit with the DAUNTLESS keyword performs its "Rally" step, if it is suppressed but is not panicked, it may gain 1 suppression token to perform a free move action.

- Since it has already performed its Rally step, a unit gaining a suppression token from the DAUNTLESS ability will not become panicked if gaining that suppression token causes it to have suppression tokens equal to or exceeding double its courage value.

Related Topics: Courage, Movement, Suppression, Panic

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: 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 defeated.

- 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 or operative is defeated, any command cards in that player's command hand that are specific to that unit can no longer be played.

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

DEFEND X (UNIT KEYWORD)

When a unit with the **DEFEND X** keyword is issued an order, it gains x dodge tokens.

- If a unit with the **DEFEND X** keyword would be issued an order but a game effect causes that order not to be issued or to be issued to another unit instead, that unit cannot use the **DEFEND X** keyword.

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

Related Topics: Abilities, Actions, Dodge, Issuing Orders

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 (ψ) results are converted to block ($\blacktriangledown$) results; additionally, if the attack is ranged, the attacker suffers one wound for each surge (ψ) 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 ($\maltese$) 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: Attack, Cancel, Dice, Dodge, Surges, Wounds

DESTROYED

See "Defeated" on page 33, or "Resilience" on page 64.

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.

DETACHMENT: UNIT NAME/ TYPE (UNIT KEYWORD)

A unit with the DETACHMENT keyword is subject to a number of restrictions during army building and setup.

- During army building, a unit with the DETACHMENT keyword can only be included in a player's army if a unit that has the unit name or type specified by the DETACHMENT keyword is also included in that army.

  » Each unit with the DETACHMENT keyword requires a **corresponding** unit with the specified unit name or type in order to be included in an army.

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

- During the "Deploy Units" step of Setup, a unit with the DETACHMENT keyword must be placed at speed-1 and within height 1 of a unit leader from a friendly unit that has the unit name or type specified by the DETACHMENT keyword.

  » When deploying multiple units with the same DETACHMENT keyword, each unit must be deployed at speed-1 and within height 1 of a **different** friendly unit leader. Once a unit has been used to fulfill the deployment requirements of a friendly unit with the DETACHMENT keyword, it cannot do so again for another friendly unit with the same DETACHMENT keyword.

  » When a unit deploys using the DETACHMENT keyword, it does not have to be deployed within its deployment zone.

  » If a unit with the DETACHMENT keyword cannot be deployed following the DETACHMENT rules it is deployed as normal in a player's deployment zone. However, if a player has a unit with the name or type specified by the DETACHMENT keyword that has not yet been deployed, that unit must be deployed before a unit with the DETACHMENT keyword is deployed, such that the unit with the DETACHMENT keyword is able to be deployed following the DETACHMENT rules.

  » This restriction is only required during the "Deploy Units" step. If a game effect (such as the Rapid Reinforcements battle card) allows a unit to be placed outside of this step, it does not follow the DETACHMENT keyword rules.

Related Topics: Army building, Cohesion Deployment, Setup

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 (❶❷❸❹❺) 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.

- When a charge token detonates, if there are multiple defending units, the player who controls the unit that used an ability to detonate the token chooses the order of the attacks made by the charge token.

- When a condition token detonates, if there are multiple defending units, the player who controls the unit that caused the token to detonate chooses the order of the attacks made by the condition token.

Related Topics: Area Weapon, Arm X: Charge Token (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 attacks, moves, or performs an action, each unit that has a weapon with the **DETONATE X: CHARGE TYPE** keyword may detonate up to x friendly charge tokens of the specified type. See "Detonate" on page 35.

- 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 attacks, moves, or 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 an attack includes multiple attack pools, a unit cannot use the **DETONATE X** keyword until each attack pool has been fully resolved.

- If, after a unit attacks, moves, or 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 the attack, move, or action may use their unit's **DETONATE X: CHARGE TYPE** keyword first.

- A unit can use the **DETONATE X: CHARGE TYPE** ability after a unit performs or spends an action in any way or uses its entire activation, including after a unit withdraws or performs a move while disabled.

Related Topics: Area Weapon, Arm X: Charge Token (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.

» A unit that moves into base contact with difficult terrain but does not move through it or enter it does not suffer this speed reduction.

For example, a unit of Stormtroopers whose unit leader moves into base contact with a barricade does not reduce its speed.

• 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 an effect causes a unit to perform a speed-x move, that move is not affected by difficult terrain.

• Difficult terrain affects vehicles, including when performing a reverse, strafe, or compulsory move.

• A unit can pivot, climb, or clamber while in difficult terrain without suffering any additional penalties.

• When a unit performs a move, apply any effects that increase the unit's maximum speed (up to speed 3), before applying any effects that reduce that unit's maximum speed.

• 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 64).

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: Issuing Orders, Suppression

DISENGAGE (UNIT KEYWORD)

While a trooper unit with the DISENGAGE keyword is engaged with a single enemy unit, it can still perform moves as normal.

• If a unit leaves base contact with an enemy unit, it is no longer engaged with that unit.

Related Topics: Engaged, Melee, Withdraw

DISPLACEMENT

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

• When a ground vehicle or creature trooper 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 position would overlap one or more trooper minis during a **compulsory** move, those minis are displaced.

• Trooper units that are engaged cannot be displaced, and thus cannot be moved through by ground vehicles or creature troopers. Repulsor vehicles and other trooper units can move through engaged troopers.

» Creature and emplacement troopers cannot be displaced, and thus cannot be moved through by ground vehicles and other creature 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 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 that unit 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 at speed-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, Suppression, Troopers, Unit Leader, Vehicles

DISTRACT (UNIT KEYWORD)

A unit with the DISTRACT keyword can keep enemies occupied or provide valuable misdirection. As a free card action, a unit with the DISTRACT keyword can choose an enemy trooper unit at range 1-2 and in line of sight; until the end of that round, when the chosen enemy unit performs an attack, it must attack the unit that used the DISTRACT ability, if able.

- When a unit uses the DISTRACT ability, it loses the INCONSPICUOUS keyword until the end of the round, if able.

- While attacking, each mini in the enemy unit must add an eligible weapon to the attack pool that is targeting the unit that used the DISTRACT ability, if able.

  » A unit, or mini, cannot "choose" a weapon that is not eligible to be added to that dice pool if it can add a different weapon that is eligible.

  » The attacking unit can only form a second dice pool if, after first forming a dice pool with all eligible weapons, there are still weapons usable by any minis in the unit that were not eligible to be added to the first attack pool targeting the unit that used the DISTRACT ability.

Related Topics: Attack, Inconspicuous (Unit Keyword), Line of Sight

DODGE

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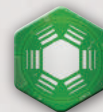
Dodge Token

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

- 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, Dice

DROID TROOPER

A droid 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 droid troopers.

- Droid trooper units follow the same rules as trooper units with the following exceptions:

  » A droid trooper unit does not improve its cover while it has one or more suppression tokens.

  » A droid trooper unit cannot be suppressed, though it gains suppression tokens as normal and can still panic.

  » A droid trooper unit cannot gain or resolve poison tokens.

» A droid trooper unit is treated as a vehicle when gaining and resolving ion tokens, and when it is the target of an attack that includes the **ION X** keyword.

Related Topics: Ion Tokens, Suppression, Troopers

DUAL SIDED CARDS

Some upgrade cards are dual sided; these cards represent a weapon, piece of gear, or special training that has two different modes or states.

- When building an army, if a player includes a dual sided upgrade card, only the points cost on one side of the card count toward the points in their army (both sides always have the same printed points cost).

- When deploying a unit equipped with a dual sided upgrade card, the player that controls that unit decides what side of the card is faceup.

- During a game, only the faceup side of a dual sided card is active and allowed to be used.

- Some dual sided cards have abilities, such as the **RECONFIGURE** keyword, that allow the card to be flipped to a different side.

Related Topics: Reconfigure (Upgrade Keyword), Upgrade Cards

EMBARK AND DISEMBARK

Embarking and disembarking are types of moves that allow a unit to enter or exit a vehicle with the **TRANSPORT X** or **LIGHT TRANSPORT X** keyword. To embark, a unit performs a standard move that puts its unit leader into base contact with a friendly vehicle that can transport that type of unit. Then, the unit is removed from the battlefield and a pair of ID tokens are placed, one near the base of the vehicle and one next to the unit, to indicate that the unit is being transported by that vehicle. To disembark, a unit that is being transported places its unit leader in base contact with the vehicle and performs a speed–1 move with the unit. For rules on being transported, see "Transported" on page 74.

- When a unit embarks, any tokens that unit has are moved off the battlefield with the unit. That unit still has those tokens.

- When a unit disembarks, any tokens that were moved off the battlefield with the unit are placed back on the battlefield next to the unit. That unit still has those tokens.

- When a unit disembarks, if the vehicle that is transporting that unit has performed more than one standard move or reverse during the current round, disembarking uses that unit's entire activation and it cannot perform additional actions or any free actions.

- A unit that is disembarking cannot be placed into base contact with any enemy units.

  » A unit leader cannot be placed into base contact with an enemy unit when beginning a disembark move.

  » While performing the speed–1 move, a unit cannot move into base contact with an enemy unit.

- Any abilities that trigger after a unit performs a move trigger after a unit embarks or disembarks, if able.

- Any abilities that trigger after a unit performs a move action trigger after a unit performs a move action to embark or disembark, if able.

- A unit cannot both embark and disembark during the same activation.

- Units that have a maximum speed of 0 cannot embark or disembark.

- Units that have the **STATIONARY** keyword cannot embark or disembark.

- A unit with a claimed objective token cannot embark or disembark.

- Embarking and disembarking are not standard moves.

- If a game effect allows or forces a unit to perform a speed–x move, it cannot use that move to embark or disembark.

Related Topics: Light Transport X: Open/Closed (Unit Keyword), Movement, Transport X: Open/Closed (Unit Keyword), Transported

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 and reverse.

» 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.

» When an emplacement trooper withdraws, it can perform free actions and use abilities. It must still spend all available actions and performs a speed-1 move.

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 Tokens, 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 only be 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.

• If a trooper unit is engaged, it can leave that melee by withdrawing during its activation. For additional rules, see "Withdraw" on page 79.

Related Topics: Attack, Base Contact, Displacement, Melee, Troopers, 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.

- Game effects that alter the range at which a unit issues orders or can be issued orders, such as from upgrade cards, can effect the range of 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: Command Phase, Issuing Orders, See "Army Building" on page 5.

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

EXPEND

A player must expend some upgrade cards to resolve the abilities on those cards. Once a card is expended, it cannot be used again for the rest of that game.

Expend Icon

- If a card has an expend icon, it requires the player to expend it in order to use its abilities.

- To expend a card, a player rotates it 180° so it is oriented upside down. This indicates that the card has been expended.

- Expended cards cannot be unexpended by any game effect.

- All upgrade cards begin the game unexpended.

- A card that does not have an expend icon cannot be expended.

- The points value of expended cards equipped to units that are defeated are still counted when determining the total points value of defeated units.

Related Topics: Exhaust, Supply Deck, Upgrade cards

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: Climb and Clamber, Height, Movement, See "Vertical Movement" on page 10.

FACTIONS

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

- Each faction is represented by its faction icon.

  Galactic Empire   Separatist Alliance

  Rebel Alliance   Galactic Republic

- All units in an army must be from the same faction.

  » Only units of the Galactic Empire or the Separatist Alliance factions can equip upgrades with a "Dark Side only" restriction.

  » Only units of the Rebel Alliance or the Galactic Republic factions can equip upgrades with a "Light Side only" restriction.

Related Topics: Upgrade Cards, Army building.

FIELD COMMANDER (UNIT KEYWORD)

A unit with the FIELD COMMANDER keyword is able to issue orders in a limited capacity. When a player reveals a non-commander or operative specific command card, they may

nominate a friendly unit with the FIELD COMMANDER keyword as a commander and issue orders with that unit.

- A unit nominated as a commander using the FIELD COMMANDER keyword is treated as a commander only for the purposes of issuing orders with a command card during that Command Phase.

Related Topics: Command Cards, Command Phase

FIRE SUPPORT (UNIT KEYWORD)

When another friendly unit performs a ranged attack, a unit that has the FIRE SUPPORT keyword and a faceup order token may add eligible weapons to the attack pool.

- During the "Form Attack Pool" step of a friendly unit's ranged attack, each mini in a unit with the FIRE SUPPORT keyword may contribute an eligible weapon to the attack pool if that mini has line of sight to any mini in the defending unit.

- A weapon is considered eligible if it is a ranged weapon, if the defending unit is at the weapon's range, and if any other requirements of using the weapon are met.

  » When a unit is using the FIRE SUPPORT keyword, range from that unit is still measured from **its own** unit leader.

- To use the FIRE SUPPORT keyword, a unit must legally be able to perform a ranged attack, even though using the FIRE SUPPORT keyword is not considered to be an attack made by that unit.

  » A unit cannot use the FIRE SUPPORT keyword if it is engaged.

- Any weapons added to an attack pool also add their weapon keywords to that attack pool.

- If a unit using the FIRE SUPPORT keyword also has the ARSENAL X keyword, each mini can contribute x eligible weapons to the attack pool.

- To use the FIRE SUPPORT keyword, a unit must have a faceup order token. After using the FIRE SUPPORT keyword, a unit must flip that order token facedown. That unit is considered to have activated and cannot be activated during that round.

- After contributing eligible weapons to an attack pool, a unit has used FIRE SUPPORT. A unit can use the FIRE SUPPORT keyword to contribute eligible weapons to only one attack pool.

  » If a unit is able to use FIRE SUPPORT without flipping its order token facedown, it can use FIRE SUPPORT to contribute eligible weapons to subsequent attack pools.

- Only one unit can use the FIRE SUPPORT keyword while another unit is forming an attack pool. Two or more units

cannot use the FIRE SUPPORT keyword to add eligible weapons to the same attack pool.

- When determining which defending minis can suffer wounds, line of sight is determined from the attacking unit, and not the unit using the FIRE SUPPORT keyword.

Related Topics: Abilities, Activating Units, Arsenal X (Unit Keyword), Attack Pool, Keywords, Order Tokens

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 usually 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: 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 an 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 an 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 an 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 or effects that occur after aim, dodge, or standby actions are performed.

Related Topics: Abilities, Actions, Activating Units, Activation Phase, Attack, Free Card Actions, Movement, Standby

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 360°.

Related Topics: Movement, Pivot

GENERATOR X (UNIT KEYWORD)

A unit with the GENERATOR X keyword is equipped with a self-powered shield generator. A unit with the GENERATOR X keyword may flip up to x inactive shield tokens to their active side during the End Phase.

Related Topics: Abilities, End Phase, Shield Tokens

GRAFFITI TOKEN

A graffiti token represents a striking image or symbol painted onto the terrain of the battlefield. Graffiti tokens affect a unit's morale.

Red and Blue
Graffiti Tokens

- During the "Rally" step of a unit's activation:
  » If it has line of sight to a **friendly** graffiti token at range 1–2, it **may** roll 1 additional die.
  » If it has line of sight to an **enemy** graffiti token at range 1–2, it **must** roll 1 fewer die, to a minimum of 1.

- Graffiti tokens remain in play until the end of the game.

- Graffiti tokens must be placed flat, either on the battlefield or on a piece of terrain.

- Units can move through and end their movement on graffiti tokens.

- Graffiti tokens have two sides. When placing a graffiti token, the red player should place the token with the red side faceup, while the blue player should the token with the blue side faceup.

- If a unit has line of sight to and is at range 1–2 of both a friendly graffiti token and an enemy graffiti token, the effects of both tokens are canceled.

Related Topics: Line of Sight, Rally, Range, Suppression

GROUND VEHICLES

See "Vehicles" on .

GROUNDED (UNIT KEYWORD)

A unit with the GROUNDED keyword cannot climb or clamber.

Related Topics: Abilities, Climb and Clamber, Movement

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.

- GUARDIAN x cannot be used by a unit that is being transported, nor can it be used to prevent a friendly transported unit from suffering wounds while being transported.

- 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.

- If multiple friendly units can use the GUARDIAN keyword during an attack, the player who controls those units declares which unit is using GUARDIAN and resolves their GUARDIAN ability before choosing whether to declare that another unit is using GUARDIAN.

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

HOSTAGE CARDS

The Hostage Exchange objective card requires two hostage upgrade cards. Both hostage upgrade cards are identical. Hostage upgrade cards are equipped and unequipped to units during a game according to the Hostage Exchange objective card text.

Hostage Card Back

- Hostage upgrade cards can be equipped only via the Hostage Exchange objective card text and can be used only in conjunction with that objective card.

- A unit with a hostage upgrade card equipped gains the **immune: enemy effects** keyword. For additional rules, see "Immune: Enemy Effects (Unit Keyword)" on page 46

Related Topics: Immune: Enemy Effects (Unit Keyword), Objective Cards

HOVER: GROUND/AIR X (UNIT KEYWORD)

Not all repulsor vehicles are speeders, and many use their repulsors to hover in mid air, some only a short distance off the ground and others many meters above the battlefield. Repulsor vehicles that do not have the **speeder x** keyword will often have the **hover** keyword. Some droid trooper units also have the **hover** keyword. There are two versions of the **hover** keyword, **hover: ground** and **hover: air x**. Both versions allow the unit to perform the standby action and to reverse, even if it cannot normally perform that action or move. Additionally, if the unit's base has side notches, the **hover** keyword allows it to strafe.

- In addition to the above effects, a unit with **hover: ground** is treated as a ground vehicle by other units. This applies at all times, including during other units' activations and during this unit's own activation.

  » While determining cover, a unit with **hover: ground** is treated as a ground vehicle and will provide heavy cover and block line of sight. Whether a piece of terrain provides cover to a unit with **hover: ground** should be determined during setup and is independent of the **hover: ground** keyword.

  » While a unit with **hover: ground** moves it is treated as a ground vehicle and will displace trooper units that are able to be displaced. It can move through other repulsor vehicles but cannot move through ground vehicles or trooper units that cannot be displaced. Refer to the movement rules for ground vehicles when moving through other units.

  » While another unit moves, it treats a unit with **hover: ground** as a ground vehicle, and cannot move through that unit unless it is a repulsor unit.

» A unit with **HOVER: GROUND** is only treated as a ground vehicle *by other units*. For all other game effects, the unit is still a repulsor vehicle. Importantly, as a repulsor vehicle, it is still able to move uninhibited over many types of terrain. Refer to "Additional Terrain Rules" on page 8 for how repulsor vehicles interact with certain types of terrain.

- A unit with **HOVER: AIR X** ignores terrain of height x or lower.

  » While moving it may move over terrain of height x or lower.

  » It may end its move on terrain of height x or lower.

  » A unit with **HOVER: AIR X** must still be placed as flat as possible on the battlefield after moving. Not all terrain that a unit can end their move on 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.

Related Topics: Cover, Displacement, Height, Movement, Reverse, Speeder X (Unit Keyword), Standby, Strafe, Vehicles

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 perform moves of any kind. 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 effects that occur outside of its activation, even if its maximum speed is 0.

- When a unit performs a move, apply any effects that increase the unit's maximum speed (up to speed 3), before applying any effects that reduce that unit's maximum speed.

Related Topics: Actions, Activating Units, 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: Attack, Blast (Weapon Keyword), Cover

IMMUNE: DEFLECT (UNIT KEYWORD)

During an attack with an attack pool that includes a weapon with the **IMMUNE: DEFLECT** keyword, the attacking unit cannot suffer wounds due to the defending unit using the **DEFLECT** ability or the **SORESU MASTERY** ability.

- The defending unit can still gain the benefits of the other effects of the **DEFLECT** and **SORESU MASTERY** keywords.

Related Topics: Attack, Deflect (Unit Keyword)

IMMUNE: ENEMY EFFECTS (UNIT KEYWORD)

A unit with the **IMMUNE: ENEMY EFFECTS** keyword ignores all enemy card effects and cannot be targeted by any enemy card effects.

- The unit is still subject to friendly card effects and battle card effects.

- Enemy card effects include all effects from abilities, keywords, and text on unit cards, upgrade cards, and command cards controlled by an opponent.

- See "Card Effect" on page 4 for additional rules.

Related Topics: Hostage Cards

IMMUNE: MELEE (UNIT KEYWORD)

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

Related Topics: Base Contact, Melee

IMMUNE: PIERCE (UNIT KEYWORD)

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

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

  » The attacker **can** use **PIERCE X** on defense dice rolled by a unit without **IMMUNE: PIERCE** that is using the **GUARDIAN** keyword, even if the **defender** has **IMMUNE: PIERCE**.

Related Topics: Attack, Pierce X (Weapon Keyword)

IMMUNE: RANGE 1 WEAPONS (UNIT KEYWORD)

A unit that has the **IMMUNE: RANGE 1 WEAPONS** keyword cannot be targeted by weapons that have a maximum range of 1.

- A unit with this keyword can still be targeted by enemy units that are at range 1, as long as those units are using weapons with a maximum range that is greater than 1.

Related Topics: Attack, Range, Weapons

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: Armor (Unit Keyword), Armor X (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.

  » 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.

- A defender with **IMPERVIOUS** rolls additional dice equal to the **PIERCE X** value in the attack pool, regardless of whether **PIERCE** is applied to the defender's dice or to dice rolled by another unit using the **GUARDIAN** keyword during the attack.

- If a unit has both the **IMPERVIOUS** keyword and the **IMMUNE: PIERCE** keyword, the **IMPERVIOUS** keyword has no effect because **PIERCE X** is not being used during that attack.

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

INCOGNITO (UNIT KEYWORD)

Some units appear to be on the enemy's side of a conflict—until they get close enough to reveal their true allegiances. A unit with the **INCOGNITO** keyword cannot be attacked by enemy units that are beyond range 1 of it. Additionally, its unit leader is not counted by objective cards.

If a unit with the **INCOGNITO** keyword ever performs an objective card action, performs an attack, or defends against an enemy attack, during that game, it loses the effects of the **INCOGNITO** keyword and can now be attacked by enemies as normal and its unit leader is counted by objective cards.

- Objective card actions include any card actions or free card actions that units gain from the text of an objective card.

  » Examples of objective cards with objective card actions include Recover the Supplies, Sabotage the Moisture Vaporators, Hostage Exchange, and Bombing Run.

- Any objective cards that require the players to check for the number of unit leaders do not count the unit leaders of units currently under the effects of **INCOGNITO**.

  » Examples of objective cards that count the number of unit leaders include Intercept the Transmissions, Key Positions, Breakthrough, and Payload.

- Attacks made by condition cards, objective cards, objective tokens, condition tokens, or charge tokens are not considered enemy attacks. Only attacks made by enemy units are considered enemy attacks.

- Players may wish to use a token to denote that a unit with the **INCOGNITO** keyword is under the effects of **INCOGNITO**, and remove that token if the unit ever performs an objective card action, performs an attack, or defends against an enemy attack.

Related Topics: Attack, Objective Cards Range

INCONSPICUOUS (UNIT KEYWORD)

Some units appear inconsequential to the battle, and are often ignored by enemy forces. While a unit with the **INCONSPICUOUS** keyword has at least one suppression token, when an enemy unit performs an attack, it must target another unit, if able.

- When a unit with the **INCONSPICUOUS** keyword rallies, it may choose not to remove any suppression tokens.

  » That unit still removes 1 suppression token during the End Phase, as normal.

Related Topics: Abilities, Attack, Suppression

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: Dice, Rally, Suppression

INFILTRATE (UNIT KEYWORD)

Some units are masters of infiltration, and can position themselves on the battlefield before the fight has even begun. During setup, a unit with the **INFILTRATE** keyword may deploy anywhere on the battlefield that is beyond range 3 of each enemy unit.

- If there are no enemy units on the battlefield, a unit with the **INFILTRATE** keyword may deploy anywhere on the battlefield.

- A unit with the **INFILTRATE** keyword can deploy anywhere within a friendly deployment zone as normal.

- When playing a game that uses scenario battle cards, such as those found in the Downed AT-ST expansion, unless otherwise stated, the **INFILTRATE** keyword cannot be used.

  » Scenario battle cards have a scenario icon in the top right corner of the card.

Related Topics: Deployment, Range

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: 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 or droid trooper unit that suffers wounds after defending against an attack that includes a weapon with 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 or droid trooper unit that suffers wounds after defending against an attack that includes a weapon with the **ION X** keyword gains x ion tokens.

- At the start of the "Roll Defense Dice" step, before any other effects, if the attack pool includes the **ION X** keyword, for each hit (✷) or critical (✪) result, up to x, the defender must flip an active shield token if able. The defender does not add block (▼) results for shield tokens flipped in this way.

Related Topics: 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.

- Orders are issued one at a time, in an order chosen by the player who controls the unit that is issuing the orders. Any game effects that triggers when or after an order is issued are resolved one at a time, when or after that order is issued, and before any other orders are issued.

- During the Command Phase, a unit can be issued an order only once, even if a game effect causes that order to be removed or issued to another unit instead.

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

JEDI HUNTER (UNIT KEYWORD)

A unit with the **JEDI HUNTER** keyword has dedicated itself to the pursuit and defeat of the Jedi Order. When attacking a unit with a ☺ upgrade icon, a unit with the **JEDI HUNTER** keyword gains " ⊘ : ✪".

- The **JEDI HUNTER** keyword **can** be used against a unit that does not have a ☺ upgrade equipped, as long as it has the ☺ upgrade icon.

Related Topics: Abilities, Attack, Upgrade Cards

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 ignore or end its movement on top of terrain that is height x or lower.

- 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 other minis 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 another mini.

- The **JUMP X** ability can be used any time a unit would perform a move action or free move action, including while using the **DAUNTLESS** keyword or when a friendly unit uses the **PULLING THE STRINGS** ability.

- The **JUMP X** ability must be used while a panicked unit attempts to flee the battlefield if it will help the unit flee the battlefield by the most expeditious route.

Related Topics: 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 76.

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.

- If a unit leader that was added by an upgrade card with the LEADER keyword is defeated, replace one of the remaining minis in the unit with the LEADER mini from that upgrade card.

Related Topics: 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, Unit Leader

LIGHT TRANSPORT X: OPEN/ CLOSED (UNIT KEYWORD)

The **LIGHT TRANSPORT X: OPEN/CLOSED** keyword allows a vehicle to transport trooper units that consist of a single mini, such as commanders and operatives. Eligible trooper units must consist of exactly 1 mini, and that mini must be on a small round base. Eligible units can perform an embark move to be transported by a vehicle with the **LIGHT TRANSPORT X** keyword. For rules on how units embark and disembark, see "Embark and Disembark" on page 39. And for rules on being transported, see "Transported" on page 74.

- A vehicle with the **LIGHT TRANSPORT X** keyword can transport a number of eligible units up to the value x.

- During setup, if a player has deployed a vehicle with the **LIGHT TRANSPORT X** keyword, they may choose, as one of their alternating deployments, to deploy an eligible unit such that it is being transported by that vehicle.

- After a vehicle with the **LIGHT TRANSPORT X: OPEN** keyword defends against an attack, if it suffered 1 or more wounds, each unit that it is transporting suffers 1 wound. The **LIGHT TRANSPORT X: CLOSED** keyword does not have this effect.

- If a vehicle with the **LIGHT TRANSPORT X: OPEN** keyword is defeated during an attack, each unit it is transporting suffers 1 wound due to the **LIGHT TRANSPORT X: OPEN** rules, in addition to gaining 1 suppression token and suffering 1 wound due to the vehicle being defeated.

Related Topics: Embark And Disembark, Transported

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.

- When determining line of sight from an E-Web Heavy Blaster Team mini, players should check from the top of the head of the snowtrooper who is firing the E-Web, regardless of whether it is directly over the center of the base.

- When determining line of sight from a DF-90 Mortar Trooper Mini, players should check from the top of the head of the shoretrooper who is firing the mortar, regardless of whether it is directly over the center of the base.

- When determining line of sight from a TX-225 GAVw Occupier, players should check from the center of the roof of the crew compartment, regardless of whether it is directly over the center of the base.

Related Topics: Attack, Base, Miniature, Weapons, Wounds, See "Additional Terrain Rules" on

LOADOUT (UNIT KEYWORD)

A unit with the **LOADOUT** keyword is adaptable and prepared for multiple contingencies; they are able to customize their equipment and hone their skills before each mission. When a player includes a unit with the **LOADOUT** keyword in their army, for each upgrade card equipped to that unit, they may choose another upgrade card of the same type with equal or lesser points cost and set it aside. When the unit with the **LOADOUT** keyword deploys, it may swap any number of its equipped upgrade cards with the set-aside upgrade cards.

- Equipped upgrade cards can be swapped only with set-aside upgrade cards of the same type.

- Each set-aside upgrade card must be able to be equipped by the unit with the loadout keyword.

- When swapping upgrade cards, a unit cannot have two or more upgrades with the same name equipped at the same time.

- If two or more units with the **LOADOUT** keyword are in the same army, keep their respective set-aside upgrade cards separate. Each unit can swap upgrade cards only with their own set-aside cards; they cannot share set-aside upgrade cards.

- A counterpart card that is added to a unit with the **LOADOUT** keyword also benefits from the **LOADOUT** ability.

Related Topics: Deployment, Upgrade Cards

LONG SHOT X (WEAPON KEYWORD)

While a unit is performing a ranged attack, during the Form Attack Pool step, it may spend up to x aim tokens to increase the maximum range of a weapon with the **LONG SHOT X** keyword by 1 for each aim token spent in this way.

- Aim tokens spent in this way have no other effect.

- The **LONG SHOT X** keyword applies only to the weapon with the keyword and can be used only to extend the range of that weapon.

Related Topics: Aim, Attack, Range

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

MAKASHI MASTERY
(UNIT KEYWORD)

Those who have masted the Makashi style have turned lightsaber dueling into a true art form. While a unit with the **MAKASHI MASTERY** keyword performs a melee attack, it can reduce the **PIERCE X** value of the weapon with which it is performing the attack by 1. If it does, the defender cannot use the **IMMUNE: PIERCE** and **IMPERVIOUS** keywords.

Related Topics: Immune: Pierce (unit keyword), Melee, Pierce X (Weapon Keyword)

MARKSMAN
(UNIT KEYWORD)

While performing an attack, a unit with the **MARKSMAN** keyword can spend aim tokens to improve attack die results instead of rerolling dice. After the Convert Attack Surges step and before the Apply Dodge and Cover step, the unit may spend any number of aim tokens. For each aim token spent in this way, change a blank result to a hit (✷) result or a hit (✷) result to a critical (✶) result.

- A unit may spend two aim tokens to change a blank result to a (✶) result.

- Aim tokens spent in this way have no other effect.

Related Topics: Aim, Attack

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: Exhaust, 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.

- A mini cannot move a unit such that it would be placed in base contact with multiple enemy units.

   » It is possible for a unit to be in a melee with multiple enemy units if another unit joins later.

- A unit that does not have a melee weapon cannot 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.

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.

- 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. 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, Cohesion, Engaged, 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."

- Most trooper minis are affixed to small round bases.

- Creature and emplacement trooper minis are affixed to notched bases.

- Ground vehicle minis are affixed to notched bases.

- Repulsor vehicle minis are affixed to 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, strafe, pivot, climb, clamber, embark, or disembark.

- 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 23).

> » 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.

- 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, a reverse, or a strafe, 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 defeated.

- 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.

- The bases of minis can partially overhang ledges, as long as the mini is stable and is not precariously placed.

- 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, embarking, disembarking, reversing, strafing, 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 non-creature trooper minis and repulsor vehicle minis.

- A trooper mini cannot move through friendly or enemy ground vehicle minis or creature trooper 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.

- A trooper mini can embark and disembark.

- A trooper mini that is engaged cannot perform moves, except to withdraw during its activation.

- Clone trooper and droid trooper minis do not have any additional movement rules or exceptions.

EMPLACEMENT TROOPER MOVEMENT SUMMARY

- An emplacement trooper mini can move through friendly and enemy non-creature trooper minis and repulsor vehicle minis.

- An emplacement trooper mini cannot move through friendly or enemy ground vehicle minis or creature trooper 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 and reverse.

- An emplacement trooper mini can embark and disembark.

- When an emplacement trooper mini withdraws it can perform free actions and use abilities.

CREATURE TROOPER MOVEMENT SUMMARY

- A creature trooper mini can move through friendly and enemy repulsor vehicle minis.

- A creature trooper mini cannot move through friendly or enemy ground vehicle minis.

- A creature trooper mini can displace friendly and enemy trooper minis by moving through them.

  » A creature trooper mini cannot move through or displace a trooper mini that is engaged.

  » A creature trooper mini cannot move through or displace emplacement trooper minis.

  » A creature trooper mini cannot move through or displace other creature trooper minis.

  » While engaged, creature trooper units do not have to withdraw to perform moves and can displace non-creature, non-emplacement trooper units with which they are engaged while doing so.

- While performing a standard move, a creature trooper mini can move onto or over a piece of terrain that has a height that is equal to or less than **half** the height of the unit leader's mini.

- A creature trooper mini cannot climb or clamber.

- A creature trooper mini can pivot and reverse.

- A creature trooper mini cannot embark or disembark.

- When an emplacement trooper mini withdraws it can perform free actions and use abilities.

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 cannot embark or disembark.

- A ground vehicle mini can reverse.

- A ground vehicle mini can pivot, and if it has a non-round base, it displaces friendly and enemy trooper minis when doing so.

- 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 or displace creature 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, clamber, embark, or disembark.

- 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.

  » A repulsor vehicle performing a compulsory move cannot displace creature trooper minis.

Related Topics: Actions, Base, Climb and Clamber, Compulsory Move, Difficult Terrain, Displacement, Impassable Terrain, Notch, Open Terrain, Pivot, 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: 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.

- If the unit leader mini in a unit with the NONCOMBATANT keyword is defeated, a NONCOMBATANT mini cannot be replaced by a new unit leader mini unless there are no other minis without the NONCOMBATANT keyword.

Related Topics: 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.

- The space created by the notch in a mini's base should be treated as a part of that mini's base by other minis. Therefore, no mini's base may be placed inside the notches of another mini's base.

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.

- Objective tokens cannot be placed overlapping other objective tokens.

- When placing objective tokens on the battlefield, objective tokens cannot be placed underneath pieces of terrain.

- 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 via the CLAIM action.

  » 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.

• If the objective card states that a claimed objective token is placed in base contact with a unit during setup, that objective token is considered to be claimed by that unit.

• Some objective cards specify that claimed objective tokens can be dropped by units via the **DROP** free action.

» When a player's unit leader drops a claimed objective token, 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

» After an objective token is dropped by a unit, it is no longer considered to be claimed by that unit.

• Some objective cards specify that objective tokens can be interacted with via the **SABOTAGE/REPAIR** action.

» 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.

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

OBSCURED

See "Cover" on page 29

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.

» 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.

⏶
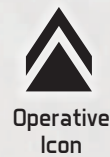
Operative Icon

• Each operative has several 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 name of that operative appearing below the name of the command 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.

• When an operative is defeated, their operative-specific command cards are not discarded from the player's command hand, even though they can no longer be played.

- When a friendly unit is checking whether it is panicked, it cannot use an operative's courage value.

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

OUTMANEUVER (UNIT KEYWORD)

During the Apply Dodge and Cover step of an attack, a unit with the **OUTMANEUVER** keyword can spend dodge tokens to cancel critical (✷) results.

- To cancel critical (✷) results with the **OUTMANEUVER** keyword, a unit spends dodge tokens in the same way it would spend them to cancel (✷) results.

- A unit with the **OUTMANEUVER** keyword can also spend dodge tokens to cancel (✷) results as normal.

- Dodge tokens spent in this way have no other effect.

Related Topics: Attack, Dodge

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.

> » A unit with the keywords JUMP X, REPOSITION, or SPUR must use those keywords if they will enable it to move towards the edge of the battlefield as efficiently as possible.

- 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.

- A panicked unit cannot move into a melee with an enemy unit.

Related Topics: Activation Phase, Activating Units, 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: 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 90° 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.

- When a mini with a non-round base pivots, it cannot overlap other mini's bases, unless it is able to displace those minis.

- When a ground vehicle pivots, if it has a non-round base, it displaces friendly and enemy trooper minis.

Related Topics: Movement, Notch, Unit Leader

POISON TOKENS

At the end of a unit's activation, it suffers 1 wound for each poison token it has, then discards each poison token it has.

Poison Token

- If more than one effect takes place at the end of a unit's activation, the player that controls that unit decides the order of these effects.

- Vehicle and droid trooper units cannot gain poison tokens.

Related Topics: Abilities, Activating Units, Vehicles, Wounds

POISON X (WEAPON KEYWORD)

The POISON X keyword is used to force enemy units to gain poison tokens.

- A non-droid trooper unit that suffers wounds after defending against an attack that includes a weapon with the POISON X keyword gains x poison tokens.

- Vehicle and droid trooper units cannot gain poison tokens.

Related Topics: Attack, Poison Tokens

PLAY AREA

See "Battlefield" on page 19.

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: Aim, Attack, Dice

PREMEASURING

Players can measure with the range ruler and movement tools at any time.

- A player can measure with only 1 movement tool and 1 range ruler at the same time.

- Premeasuring does not commit a player to performing any actions. However, if a mini is picked up or moved it must complete that movement.

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 26.

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: Card Actions, Free Actions

QUICK THINKING (UNIT KEYWORD)

As a card action, a unit with the QUICK THINKING keyword can gain one aim token and one dodge token.

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

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

Related Topics: Aim, Card Actions, Dodge

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. During a panicked unit's activation, it cannot perform free actions and must use its entire activation to perform a single move at its maximum speed as directly as possible toward the nearest edge of the battlefield.

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

  » If a unit 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: Activating Units, Courage, Suppression, Panic

RAM X (WEAPON KEYWORD)

While a unit with the **RAM X** keyword performs an attack, during the "Modify Attack Dice" step, it may change x attack die results to critical (✪) results if it performed at least 1 full standard move at its maximum speed during the same activation as this attack.

- Blank results and hit (✷) results can be changed to critical (✪) results using the **RAM X** keyword

- In order to use the **RAM X** keyword, a unit must have performed a full standard move before performing the attack, and both the move and the attack must be performed during the same activation.

- A unit may use the **RAM X** keyword even if it performed a different action between performing a full standard move and performing an attack, as long as the relevant move and attack are performed during the same activation.

- A full standard move is a move using the full length of the movement tool, placing the unit leader at the very end of the tool when completing the move.

- A unit whose maximum speed has been reduced is still considered to have performed a move at its maximum speed as long as the move was performed using the highest speed movement tool available to that unit.

Related Topics: Abilities, Attack, Dice, Movement, Speed

RANGE

Range is the distance between two miniatures on the battlefield.

- Players measure range using the range ruler. The range ruler consists of five 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 start of the range ruler so it touches the base of the mini that range is being measured from. Then, they point the range ruler toward the mini that range is being measured to. The number of segments (and partial segments) of the range ruler that lie between the bases of the two minis is the 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.

  » 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

  » ❺: Range 5

  » ✛: Beyond range 5

- » 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 between units for any game effect other than an attack, range is measured from the closest mini in one unit to the closest mini in the other unit.

  - » During an attack, range is measured from the attacking unit leader to the closest mini in the defending unit.

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

- When measuring to range 5, if players do not have access to a fifth segment of the range ruler, they may measure to range 1, mark that point, and then measure range 4 from that point to determine range 5.

- 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), Issuing Orders, Line of Sight, Premeasuring, Ranged Weapon, Unit Leader, Weapons, Within (Range)

RANGED WEAPON

A weapon with a blue range icon (❶❷❸❹❺❻) is a ranged weapon. Ranged weapons can only be used during ranged attacks or while using the **fire support** keyword.

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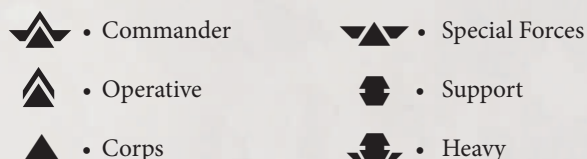
- Each order token contains an image that corresponds to a rank. Players use these order tokens to activate units of the matching rank during the Activation Phase.

- 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 41.

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: Aim, Attack, Standby

RECHARGE X (UNIT KEYWORD)

When a unit with the **RECHARGE X** keyword recovers, it may flip up to x inactive shield tokens from their inactive side to their active side.

Related Topics: Abilities, Recover, Suppression

RECONFIGURE (UPGRADE KEYWORD)

The **RECONFIGURE** keyword allows a dual sided upgrade card to be flipped to another side. When a unit equipped with an upgrade card that has the **RECONFIGURE** keyword recovers or performs a recover action, the player that controls that unit may flip that upgrade card to a different side.

- If an upgrade card has the exhaust icon, using the **RECONFIGURE** ability does not cause that upgrade card to be exhausted.

- When a unit recovers, the player who controls that unit may ready and flip an upgrade card that has the **RECONFIGURE** keyword at the same time.

Related Topics: Dual Sided Cards, Upgrade Cards, Weapons

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

REGENERATE X (UNIT KEYWORD)

At the end of a unit's activation, if it has the **REGENERATE X** keyword, it rolls 1 white defense die for each wound token it has, up to x. For each block (▼) or defense surge (🌣) result, it removes 1 wound token.

- If more than one effect takes place at the end of a unit's activation, the player who controls that unit decides the order of those effects.

Related Topics: Abilities, Activating Units, Dice, Wounds

RELIABLE X (UNIT KEYWORD)

At the start of the Activation Phase, a unit with the **RELIABLE X** keyword gains x surge tokens.

Related Topics: Activation Phase, Surge Tokens

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: Actions, Attack, Free Actions, Movement

REPAIR X: CAPACITY Y (UPGRADE KEYWORD)

REPAIR X: CAPACITY Y is a card ability and can be performed as an action or free action (depending on the card) 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, and choose a friendly droid trooper or vehicle unit at range 1 and in line of sight. Remove a total of up to x wound, ion, and/or vehicle damage tokens from the chosen unit or restore up to x miniatures to that unit. This ability cannot be used if the card that has the **REPAIR X: CAPACITY Y** keyword has a number of wound tokens on it equal to or exceeding y.

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

- Vehicle damage tokens include the damaged token, the disabled token, and the weapon disrupted token.

- **Repair x: capacity y** can be used on units that have the droid trooper, ground vehicle, or repulsor vehicle unit type.

- 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 **repair x: capacity y** ability.

- If a player has a unit with the **repair x: capacity y** ability in their army, it is recommended that the player track which of their droid trooper and vehicle minis have been defeated during the current round, in order to avoid confusion. For example, minis can be tipped on their side and temporarily left on the battlefield near their unit until the round ends.

Related Topics: 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 pivot before performing that standard move or perform a pivot after performing that standard move.

- A unit using the **reposition** keyword cannot perform a pivot both before and after the same standard move.

- A pivot performed with the **reposition** keyword is a move. It is not a move action.

- While a panicked unit with the **reposition** keyword attempts to flee the battlefield, it must use the **reposition** keyword if it will help it to flee the battlefield by the most expeditious route.

- When a unit with the **reposition** keyword is being moved by an opponent, such as via the Force Push upgrade card, the **reposition** keyword can be used by the opponent during that move.

Related Topics: Movement, Panic, Pivot

REPULSOR VEHICLES

See "Vehicles" on page 77.

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 Disrupted:** If the result is a defense surge (⟡), one of the unit's weapons is disrupted. The player's opponent chooses one of that unit's weapons and a weapon disrupted token is placed on the corresponding card. When adding that weapon to an attack pool, only half its dice can be added (of any color, rounding up).

- Damaged tokens, disabled tokens, and weapon disrupted 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 disrupted.

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

RESOLVING DISPUTES

See "Resolving Disputes" on .

RESTORE

See "Treat X: Capacity Y (Upgrade Keyword)" on page 75.

Related Topics: 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, creature trooper, and emplacement trooper units can perform a reverse.

- While performing a reverse, a mini moves along the path created by the movement tool and its base must not overlap terrain or units that it cannot move through.

  » A mini may stop moving anywhere along the path of the movement tool to perform a partial move.

- A player can adjust the joint of the movement tool while performing a reverse.

- A unit reduces its speed by 1, to a minimum of 1, while performing a reverse.

  » Reversing through difficult terrain can cause a unit's speed to be reduced by 2, but only to a minimum of 1.

  » Performing a reverse while having 1 or more immobilize tokens can cause a unit's speed to be zero.

- A reverse is a move. It is not a standard move or a speed-x move.

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, 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.

- 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.

Round Counter

- 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 56.

Related Topics: Objective Cards

SCALE (UNIT KEYWORD)

The SCALE keyword allows a unit to traverse the battlefield with startling agility. When a unit with the SCALE keyword performs a move action, it may either perform a free clamber action before performing that move or perform a free clamber action after performing that move.

- Move actions that can trigger the SCALE keyword include standard moves, climb, clamber, and disembark.

  » A unit with the SCALE keyword can use SCALE in combination with a clamber action move up or down a distance up to height 2.

- When a unit that has the SCALE keyword performs a move, it does not reduce its speed for moving out of, into, or through difficult terrain.

- When a unit that has the SCALE keyword clambers, it does not roll any white defense dice or suffer wounds.

- A unit cannot use the SCALE keyword after withdrawing.

- A unit can use the SCALE keyword multiple times during the same activation.

- While a panicked unit with the SCALE keyword attempts to flee the battlefield, it must use the keyword if it will help it to flee the battlefield by the most expeditious route.

Related Topics: Abilities, Climb and Clamber, Movement

SCATTER (WEAPON KEYWORD)

The SCATTER keyword allows an attacking unit to send the defender into disarray. After a unit performs an attack using a weapon with the SCATTER keyword against a trooper unit whose minis are affixed to small bases, it may move any non-unit leader minis in the defending unit, following all the rules of cohesion, as if the defending unit leader had just performed a standard move.

Related Topics: Abilities, Attack, Cohesion

SCOUTING PARTY X (UNIT KEYWORD)

The SCOUTING PARTY X keyword allows especially skilled scouts to lead a small band of troopers into a forward position. After a unit with the SCOUTING PARTY X keyword uses the SCOUT keyword, it may choose up to x friendly trooper units at range 1–2 that have **not** performed a move using the SCOUT keyword. Each chosen unit may perform a move with a speed equal to x, where x is the SCOUT X value of the unit with the SCOUTING PARTY keyword.

Related Topics: Abilities, Setup, Scout X (Unit Keyword)

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: Deployment, Movement

SECRET MISSION (UNIT KEYWORD)

While a battle rages on, some units have a hidden directive or a dire goal that will swing the tide of the larger conflict. Once per game, as a free card action, a unit with the SECRET MISSION keyword can place 1 victory token on their card if they are within an enemy deployment zone. At the end of the game, if that unit has at least 1 victory token, used the SECRET MISSION ability, and is not defeated, the player that controls that unit gains 1 victory token.

- A player who controls a unit that has the SECRET MISSION keyword and has a victory token gains 1 victory token only if that unit has a victory token due to using the SECRET MISSION ability.

- When playing a game that uses scenario battle cards, such as those found in the Downed AT-ST expansion, unless otherwise stated, the SECRET MISSION keyword cannot be used.

  » Scenario battle cards have a scenario icon in the top right corner of the card.

Related Topics: Abilities, Victory Tokens

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: Attack, Cover, Cover X (Unit Keyword), Weapons, See "Additional Terrain Rules" on page 8.

SHIELD TOKENS

Units can have shield tokens that allow them to add block (▼) results while defending against ranged attacks. Shield tokens are double-sided, with an active side and an inactive side, and are considered **active** or **inactive** depending on which side is faceup.

Active and Inactive Shield Tokens

- Whenever a shield token enters play, such as during deployment, it enters play with its active side faceup.

- When a unit flips an active shield token, that shield token is flipped to its inactive side and is now inactive. When a unit flips an inactive shield token, that shield token is flipped to its active side and is now active.

- Shield tokens are placed on the battlefield next to the unit leader of the unit that has those shield tokens.

- While defending against a ranged attack, during the "Roll Defense Dice" step, before rolling defense dice, the defender may flip any number of active shield tokens. For each shield token flipped in this way, the defender adds 1 block (▼) result. The defender rolls 1 fewer defense die for each block (▼) result added in this way.

  » Active shield tokens can be flipped to add block (▼) results only during ranged attacks.

  » During the "Modify Defense Dice" step, the attacker **cannot** use the **pierce x** keyword to cancel block (▼) results added by shield tokens.

- At the start of the "Roll Defense Dice" step, before any other effects, if the attack pool includes the **ion x** keyword, for each hit (✸) or critical (✳) result, up to x, the defender must flip an active shield token if able. The defender does not add block (▼) results for shield tokens flipped in this way.

- Certain game effects allow a unit to flip inactive shield tokens. When doing so, flip shield tokens from their inactive side to their active side.

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

SHIELDED X (UNIT KEYWORD)

A unit with the **shielded x** keyword has x shield tokens.

- If a unit gains the **shielded x** keyword, it gains x shield tokens. Similarly, if a unit loses the **shielded x** keyword it loses x shield tokens.

Related Topics: Abilities, Keywords

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 Weapon, Ranged Weapon

SMALL (UPGRADE KEYWORD)

Some minis that are added to units by upgrade cards or counterpart cards are very small, and their presence has a negligible effect when that unit is targeted by a ranged attack. While a unit is defending against a ranged attack, each mini with the **small** keyword is ignored for the purposes of determining line of sight, cover, and range.

- When determining line of sight during an attack, ignore each mini with the **small** keyword in the defending unit. Determine line of sight to that unit as normal for all other effects.

  » If a mini with the **small** keyword is the only mini in a unit visible to an enemy unit, that unit cannot be attacked by that enemy unit.

  » A mini with the **small** keyword still suffers wounds as normal if the attacking unit would otherwise have line of sight to it during an attack.

- When determining cover during an attack, ignore each mini with the **small** keyword in the defending unit.

  » For the purposes of determining cover, each mini with the **small** keyword is treated as though it were not a part of the defending unit.

- When determining range to a defending unit during an attack, ignore each mini with the **small** keyword in the defending unit. Measure range to that unit as normal for all other effects.

» If a mini with the SMALL keyword is the only mini in a unit that an enemy unit's weapons would have range to, that unit cannot be attacked by that enemy unit.

• The SMALL keyword is used only during ranged attacks.

Related Topics: Attack, Cover, Line of Sight, Miniature, Range

SMOKE TOKENS

Clouds of smoke on the battlefield can provide tactical cover to troops. Trooper units whose unit leader is at range 1 of a smoke token improve their cover by 1. While a trooper unit is attacking, if the attacking unit leader is at range 1 of a smoke token, the defender improves their cover by 1. Smoke tokens are removed at the end of each round.

Smoke Token

• A vehicle unit at range 1 of a smoke token does not improve its cover, and units defending against a vehicle unit whose unit leader is at range 1 of a smoke token do not improve their cover.

• During the End Phase, all smoke tokens are returned to the supply.

• Effects that improve a unit's cover are cumulative.

  For example, a unit whose unit leader is at range 1 of two smoke tokens would improve its cover by 2.

Related Topics: Attack, Cover, Smoke X (Unit Keyword)

SMOKE X (UNIT KEYWORD)

A unit that has the SMOKE X keyword can perform the SMOKE X card action. To perform this action, the unit places x smoke tokens **within** range 1 and in line of sight of its unit leader.

• Smoke tokens cannot overlap any objective, condition, charge, or other smoke tokens, and must be placed on a flat surface.

Related Topics: Attack, Cover, Smoke Tokens

SORESU MASTERY (UNIT KEYWORD)

Those who have mastered the Soresu style of lightsaber combat have perfected the defensive arts. While a unit with SORESU MASTERY is defending or using the GUARDIAN X keyword, if it spends a dodge token, its surge conversion chart gains "� : ▼," and the attacker suffers 1 wound for each defense surge (�) result rolled during the "Roll Defense Dice" step.

• While using the GUARDIAN X keyword, a unit with the SORESU MASTERY keyword can spend 1 dodge token at the start of the "Modify Attack Dice" step of an attack to cancel 1 hit (✷) result.

» This canceled hit (✷) result counts as one of the x hit (✷) results canceled with GUARDIAN X.

» If the unit with SORESU MASTERY spends a dodge token in this way, it will roll 1 fewer defense die while using GUARDIAN X.

» SORESU MASTERY cannot be used to spend a dodge token while using GUARDIAN X if the attack pool contains only weapons with the HIGH VELOCITY keyword.

» While using the GUARDIAN X keyword, a unit with the SORESU MASTERY keyword can spend only 1 dodge token.

• If SORESU MASTERY is used against an attack that includes the IMMUNE: DEFLECT keyword, it cannot cause wounds to the attacker.

• A unit must spend a dodge token to gain the benefits of the SORESU MASTERY keyword. Spending this dodge token cancels one hit (✷) result,. If the unit is defending, it may spend additional dodge tokens to cancel additional hit (✷) results; however, doing so does not improve or add to the benefits of the SORESU MASTERY keyword.

• If a unit uses the SORESU MASTERY keyword during an attack, it is possible for the attacker to be defeated during the "Roll Defense Dice" step. If the SORESU MASTERY 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: Attack, Guardian X (Unit Keyword), Immune: Deflect (Unit Keyword)

SPEED

See "Movement" on .

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.

- When a unit performs a compulsory move, the bases of the minis in the unit can partially overhang ledges, as long as each mini is stable and is not precariously placed. If there is not room to place a unit leader's base on the surface that the unit is moving onto, or if any mini's base cannot be placed legally and maintain cohesion, that unit cannot complete the compulsory move.

- During a compulsory move, if the unit leader would end its movement on a piece of terrain it would normally ignore due to the **SPEEDER X** keyword or the repulsor vehicle unit type, it may shift backwards along the movement tool by a distance no greater than half the length of its base, so that its base is able to be placed legally on the battlefield or terrain piece. It may not do so if the terrain is not ignored by the **SPEEDER X** keyword or the repulsor vehicle unit type and would cause the unit to be unable to complete the compulsory move.

» A unit leader's base may only be moved backwards along the movement tool, it cannot be moved forward past the end of the movement tool.

» A unit leader's base cannot be moved back more than half the diameter of the base.

» A unit leader must still move as far along the movement tool as possible, it may move back only to allow its base to be placed legally and in a stable position on the battlefield or piece of terrain.

» If the unit leader still cannot be legally placed on the battlefield, it moves as far along the movement tool as possible and takes damage equal to its speed for failing to complete its compulsory move.

Related Topics: 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, Standby, Withdraw

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: Actions, Aim, Card Actions

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: Attack, Attack Pool, Dice, Line of Sight, Miniature, Weapons

SPUR (UNIT KEYWORD)

While a unit with the **SPUR** keyword performs a move, it may gain 1 suppression token to increase its maximum speed by 1.

- A unit using the **SPUR** keyword cannot gain multiple suppression tokens during the same move to increase its maximum speed by more than 1.

- When a unit uses the **SPUR** keyword, its maximum speed is increased only for that move, not for subsequent moves.

- When a unit performs a move, apply any effects that increase the unit's maximum speed (up to speed 3), before applying any effects that reduce that unit's maximum speed.

  For example, a unit that normally has a maximum speed of 1, but has 1 immobilize token, can use the SPUR keyword to perform a move with a total maximum speed of 1. However, a unit that normally has a maximum speed of 1, but has 2 immobilize tokens, cannot use the SPUR keyword to perform a move because its maximum speed would still be 0.

- A unit cannot have a maximum speed beyond 3.

- While a panicked unit with the **SPUR** keyword attempts to flee the battlefield, it must use the **SPUR** keyword if it will help it to flee the battlefield by the most expeditious route.

Related Topics: Abilities, Immobilize Tokens, Movement, Speed, Suppression

STANDARD MOVE

A standard move is the most common way that units maneuver across the battlefield. To perform a standard move, a unit places a movement tool against the base of its unit leader and moves that leader along the tool. If it is a notched base, the movement tool is placed in the notch in the front of the unit leader's base.

- All speed-x moves are standard moves.

- A compulsory move is a standard move.

- Pivot, Reverse, Strafe, Climb, Clamber, Embark, and Disembark are not standard moves.

Related Topics: Compulsory Move, Movement, Notch

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.

- A unit cannot spend more than one standby token per instance of being able to spend standby tokens, even if that unit is able to spend standby tokens from other units.

- Standby tokens can be spent only during the Activation Phase.

- 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, Suppression, Troopers, Vehicles

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: Actions, Attack, Free Actions, Movement

STRAFE

Strafing is a type of movement unique to units with the **HOVER** keyword and that have side notches on their base. A strafe is a sideways movement in which the unit generally maintains the same facing.

- To perform a strafe, place the end of a movement tool into one of the side notches on the unit's base. Keeping the movement tool in place on the battlefield, lift the unit and place the **opposite** side notch into the **opposite** end of the movement tool.

- While performing a strafe, a mini moves along the path created by the movement tool and its base must not overlap terrain or units that it cannot move through.

  - » A mini may stop moving anywhere along the path of the movement tool to perform a partial move.

- A player can adjust the joint of the movement tool while performing a strafe.

- A unit reduces its speed by 1, to a minimum of 1, while performing a strafe.

  - » Strafing through difficult terrain can cause a unit's speed to be reduced by 2, but only to a minimum of 1.

  - » Performing a strafe while having 1 or more immobilize tokens can cause a unit's speed to be zero.

- A strafe is a move. It is not a standard move or a speed-x move.

- Only units with both the **HOVER** keyword and side notches on their base can strafe.

  - » A unit with the **HOVER** keyword but without side notches cannot strafe.

Related Topics: Hover: Ground/Air X (Unit Keyword), Immobilize Tokens, Movement, Notch

SUPPLY DECK

The Supply Drop condition card requires one supply deck. A supply deck is comprised of 16 supply cards. Both players draw from the same supply deck while playing with this condition card. Supply cards are equipped to units during a game by using the **RESUPPLY** ability found on the Supply Drop condition card.

Supply
Card Back

- A supply deck is always comprised of the following supply cards:

  - » Two copies of Bacta Capsules.

  - » Two copies of Arc Welder.

  - » Two copies of Camouflage.

  - » Two copies of Grapnel-Harpoon.

  - » Two copies of Precision Scopes.

  - » Two copies of Targeting Rangefinder.

  - » Two copies of Holoprojector.

  - » Two copies of Field Scanner.

- Supply upgrade cards can only be equipped via the Supply Drop condition card text and can only be used in conjunction with that condition card.

- A unit can equip two copies of the same supply upgrade card.

Related Topics: Condition Cards, Condition Tokens, Exhaust, Expend, Upgrade Cards

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. During a panicked unit's activation, it cannot perform free actions and must use its entire activation to perform a single move at its maximum speed as directly as possible toward the nearest edge of the battlefield.

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

  » If a unit 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.

- 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, Courage, Cover, Dice, Displacement, End Phase, Free Actions, Panic, Recover, 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: Attack, Attack Pool, Suppression, Weapons

SURGE TOKENS

Units can gain surge tokens that allow them to convert surges during an attack or while defending.

Surge Token

- During the "Convert Attack Surges" step of an attack, an attacking unit may spend 1 or more surge tokens to convert 1 attack surge (⚡) result to a hit (✴) result for each surge token spent.

- During the "Convert Defense Surges" step of an attack, a defending unit may spend 1 or more surge tokens to convert 1 defense surge (⚡) result to a block (▼) result for each surge token spent.

- While a unit uses the GUARDIAN X keyword, after rolling defense dice, it can spend 1 or more surge tokens to convert 1 defense surge (⟁) result to a block (▼) result for each surge token spent.

- During the End Phase, all unspent surge tokens are returned to the supply.

Related Topics: Abilities, Attack, Surges

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.

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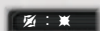
  » ⟁: Defense surge. Some units can change defense surge (⟁) results to block (▼) results while defending, as indicated on their surge conversion chart.

  | ⟁ : ▼ |

- 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

TACTICAL X
(UNIT KEYWORD)

The TACTICAL X keyword allows a unit to gain a number of aim tokens equal to x, each time that unit performs a standard move.

- Climbing, clambering, embarking, disembarking, pivoting, reversing, and strafing are not standard moves.

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

- A unit with the TACTICAL X keyword that performs a standard move during the Deployment Phase (such as by using the SCOUT X keyword) gains x aim tokens.

- A unit with TACTICAL X will always gain x aim tokens after it performs a standard move, including speed-x moves.

Related Topics: Aim, Movement

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: Actions, Card Actions, Dodge

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 friendly 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: Aim, Dodge, Unit

TARGET X (UNIT KEYWORD)

When a unit with the TARGET X keyword is issued an order, it gains x aim tokens.

- If a unit with the TARGET X keyword would be issued an order but a game effect causes that order not to be issued or to be issued to another unit instead, that unit cannot use the TARGET X keyword.

- 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, Actions, Aim, Issuing Orders

TERRAIN

See "Additional Terrain Rules" on .

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: Attack, Movement, Pivot, Weapons

TRANSPORT X: OPEN/ CLOSED (UNIT KEYWORD)

The **TRANSPORT X: OPEN/CLOSED** keyword allows a vehicle to transport friendly trooper units. Eligible units can perform an embark move to be transported by a vehicle with the **TRANSPORT X** keyword. For rules on how units embark and disembark, see "Embark and Disembark" on page 39. And for rules on being transported, see "Transported" on page 74.

- A vehicle with the **TRANSPORT X** keyword can transport a number of eligible units up to the value x.

- During setup, if a player has deployed a vehicle with the **TRANSPORT X** keyword, they may choose, as one of their alternating deployments, to deploy an eligible unit such that it is being transported by that vehicle.

- After a vehicle with the **TRANSPORT X: OPEN** keyword defends against an attack, if it suffered 1 or more wounds, each unit that it is transporting suffers 1 wound. The **TRANSPORT X: CLOSED** keyword does not have this effect.

- If a vehicle with the **TRANSPORT X: OPEN** keyword is defeated during an attack, each unit it is transporting suffers 1 wound due to the **TRANSPORT X: OPEN** rules, in addition to gaining 1 suppression token and suffering 1 wound due to the vehicle being defeated.

Related Topics: Embark And Disembark, Transported, Wounds

TRANSPORTED

Units can be transported by vehicles with the **TRANSPORT X** and **LIGHT TRANSPORT X** keyword. A unit that has embarked onto a vehicle is being transported by that vehicle until it disembarks from that vehicle. For rules on how units embark and disembark, see "Embark and Disembark" on page 39.

- While a unit is being transported, it cannot perform any actions except for the disembark action.

- While a unit is being transported, it cannot perform attacks or be the defender of an attack.

- While a unit is being transported, it can gain tokens from card effects as normal.

- While a unit is being transported, it cannot spend tokens.

- While a unit is being transported, it removes tokens at the end of the round as normal.

- While a unit is being transported, it can suffer wounds as normal.

- While a unit is being transported, when it activates it performs its "Rally" step as normal.

- Units can be issued orders while being transported.

- Commanders and operatives can issue orders while being transported.

- While a commander is being transported, that commander's courage value can be used by friendly units when checking for panic.

- When measuring range from a transported unit, measure from the base of the vehicle that is transporting that unit. When measuring range to a transported unit, measure to the base of the vehicle that is transporting that unit.

- When determining line of sight from a transported unit, determine line of sight from the vehicle that is transporting that unit. When determining line of sight to a transported unit, determine line of sight to the vehicle that is transporting that unit.

- When a vehicle that is transporting a unit is defeated, before removing that vehicle from the battlefield, place the unit leader of a transported unit in base contact with the vehicle and any other miniatures in cohesion. Then, remove the vehicle, and the unit that was being transported gains 1 suppression token and suffers 1 wound.

- Game text on objective cards **does not** apply to units that are being transported.

- If a vehicle is in base contact with a piece of terrain or another mini, a unit being transported by that vehicle is **not** considered to be in base contact with that piece of terrain or that other mini.

- If a unit being transported becomes panicked, it must disembark and attempt to flee the battlefield by the most expeditious route.

Related Topics: Embark And Disembark, Light Transport X: Open/Closed (Unit Keyword), Transport X: Open/Closed (Unit Keyword)

TREAT X: CAPACITY Y (UPGRADE KEYWORD)

TREAT X: CAPACITY Y is a card ability and can be performed as an action or free action (depending on the card) 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, and choose a friendly non-droid trooper unit at range 1 and in line of sight. Remove a total of up to x wound and/or poison tokens from the chosen unit or restore up to x miniatures to that unit. This ability cannot be used if the card that has the **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.

- **TREAT X: CAPACITY Y** can be used on units that have the trooper, emplacement trooper, or creature trooper unit type.

  » **TREAT X: CAPACITY Y** cannot be used on units that have the droid trooper unit type.

- 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 tipped on their side and temporarily left on the battlefield near their unit until the round ends.

Related Topics: 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.

- A creature trooper is a subtype of the trooper unit type. Creature troopers have additional rules. See " Creature Trooper" on page 32

- An emplacement trooper is a subtype of the trooper unit type. Emplacement troopers have additional rules. See "Emplacement Trooper" on page 39.

- A clone trooper is a subtype of the trooper unit type. Clone troopers have additional rules. See "Clone Trooper" on page 23.

- A droid trooper is a subtype of the trooper unit type. Droid troopers have additional rules. See "Droid Trooper" on page 38

Related Topics: Climb and Clamber, Clone Trooper, Cohesion, Courage, Creature Trooper, Displacement, Droid Trooper, Emplacement Trooper, Engaged, Line of Sight, Melee, Movement, Panic, Suppression, Vehicles, Unit, 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: 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: Commander, Factions, Miniature, Operative, Rank, Unique Cards, Troopers, Vehicles, 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 76.

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, 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.

  - Heavy Weapon
  - Personnel
  - Force
  - Command
  - Hardpoint
  - Gear
  - Grenades
  - Comms
  - Pilot
  - Training
  - Generator
  - Armament
  - Crew
  - Ordnance

- 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 or the Separatist Alliance factions can equip upgrades with a "Dark Side only" restriction.

» Only units of the Rebel Alliance or the Galactic Republic factions 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 (🔘), grenade (🔘), armament (🔘), crew (🔘), or ordnance (🔘), upgrade 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, Unique Cards, Weapons, See "Card Anatomy" on page 4, See "Army Building" on page 5.

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 64.

Vehicle Damage Tokens

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

Related Topics: Damaged, Disabled, Resilience, Vehicles, Weapon Disrupted, Wounds

VEHICLES

A vehicle is a unit type that consists of one or more miniatures affixed to a notched 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.

• Most vehicles have a resilience value, which determines the amount of wounds that can be assigned to that vehicle before it is damaged, disabled, or have one of its weapons disrupted.

» Some vehicles do not have a resilience value. These units have a "–" on their unit card where a resilience value would normally be. These vehicles cannot be damaged, disabled, or have one of their weapons disrupted.

• 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.

» Ground vehicles with a non-round base displace trooper minis when they pivot.

» 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 cover; repulsor vehicles do not obscure other minis and do not provide cover.

» Walking ground vehicles with legs typically provide light cover.

» Wheeled or treaded ground vehicles provide heavy cover.

- Vehicles can block line of sight.

Related Topics: <u>Damaged</u>, <u>Disabled</u>, <u>Displacement</u>, <u>Firing Arcs</u>, <u>Line of Sight</u>, <u>Melee</u>, <u>Movement</u>, <u>Notch</u>, <u>Pivot</u>, <u>Resilience</u>, <u>Reverse</u>, <u>Troopers</u>, <u>Unit</u>, <u>Weapon Disrupted</u>, See "Additional Terrain Rules" on <u>page 8</u>.

VERSATILE (WEAPON KEYWORD)

Some ranged weapons have the **VERSATILE** keyword. Units can perform attacks with a **VERSATILE** weapon even while engaged.

- A weapon with the **VERSATILE KEYWORD** that is not also a melee weapon cannot be used to perform a melee attack.

  » A weapon with the **VERSATILE** keyword that is both a ranged weapon and a melee weapon can be used to perform either a ranged attack or a melee attack.

Related Topics: <u>Attack</u>, <u>Melee</u>, <u>Engaged</u>

VERTICAL MOVEMENT

See "Vertical Movement" on <u>page 10</u> and "Climb and Clamber" on <u>page 22</u>.

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 are gained through various card effects; most typically they are gained through objective cards.

Victory Tokens

- 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: <u>Objective Cards</u>, <u>Objective Tokens</u>, <u>Winning the Game</u>

WEAK POINT X: REAR/SIDES (UNIT KEYWORD)

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

- While a unit with the **WEAK POINT X** 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: <u>Attack</u>, <u>Dice</u>, <u>Firing Arcs</u>, <u>Impact X (Weapon Keyword)</u>, <u>Unit Leader</u>, <u>Weapons</u>

WEAPON DISRUPTED

A vehicle unit can have one of its weapons disrupted when it has wound tokens equal to or exceeding its resilience value (see "Resilience" on page 64).

Weapon Disrupted Token

- When a vehicle unit's weapon is disrupted, a weapon disrupted token is placed on that weapon's corresponding upgrade card or on that weapon's corresponding section of the vehicle's unit card.

  » When adding that weapon to an attack pool, only half its dice can be added (of any color, rounding up).

- A weapon disrupted token is one of three different types of vehicle damage tokens.

- If a weapon with the **SPRAY** keyword has a weapon disrupted token, each time it's dice are added to the attack pool by the **SPRAY** keyword, add only half of those dice (of any color, rounding up).

Related Topics: <u>Attack</u>, <u>Dice</u>, <u>Resilience</u>, <u>Upgrade Cards</u>, <u>Vehicles</u>, <u>Weapons</u>, <u>Wounds</u>

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 (❶❷❸❹❺❻) is a ranged weapon. Ranged weapons can only be used during ranged attacks or while using the **FIRE SUPPORT** keyword.

- A weapon with a yellow range icon (❶❷❸❹❺) 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 (❶❷❸❹❺❻) 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.

- Hard point (⚙), grenade (💣), armament (🛡), crew (👥), or ordnance (⦿), upgrade cards add another weapon option to a unit. Those 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 one of these types of upgrade cards may use that weapon instead of another weapon on their unit card or equipped upgrade card.

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

WHEEL MODE (UNIT KEYWORD)

A unit with the **WHEEL MODE** keyword can transform into a swift wheel to traverse the battlefield rapidly.

- At the start of its activation, a unit with the **WHEEL MODE** keyword can increase its maximum speed to 3 until the end of that activation. If it does, until the end of the round, it gains **COVER 2** and cannot attack or flip active shield tokens.

  » A unit can enter wheel mode only at the start of its activation.

  » While in wheel mode a unit cannot flip shield tokens to their inactive side to add block (▼) results while defending.

- To indicate that a unit of droidekas is using wheel mode, a player may replace their standing droideka miniatures with ball-form droideka minis, or simply mark the unit with a wheel mode token.

Wheel Mode Token

  » If the droideka unit intends to move during that activation, an expedient and accurate way to replace the minis is to place the movement tool in the front notch of the standing droideka unit leader mini but use a ball-form droideka mini to complete the move, removing the standing droideka mini after the move.

- Players should use the ball-form droideka minis **only** when the unit uses the **WHEEL MODE** keyword and only for the duration of that round. At the end of the round, any ball-form droideka minis should be replaced with standing droideka minis.

Related Topics: Abilities, Cover X (Unit Keyword), Movement

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, Victory Tokens, See "Army Building" on page 5 for points values.

WITHDRAW

If a trooper unit is engaged, it can leave that melee by withdrawing during its activation.

- To withdraw a unit must use its entire activation and spend all of its available actions to perform a single speed-1 move.

- A unit that is withdrawing cannot perform any other actions, including free actions, and cannot use any of its own abilities or keywords while withdrawing.

  » A unit is not required to have two available actions to withdraw. A suppressed trooper unit or ionized droid trooper unit can still use its one available action to withdraw.

  » A unit with no available actions cannot withdraw.

- A withdraw is considered a move action.

- A unit can withdraw into a melee with a different enemy unit.

  » A unit cannot withdraw in such a way that it moves back into melee with a unit it is withdrawing from.

- A unit with a maximum speed of zero cannot withdraw.

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

  » When a creature trooper or emplacement trooper withdraws, it can perform free actions and use abilities. It must still spend all available actions and performs a speed-1 move.

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), Premeasuring, Range

WOUNDS

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

6
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.

- 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.

Wound Token

  » 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 Disrupted:** If the result is a defense surge (⚔), one of the unit's weapons is disrupted. The player's opponent chooses one of that unit's weapons and a weapon disrupted token is placed on the corresponding card. When adding that weapon to an attack pool, only half its dice can be added (of any color, rounding up).

Related Topics: Attack, Damaged, Defeated, Resilience

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
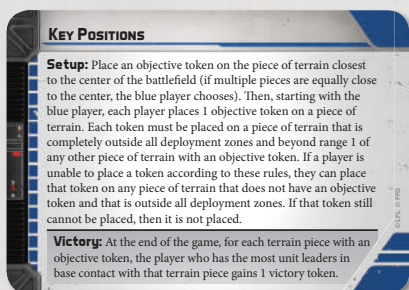
Updated Card

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

LIMITED VISIBILITY

This battle card should read:

"During the first round, units cannot perform ranged attacks beyond range 2.

During the second round, units cannot perform ranged attacks beyond range 3."

Updated Card

RAPID REINFORCEMENTS

This battle card should read:

"**Setup:** 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."

COMMAND CARDS

Updated Card

COORDINATED FIRE

This command card should read:

"After a friendly ▲ unit performs a ranged attack, if it spent 1 or more aim tokens, another friendly unit at range 1–2 may gain 1 aim token."

UNIT CARDS

1.4 FD LASER CANNON TEAM

The range of the 1.4 FD Laser Cannon weapon on this unit card should be 1-5.

Updated Card

E-WEB HEAVY BLASTER TEAM

This unit card should not have the **Plodding** keyword.

Updated Card

T-47 AIRSPEEDER

This unit card should have the **Immune: Range 1 Weapons** keyword.

Updated Card

UPGRADE CARDS

BATTLE MEDITATION

This upgrade card should read:

"While you are issuing orders using a command card, you may issue 1 of those orders to any friendly unit on the battlefield, instead of a unit indicated on the command card."

Updated Card

COMMANDING PRESENCE

This upgrade card should read:

"When issuing orders, you can issue orders at range 1–4."

Updated Card

COMMS RELAY

This upgrade card should read:

"*Non-emplacement trooper only.*

When you would be issued an order, you may choose a friendly unit at range 1–2. Issue an order to the chosen unit instead. If you do, you cannot be issued another order during this round."

Updated Card

DH-447 SNIPER

The range of the weapon on this upgrade card should be 1-5.

Updated Card

DLT-19X SNIPER

The range of the weapon on this upgrade card should be 1-5.

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."

Updated Card

LONG-RANGE COMLINK

This upgrade card should read:

"During the Command Phase, you can be issued orders by friendly ◬ or △ units regardless of range."

Updated Card

T-7 ION SNOWTROOPER

The range of the weapon on this upgrade card should be 1-3.

Updated Card

WEDGE ANTILLES

This upgrade card should read:

"*Rebel only. Repulsor Vehicle only.*

▶▶ Perform a pivot."

Updated Card

POINTS ADJUSTMENTS

For competitive tournament play, players should use the adjusted points values listed below instead of the values printed on the cards. The printed points values on cards can be used for non-tournament play.

NEUTRAL UPGRADES

Upgrade	Cost
☺ Commanding Presence	5
◐ Comms Jammer	5
◑ Long Range Comms	5
☻ Battle Meditation	5
☻ Force Reflexes	10
☻ Saber Throw	5
▣ Emergency Stims	12
▣ Targeting Scopes	4
▤ Barrage Generator	7
▤ Overcharged Generator	7
◈ Duck and Cover	4

GALACTIC EMPIRE

Unit	Cost
74-Z Speeder Bikes	75
AT-ST	170
Darth Vader (Dark Lord of the Sith)	190
Scout Trooper Strike Team	20

Upgrade	Cost
⚑ HH-12 Stormtrooper (Stormtroopers)	26
⚑ T-7 Ion Snowtrooper (Snowtroopers)	26

REBEL ALLIANCE

Unit	Cost
Chewbacca (Walking Carpet)	95
Jyn Erso (Stardust)	110
Rebel Commando Strike Team	20
T-47 Airspeeder	140

Upgrade	Cost
◉ A300 Long/Short Range Config (Pathfinders)	0
◉ AT-RT Flamethrower (AT-RT)	20
◉ AT-RT Rotary Blaster (AT-RT)	20
◉ AT-RT Laser Cannon (AT-RT)	20
◉ Ax-108 "Ground Buzzer" (Air Speeder)	10
◉ Mo/Dk Power Harpoon (Air Speeder)	3
⚑ CM-O/93 Trooper (Rebel Veterans)	26
⚑ MPL-57 Ion Trooper (Rebel Troopers)	24
⚑ MPL-57 Barrage Trooper (Fleet Troopers)	25

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.)

Players can issue orders to their own units and to their teammate's units. However, 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 game and card effects, including the effects on command cards. However, a player 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.

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