



## DANGEROUS ENVIRONMENTS GAME MODE:

Commanders sometimes find themselves plunged into battle at a moment's notice, ordering their troops to deploy in less-than-ideal conditions. The battlefields on which armies fight are often just as critical to the outcome as the armies themselves, if not more so. Whether they find themselves on a scorching lava field, caught in an earthquake, or buffeted by severe storms, troopers must find a path to victory.

## ARMY BUILDING:

Players use the standard *Star Wars™: Legion* army building rules.

For a more narrative-driven experience, players should collaborate during list building to tell a specific story.

## SETUP PHASE:

Follow the Setup Phase steps as described in the Rulebook with the following exceptions:

- During the Establish the Battlefield and Gather Components step of Setup, players must agree on one of the Calamity Cards to use for that game.
- Advantage Cards are not used in this game. During the Build a Mission step of Setup, players do not reveal Advantage Cards. When modifying the mission, players cannot choose any of the options that would reveal an Advantage Card.
- When Advantage Cards would normally be setup during the Build a Mission step of Setup, starting with the blue player, players alternate placing an advantage token on the battlefield until each player has placed two advantage tokens. An advantage token may not be placed at ⚡ of a battlefield edge or at ⚡ of another advantage token.

## SPECIAL RULES:

At the start of each round, one player rolls a red defense die and consults the chart on the Calamity Card being used in this game, applying the effect that corresponds to the die result rolled.



## CALAMITY CARDS

### SEVERE WEATHER

### FUSION BOMBED PLANET

#### Reduced Visibility:

This round, whenever a unit not at  $\textcircled{2}$  of an advantage token is performing an attack, it cannot declare a unit beyond  $\textcircled{2}$  of the attacking unit leader as a defender.

#### Storm Shelter:

This round, when a unit begins its activation at  $\textcircled{1}$  of an advantage token, it removes 1 suppression token and may ready 1 of its exhausted upgrade cards.

#### Flying Debris:

Roll a red defense die for each unit on the battlefield. On a  $\blacktriangledown$  result, that unit gains 1 suppression token. Then, if the unit is not at  $\textcircled{1}$  of an advantage token, it gains 1 suppression token.

#### Radiation Storm:

This round, when a unit ends its activation, if it is not at  $\textcircled{1}$  of an advantage token, it suffers 1 wound.

#### Glassed Surface:

This round, when a unit begins a move, if that unit's unit leader is not at  $\textcircled{1}$  of an advantage token, it treats all open terrain as difficult terrain during that move. A unit may gain 1 suppression token to ignore this effect.

#### Magnetic Field Disruptions:

When issuing orders this round, orders may only be issued to units within  $\textcircled{1}$  of an advantage token.

### FEARSOME FAUNA

### FLYING BASE

#### Incoming Stampede:

This round, when a trooper or ground vehicle unit begins a move, if that unit's unit leader is at  $\textcircled{1}$  of an advantage token, that unit reduces its maximum speed by 1 to a minimum of 1 for that move. If that unit is a trooper unit, it gains 1 dodge token after the move is resolved.

#### In the Clouds:

This round, defending units whose unit leader is not at  $\textcircled{1}$  of an advantage token improve the numerical value of their cover by 1 during the Determine Cover step. Additionally, this round, while a unit is attacking, if the attacking unit leader is not at  $\textcircled{1}$  of an advantage token, the defending unit improves the numerical value of their cover by 1.

**Grazing Herd:** This round, while a trooper unit is at  $\textcircled{1}$  of an advantage token, it gains **Low Profile**. At the end of the End Phase, starting with the blue player, each player places 1 of the advantage tokens at  $\textcircled{1}$  of its current position. Each advantage token may be placed this way only once per round.

#### Transit System:

This round, while a unit is at  $\textcircled{1}$  of an advantage token, it gains **> JUMP 2** and treats its maximum speed as 3.

#### Apex Predator:

When this result is rolled, each unit at  $\textcircled{1}$  of an advantage token gains 1 suppression token and that unit's controlling player rolls 3 red defense dice. For each  $\blacktriangledown$  or Blank result, that unit suffers 1 wound.

**Buckle Up:** This round, after a unit performs a move, if that unit's unit leader is not at  $\textcircled{1}$  of an advantage token, that unit's controlling player rolls a red defense die. If a  $\blacktriangledown$  result is rolled, the opposing player may perform a speed-1 move with that unit. Each unit may be moved this way only once per round.

