

STAR WARS REGIMENT QUICK  
REFERENCE SHEET  
Ver 0.1 Closed Alpha

## Setup:

1. Establish Play Area
2. Gather Components and tokens.
3. Declare and Place Terrain
4. Select Player Colour and Table Side
5. Define Mission: You may...
  - a) Reveal the top card of your Objective deck, replacing the current one.
  - b) Reveal the top card of your Condition deck, replacing the current one
  - c) Reveal the top card of your Advantage deck, replacing **your** current one
  - d) Reveal the top card of your **opponents** Advantage Deck, replacing **their** current one
  - e) Blue Player may switch colours with Red Player.
6. Set up Mission Objectives and Deployment Zones.
7. Deploy Units
8. Blue Player Start.

## Turn Sequence

1. Activation Phase
  - a. Create the Pass Pool
  - b. Choose Two Units
  - c. Activate Two Units
    - i. Rally
    - ii. Actions
    - iii. Place Order Token Faceup
  - d. Return All Order Tokens
2. Command Phase
  - a. Remove One Suppression
  - b. Select and Play Command Cards
  - c. Determine Attack Priority
  - d. Nominate Commanders and Issue Orders
  - e. Create Order Pool
3. Attack Phase
  - a. Resolve Attacks
    - i. Choose One Unit
    - ii. Perform Attack
    - iii. Place Order Token Facedown
4. End Phase
  - a. Remove Defeated Units

## Structures:

- Small: 4 wounds
- Medium: 6 Wounds
- Large: 8 Wounds

## Garrisoned Units in Destroyed building(d6):

5-6: No Effect  
3-4: 1 suppression  
1-2: 1 wound

## Attack Sequence:

1. Declare Defender
2. Form Attack Pool
  - a. Determine Eligible Elements
  - b. Choose Weapons
  - c. Gather Dice
3. Declare Additional Defender
4. Roll Attack Dice
  - a. Roll Dice
  - b. Reroll Dice
  - c. Convert Results
5. Apply Dodge and Cover
  - a. Determine number of obscured elements
  - b. Determine cover
  - c. Roll Cover pool
  - d. Apply Cover
  - e. Apply Dodge
6. Modify Attack Dice
7. Roll Defense Dice
  - a. Roll Dice
  - b. Reroll Dice
  - c. Convert Results
8. Modify Defense Dice
9. Compare Results and Assign Wounds
10. Assign Suppression
11. Choose Additional Attack Pool

### DETERMINE COVER

If at least half of the elements in the defending unit are obscured, the defending unit has Cover. While a unit is Suppressed, it has Cover.

If engaged in melee, units do not benefit from cover.

### ROLL COVER POOL

If the defending unit has Cover, the defending player rolls 1 D6 defense die for every non-critical hit result in the Attack Pool.

### APPLY COVER

For each 5+ result in the Cover Pool, cancel 1 non-critical hit result in the Attack Pool.

## Ranges:

½: 3"  
1: 6"  
2: 12"  
3: 18"  
4: 24"  
5: 30"

## Exploding Heavies

Heavy units explode when destroyed. After a heavy unit is defeated, but before it is removed from the battlefield, roll one D6 for each element (friend or foe) within ½ range (3") of the destroyed unit.

If units are being transported by the exploding heavy, they are removed from the unit first and put into base contact. Roll for transport destruction damage before proceeding (see Transport X).

Refer to this table for dice result effects:

- On a roll of 5 or 6, nothing happens to that unit.
- On a roll of 3 or 4, that unit gains one suppression token.
- On a roll of 1 or 2, the unit suffers one wound.

After all affected bases have rolled, the destroyed heavy unit is removed from play.

## Clone Trooper

While attacking or defending, a clone trooper unit may spend one aim, or dodge token belonging to another friendly clone trooper unit at Range 2 and in LOS as if the attacking or defending unit had that token.

## Creature Trooper

Creature troopers do not benefit from cover. Creature troopers can attack and withdraw in the same activation.

## Droid Trooper

Droid Troopers cannot be Suppressed, though they can still be Panicked. Droid Troopers cannot gain or resolve Poison tokens.

## Native Trooper

These represent the various native species of worlds across the galaxy that often use primitive weapons. Examples include Wookiees, Ewoks and Gungans.

Native troopers improve their defense value by 1 when defending in melee (example: Defense 4+ becomes 3+).

## Vehicle

Rules that affect a vehicle unit affect all its subtypes unless otherwise stated. Vehicles are mounted on non-round, square or rectangular bases of varying sizes. Vehicles have front and rear arc facings. Vehicles do not benefit from cover.

Vehicle weapons are assumed to have Fixed: Front unless it instead has Swivel or a Fixed: Rear.

## Aerial Vehicle

Aerial vehicles are a vehicle subtype that represent flying vehicles. This can be hover transports, airspeeders or starfighters.

- Aerial vehicles must make at least 1 maximum speed compulsory move during its activation.
- Aerial vehicles are always considered to have cover.
- Aerial vehicles with the Loiter keyword are not required to make compulsory moves nor are they removed from the battlefield during the end phase.
- Aerial vehicles ignore terrain and other units when moving and tracing line of sight.
- Aerial vehicles may not contest objectives.
- Aerial vehicles are immune to melee and engagement.
- Aerial vehicles do not block LOS or provide cover.
- When deploying aerial vehicles that lack the Loiter keyword, deploy them to the side of the battlefield. This counts as a deployment turn.
- When activating aerial vehicles, first place them on the table edge within your deployment zone with any part of their base touching the board edge.

## Ground Vehicle

These units are in constant contact with the ground and may pass through energy shield barriers. Ground vehicles block LOS.

## Repulsor Vehicle

- Repulsor vehicles may not pass through active energy shield barriers.
- Repulsor vehicles may make strafe moves unless they have the SPEEDER keyword.
- Repulsor vehicles block LOS.
- Repulsor ignore difficult terrain move penalties.

## Walker Vehicle

- Walker vehicles may pass through energy shield barriers.
- Walker units are susceptible to effects with tow cables.
- Walker vehicles do not block LOS.

## Emplacement

This is somewhat of a hybrid between troopers and vehicles. Emplacement units move and pivot like troopers, but have a front and rear facing, as such their weapons are assumed to have Fixed: Front like vehicles unless stated otherwise. Emplacement units have a courage rating, and thus can be suppressed or panicked.

## Droid Emplacement

Droid Emplacements cannot be Suppressed, though they can still be Panicked. Droid Emplacements cannot gain or resolve Poison tokens.

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