

# STAR WARS REGIMENT

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## ALPHA PLAYTEST RULES

*Version 0.2 Alpha*

# Legion Rules Basis

Star Wars: Regiment is a modification of Star Wars: Legion. As such they share a great many rules. These alpha playtesting rules are purposefully minimal and do not cover every edge-case. If anything is unclear from these rules, consult the latest Legion rules reference as well. If further confusion occurs please contact SpaceNavy for it to be addressed.

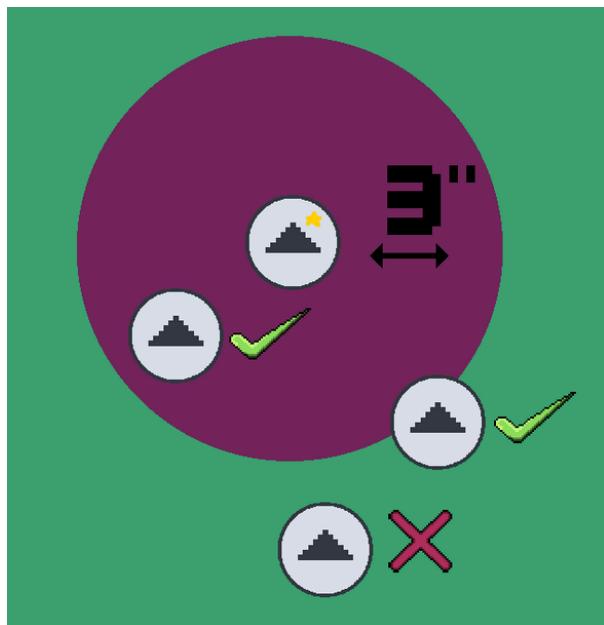
## Elements and Units

The term **element** is used to refer to an individual base within a unit. Elements in an army are organized as **units** that move and fight together. Some units may have only one element. The term miniature “mini” represents the individual figure(s) on the base of an element.

## Unit Leader

Each unit is commanded by a unit leader. This is a unique element in the unit which needs to be easily distinguished from the others for gameplay purposes. Use a unique miniature, colored bases, base rings attachments, for some ideas.

When moving or tracing line of sight from a unit, always measure from the unit leader. All other elements in the unit must be kept in cohesion with the unit leader by staying at  $\frac{1}{2}$  range (3") of the unit leader.



## Base

Each element in *Star Wars: Regiment* is mounted on a **base**, which defines its footprint and is used for measuring

movement, cohesion, and range. The type and size of base depends on the unit and can be found on its unit card:

- **Troopers** are typically mounted on **25mm round bases**. Some troopers may be mounted on larger diameter round bases.
- **Vehicles and Emplacements** are mounted on **square or rectangular bases** of varying sizes appropriate to the model. These bases may be marked with front and rear firing arcs.

## Rank

Each unit in *Star Wars: Regiment* has a rank.

❖ **Commander**: Commanders are powerful heroes and villains that can issue orders to other units. One of these units must be designated as your army's General.

△ **Corps**: Corps units are the standard infantry units that make up the bulk of an army.

▽ **Special Forces**: Special Forces units are the elite infantry of an army.

▲ **Support**: Support units are **artillery**, **anti-aircraft guns**, **emplaced weapons**, and other tactical assets that are not front-line combat units but play a critical role in shaping the battlefield.

⊗ **Light**: Light units are the most common vehicle units that an army can field.

⊛ **Heavy**: Heavy units are the largest and most dangerous vehicle units that an army can field. Heavy units explode when defeated.

## 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. Determine Attack Priority and Order Count
  - c. Nominate Commanders and Issue Orders
  - d. 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
  - b. Remove Aerial Vehicles

- c. Score Victory Points
- d. Discard Command Card
- e. Return Order Tokens
- f. Remove Tokens
- g. Promote Commanders
- h. Advance Round Counter

## Activation Phase

### Create the Pass Pool

Each player counts the number of undefeated units they control. The player with fewer undefeated units adds a number of Pass tokens to their Pass Pool equal to the difference in those counts. Both players should now have the same amount of activations including pass tokens. Pass tokens may be spent instead of activating any units to skip their turn.

### Choose Two Units

Starting with the blue player, players alternate selecting and activating two units that have not activated this turn and do not have a facedown order token next to their unit leader.

Each round, players swap who activates the first two units.

### Activate Two Units

The player activates each chosen unit. If that unit has a suppression token, the unit may rally to remove it by rolling 1 d6 defense die per suppression token attached to the unit. For every result of 5+, remove a suppression token.

Then the unit may perform up to two actions and any number of free actions. Units may perform one move action and a different action, or two move actions. Unless specified, units may not use two non-move actions during an activation.

The player places the unit's order token faceup (rank side up) on the battlefield near the unit leader. This indicates that the unit has completed its activation and cannot be activated again this phase.

### Return Order Tokens

Each player returns their order tokens to the unit cards of their remaining units.

## Command Phase

### Remove Suppression

Players remove one suppression token (if any) from each of their units.

### Determine Attack Priority and Order Count

The player with the lower activation count automatically has attack priority. If a tie, continue to the next step.

Both players each roll 1d6. If players are tied on activation count, the player with the lowest roll result has priority. To determine the number of units to issue orders to each player takes their roll result, half it and round up. That is how many units you can order this turn:  
 $1 / 2 = 1$  unit  
 $3 / 4 = 2$  units  
 $5 / 6 = 3$  units

If the roll results are a tie, re-roll until you have a winner. The last roll result decides your activation count and attack priority.

### Nominate Commanders and Issue Orders

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

To receive an order, a unit must not have already received an order token during this command phase and must also be at command range of the nominated commander. If the nominated commander is the general, this command range is 1 - 3. If the nominated commander is not the general, this command range is instead 1 - 2.

### Create Order Pool

After issuing Orders, each player creates their Order Pool by taking 1 Order token that matches the Rank of each undefeated unit that was not issued an Order and shuffling those Order tokens together.

## Attack Phase

### Resolve Attacks

Starting with the player with attack priority, alternate selecting one unit to make an attack. Choose a unit with a faceup order token, or draw an order token from the hidden pool and activate a matching unit. Each selected unit performs 1 attack.

Resolve all attacks and assign wounds immediately, but do not remove elements or units until the End Phase

Panicked units may only make melee attacks and only hit on results of 8+.

After a unit has finished its attack, place its order token facedown near the unit leader to indicate it has attacked this round. If a unit has a Standby token on its unit card as a result of attacking earlier in the turn, it may not attack.

# End Phase

## Remove Defeated Units

Remove a number of elements or units that have wound tokens equal to their wound threshold.

## Remove Aerial Vehicles

Remove all eligible aerial vehicles from the table. They retain their wounds and damage for future rounds. Aerial vehicle units with the Loiter keyword are not removed.

## Score Victory Points

Players score victory points (VPs) as described on the Objective Card.

## Discard Command Card

Each player discards any of their faceup command cards on the battlefield; those cards cannot be used again in this game unless it says otherwise on the command card.

## Return Order Tokens

Each player returns their order tokens to the unit cards of their remaining units; excess tokens are discarded.

## Remove Tokens

Players then remove all aim, dodge, and standby tokens from each of their units.

## Promote Commanders

If a players' general is defeated, starting with the player who has priority, they must promote a commander unit to be the new general, placing the commander token on the new general's unit card.

If a player has no more commander units remaining, they cannot choose a new general.

If all of a players' commanders were defeated, starting with the player who has priority, they must promote a unit leader from one of their Trooper units to be a commander, placing the commander token in the play area near that miniature. Then, that unit's original order token is discarded, and a commander order token is placed on that unit's card. The unit now has the rank of commander, and activates using a commander order token. **Units promoted this way cannot be promoted to general.**

If a player has no trooper units remaining, they cannot choose a new commander and can no longer play command cards.

## Advance Round Counter

Finally, one player advances the round counter to the next number. Rounds do not extend past 5 rounds.

# Winning the Game

If all of one player's units are defeated, that player is eliminated from the game, and their opponent is the winner.

If neither player is eliminated after 5 rounds, the game ends and the player with the most victory tokens is the winner.

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

# Activating a Unit

## Make Actions

TODO

## Actions

A unit will typically make at least 2 actions during its Activation, one of them being a move action.

The following actions are available to every unit:

- **Aim:** The unit gains 1 Aim token, which allows it to reroll up to 2 dice when attacking.
- **Dodge:** The unit gains 1 Dodge token, which allows it to cancel 1 hit result per token when defending.
- **Move:** The unit moves up to its stated move value and follows movement rules for its unit type.
- **Standby:** The unit gains a standby token, which allows it to attack early in the round.
- **Recover:** The unit removes any number of Suppression tokens and readies any exhausted Upgrade Cards.

# Dice & Dice Results

Dice are used to resolve attacks, remove suppression, determine vehicle damage. Star Wars: Regiment uses standard dice instead of the custom icon dice used in Star Wars: Legion.

There are two types of dice: attack dice and defense dice.

Attack dice use standard eight-sided dice (D8) and defense dice use standard six-sided dice (D6), both numbered 1 to 8 or 6 respectively.

## Attack Dice (D8)

- Critical Hit (8): The best possible roll. Always counts as a hit and triggers effects that reference critical hit results.
- Prime Hit (7): One step below a critical, but still counts as a hit if the to-hit threshold is met. Certain keywords or abilities may convert a Prime result into a Critical.
- Hit (2–6): A standard hit if it meets or exceeds the weapon's to-hit threshold, otherwise it is a miss.
- Miss (1): A natural roll result of 1 always misses unless modified by a special keyword or ability.

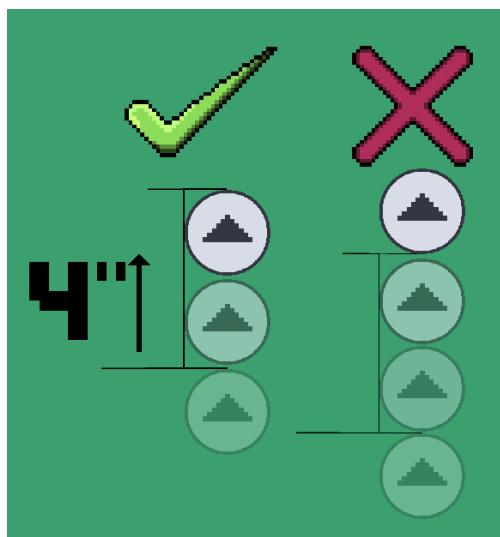
### Defense Dice (D6)

- Critical Save (6): The best possible roll. Always counts as a save and may trigger effects that reference critical save results.
- Prime Save (5): One step below a critical save, but still counts as a save if the to-save threshold is met. Some keywords or abilities may convert a Prime save result into a Critical save. Counts as a save.
- Save (2–4): A standard successful save if it meets or exceeds the unit's Defense value, otherwise it is a fail.
- Fail (1): A natural roll result of 1 always fails unless modified by a special keyword or ability.

A "natural" roll result refers to a dice roll result that was not re-rolled or modified into a different die face.

## Move Action

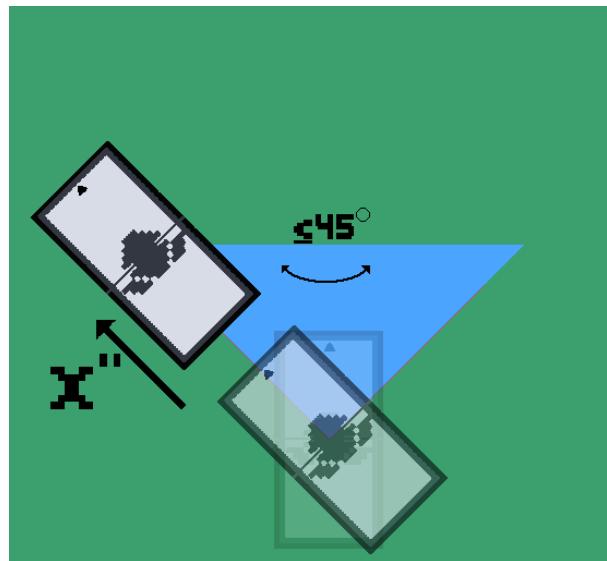
Movement speed in Star Wars: Regiment is measured in inches. When moving an element, use a ruler or other valid measuring device. Measure from the front of the element's base and move it up to, but not exceeding, the maximum distance allowed by its speed value.



Movement for a unit is always started with its unit leader. After a unit leader completes its move actions, the player moves each other element in that unit to anywhere that is in cohesion with its unit leader. An element is in cohesion with its unit leader if the distance between the base of the element and the base of that unit's leader is equal to or less than 3 inches.

Trooper units may pivot freely and move in any direction, provided their total move distance does not exceed their listed speed value.

When moving a vehicle unit, it must move in a straight line either forward or backward. The direction is based on the vehicle's current facing. Some vehicle units may "strafe" (move sideways) but only if they have an ability that permits them to do so.



Before or after moving, a vehicle may pivot up to 45 degrees. Pivoting does not count against its move distance. If a vehicle unit contains multiple elements, ensure that all elements end the movement facing the same direction.

If a vehicle makes a move action it may instead perform only a pivot. If it does, do not move the element but instead you may pivot up to 90 degrees

## Objectives

Objective contest range is 3" inches measured from the middle point of the POI token, not the edge. The player with more eligible unit leaders within the objective point control it for scoring in the end phase.

- Panicked units do not contest objectives.
- Transported units do not contest objectives.
- Aerial vehicles do not contest objectives.
- Units garrisoned in structures do not contest objectives.

## Base Contact

Elements in the same unit can be placed such that their bases touch each other. However, a player cannot place any of their elements in base contact with elements from their other friendly units. If a player's unit leader has a melee weapon, it can be placed in base contact with an element from an enemy unit. Afterwards, move all elements into cohesion and in base contact with enemy elements or as close as possible. When this happens, those units are engaged in a Melee.

When two or more units are in Melee with one another, those units are Engaged. Only Trooper and Emplacements units can be Engaged. An Engaged unit cannot make Moves, make Ranged attacks, and cannot be targeted by Ranged attacks.

An Engaged unit may Withdraw during its Activation to leave Melee. To Withdraw, a unit must make a Move action. A unit cannot Move into Melee during an Activation that it Withdraws. A unit cannot make a Standby action or an attack and Withdraw during the same Activation.

## Measuring Range

Range is the distance between two elements as determined by a measuring device. Standard ranges in Star Wars: Regiment are divided into increments, each measuring 6 inches (Range 1 through Range 5). Beyond Range 5 and  $\frac{1}{2}$  range may be referenced also. Players may use either a standard measuring device or Star Wars: Legion's segmented range ruler to measure distances. To measure range, place the start of the measuring tool so it touches the base of the element that range is being measured from. Point the measuring tool toward the element being measured to, and note the distance.



Ranges in Star Wars: Regiment will often be referred to by their ranges instead of inches. Use the following table for quick reference:

- $\frac{1}{2}$  Range: 0–3 inches
- Range 1: 0–6 inches
- Range 2: 6–12 inches
- Range 3: 12–18 inches
- Range 4: 18–24 inches
- Range 5: 24–30 inches
- Beyond Range 5: 30+ inches

## Attack Sequence

Each unit performs 1 attack during the attack phase (unless an ability says otherwise). There are two types of attacks: ranged and melee.

During an attack, the unit performing the attack is the attacker, and the target of the attack is the defender. To perform an attack, resolve the following steps in order:

1. Declare Defender
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

### Declare Defender

The attacking player chooses 1 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 element of the defender to determine the attack's range.

If in base contact with an enemy unit, you may only choose the engaged unit as the defender.

If this is a standby attack, only one defender may be chosen.

### Form Attack Pool

#### DETERMINE ELIGIBLE ELEMENTS

An element in the attacking unit is eligible to add dice to the Attack Pool if that element has LOS to any miniature in the defending unit. If engaged in melee, all elements are considered eligible.

If the defending element is on a non-round base, check to see if the attacking unit leader is in the front or rear arc of the defender.

#### CHOOSE WEAPONS

For each eligible element, the attacking player may choose up to 1 weapon available to the element to add to the Attack Pool, along with any weapon keywords that weapon may have.

If engaged in melee, you may only choose weapons that have the melee icon associated with their range.

If this is a standby attack, only one weapon may be chosen.

#### GATHER DICE

Then, the attacker gathers the number of dice depicted on the weapon that each element is using.

If using multiple weapons with different to-hit values, roll these dice separately or with easily identifiable dice.

For example, if a unit of five Stormtrooper elements is attacking using Blaster Rifles, the attacker would gather five attack dice – 1 D8 attack die for each element. These dice are the attack pool.

#### Declare Additional Defender

If there are any remaining weapons available to a unit that have not already been added to an Attack Pool, and there are eligible elements that have not yet added a weapon to an Attack Pool, the attacking player may repeat steps 1-2 of the attack sequence, forming a new Attack Pool targeting a different defending enemy unit than any other Attack Pool.

Weapons cannot be added to an Attack Pool if a weapon with the same name has already been added to a different Attack Pool.

If this is a standby attack, only one attack pool can be formed.

#### Roll Attack Dice

##### ROLL DICE

The attacking player rolls the dice in the Attack Pool.

##### REROLL DICE

The attacker can resolve any abilities that allow the attacker to reroll dice.

##### CONVERT RESULTS

The attacker can resolve any abilities that allow the attacker to convert dice results into different results during this step.

#### Apply Dodge and Cover

##### DETERMINE NUMBER OF OBSCURED ELEMENTS

If the attack is not a Ranged attack, skip to the Apply Dodge step below. If the attack is a Ranged attack, the attacking player checks LOS from the attacking unit leader to each element in the defending unit. If LOS to an element is completely blocked, the element is **obscured**. If LOS from any part of the attacking unit leader's base to any part of the defending element's base is blocked by terrain or other non-friendly unit elements, the defending element is obscured. Repeat this process for every element in the defending unit.

If engaged in melee, all elements are visible to the attacker.

##### 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.

##### APPLY DODGE

If the defending unit has 1 or more Dodge tokens, the defending player may spend any number of them. For each Dodge token spent, cancel 1 non-critical hit result in the Attack Pool.

Units may spend Dodge tokens even if there are no hit results in the Attack Pool.

#### Modify Attack Dice

The attacking player may resolve any effects that modify the attacking unit's attack dice. Then the defending player may resolve any effects that modify the attacking unit's attack dice.

#### Roll Defense Dice

##### ROLL DICE

For every hit remaining in the Attack Pool, the defender rolls 1 D6 defense die.

##### REROLL DICE

The defender can resolve any abilities that allow the defender to reroll defense dice.

##### CONVERT RESULTS

The defender can resolve any abilities that allow the defender to convert dice results into different results during this step.

#### Modify Defense Dice

The defending player may resolve any effects that modify the defending unit's defense dice. Then the attacking player may resolve any effects that modify the defending unit's defense dice.

#### Compare Results and Assign Wounds

After attack and defense rolls are made, compare the total number of hits rolled by the attacker to the number of saves rolled by the defender. Subtract the number of saves from the number of hits to determine the number of wounds inflicted. Wounds are assigned immediately, but defeated elements are not removed from the battlefield until the End Phase.

To assign wounds, the defender places Wound tokens next to the unit leader. An element is defeated when the number of Wound tokens equals or exceeds its Wound Threshold. If excess wounds remain after defeating an element, assign them to another element in the unit. An element with at least one Wound token is considered Wounded.

When assigning wounds, you must always assign to the wounded element first. The unit leader cannot receive wounds unless it is the only element remaining.

If the attack was made at range, only elements within line of sight of the attacker may be assigned wounds.

If the unit leader is defeated and other elements remain, choose another element to become the new leader by replacing it with the unit leader model. At the End Phase, remove all defeated elements from the battlefield. A unit is removed when all of its elements are defeated, and its Order token is discarded.

## Assign Suppression

After resolving previous steps of the attack sequence, if there were any hit results in the Attack Pool during the Roll Attack Dice step of the attack sequence, if the defending unit was not defeated, it gains 1 Suppression token. Some abilities may give additional Suppression tokens during this step. Melee attacks also give suppression in Star Wars Regiment.

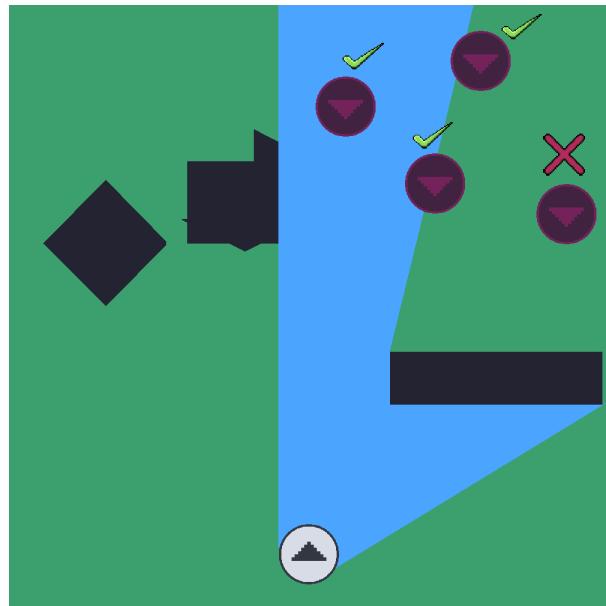
## Choose Additional Attack Pool

After resolving previous steps of the attack sequence, if the attacking unit still has Attack Pools to resolve, the attacking player chooses another Attack Pool to resolve against a defending unit, making an attack against it by repeating steps 4–11 of the attack sequence.

Once all of an attacking unit's Attack Pools have been resolved, the Attack ends.

## Line of Sight

Star Wars: Regiment uses the concept of top-down line of sight. Line of sight is determined by tracing an imaginary straight line on a flat, horizontal plane from any point on the edge of an attacking element's base to any point on the edge of the defending element's base. Model height and vertical positioning are ignored. If this line does not cross any terrain or elements not in your unit, that block line of sight, the attacker has line of sight to the defender. Some unit, weapon or terrain keywords may alter line of sight rules for units.

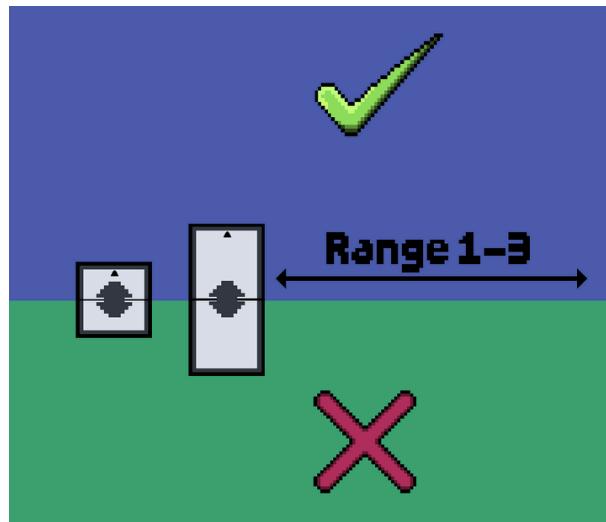


Vehicle units with Fixed weapons can only trace line of sight from points within the specified weapon's facing direction.

## Facing Arcs

Units mounted on square or rectangular (non-round) bases have a front and rear facing which is designated by drawing an imaginary line through the center of the base. The front and the rear faces should be apparent by the orientation of the miniature placement.

When tracing line of sight to a unit with a non-round base, the location of the attacking unit leader in the front or rear arc grants bonuses from other abilities such as Weak Point. If a unit leader's base is intersecting the firing arc divider, it can choose to be in either the front or rear arc of the defender.



## 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.

## Suppression

Suppression represents the morale and combat effectiveness of a unit. The more Suppression it has, the less effective it is on the battlefield. Suppression is tracked during the game with Suppression tokens. Vehicles do not suffer Suppression.

Trooper and Emplacement units have a Courage value on their Unit Card. When a unit has a number of Suppression tokens equal to or greater than its courage value, it is Suppressed. If a unit has a number of Suppression tokens that is equal to or greater than double its courage value, it is Panicked. A Suppressed unit makes 1 less action each Activation, while a Panicked makes no actions during its activation and can only melee during the attack phase, only hitting on critical hit results. Panicked units cannot contest or secure objectives.

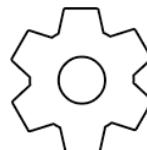


When a player activates a unit with a suppression token, the unit may rally to remove it by rolling 1 d6 defense die per suppression token attached to that unit. For every result of 5+, remove a suppression token.

One suppression token is removed at the start of the activation phase. When a unit activates, it rallies if it has any remaining tokens. If the unit is still suppressed after a rally, it loses one action or if panicked after a rally, may not perform any actions.

## Vehicle Damage

Vehicles do not have a courage value. Instead most, but not all, have a Resilience value. A Vehicle that does not have a Resilience value has a “-” on its Unit Card where the Resilience value should be. When a Vehicle with a Resilience value has a number of Wounds equal to or more than its Resilience value, after the effect causing this is resolved, the Vehicle gains a Vehicle Damage token.



When a player activates a Vehicle unit with a Vehicle Damage token, roll 1 D6 defense die. On a result of 1-4 that Vehicle makes 1 fewer actions during its Activation. A Vehicle unit can only have 1 Vehicle Damage token at a time and can only gain a Vehicle Damage token once per game.

## Aim Action

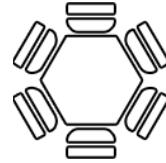
The aim action allows units to better concentrate on attacking their foes. To perform an aim action, a player places 1 aim token on the battlefield near the unit leader that is performing the aim action.



While attacking, a unit may spend aim tokens to reroll up to 2 attack dice for each token spent.

## Dodge Action

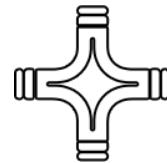
The dodge action allows units to prioritize their survival. To perform a dodge action, a player places a dodge token on the battlefield near the unit leader that is performing the dodge action.



While defending, a unit may spend dodge tokens to cancel 1 non-critical hit result for each dodge token spent.

## Standby Action

The Standby action allows units to perform an early ranged attack. To perform a standby action, a player places a standby token on the battlefield near the trooper unit leader that is performing the standby action. Only trooper and emplacement units can perform standby actions.



After an enemy unit at range 1-2 performs an action or ends a movement at range 2, a trooper unit with a standby token may spend that token to perform a standby attack. If a trooper unit performs a move, or any action, it discards its standby token. A unit cannot have more than 1 standby token.

Standby attacks have the following restrictions:

- you are restricted to attacking enemy units that take an action or end a move at range 2 of you
- you may only target the enemy unit that activated and triggered the standby action
- you may only use one weapon and may not split fire
- defeated elements still remain until the end phase
- A unit may choose to take no actions for its turn, if so this does not trigger a standby attack.

If a standby token remains attached to a unit by the time it attacks during the attack phase, it may discard that token to move half its speed value (rounded down) instead of attacking that round.

## Recover Action

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

## Cover

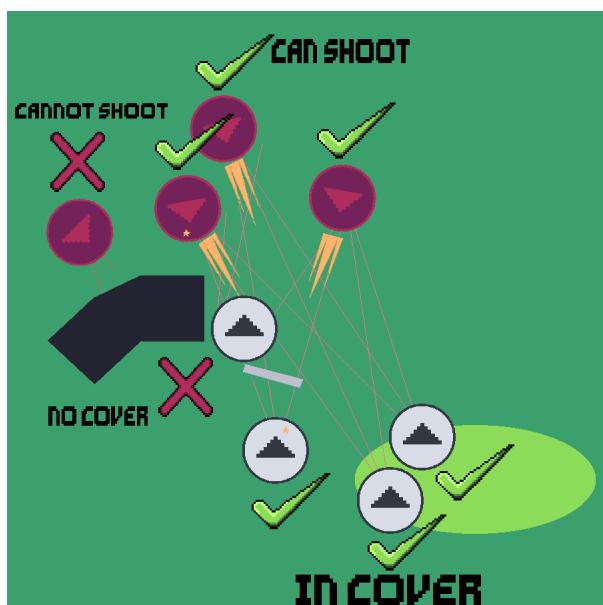
Units in Regiment may have cover. This represents being protected by solid obstacles or generally being difficult to see or hit.

If at least half (rounded up) 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.

If the defending unit has Cover, the defending player rolls 1 D6 defense die for every non-critical hit result in the Attack Pool. For each 5+ result in the Cover Pool, cancel 1 non-critical hit result in the Attack Pool.

Vehicles generally do not benefit from cover unless specified elsewhere. Aerial vehicles always benefit from cover.

There is no distinction between "light and heavy cover" in Star Wars: Regiment.



## Battlefield and Terrain

The table or surface being played on is the battlefield. Standard size battlefields in Regiment are 4 x 3 feet. Smaller games may be played on 3 x 3 feet battlefields.

Players determine what pieces of terrain to use in their game and their rules. Players should be sure to agree with their opponent on the rules for each terrain piece before the game begins.

Once players have determined what terrain is being used and any applicable rules, they then cooperatively set up the terrain on the battlefield.

## Terrain Types

Terrain represents forests, buildings, lakes, hills, and any other physical features that impact the battle. Terrain can provide cover, block line of sight, and impede movement. A single terrain piece may have one or more types to indicate its effects on gameplay.

### Area Terrain

Area terrain represents large, defined zones such as forests. Its footprint is marked by a clear boundary, while any individual features within it are decorative and have no effect on gameplay.

An element is in cover if a majority of its base is within the area terrain boundary. When tracing line of sight, if the attacker and defender are on opposite sides of the area terrain and the line crosses entirely through it, LOS is blocked. If both units are inside the same area terrain, they may draw LOS to each other and do not gain cover from it. If LOS crosses only part of the terrain (such as along an edge or corner), the defender is obscured and gains cover instead of being fully blocked.

### Blocking Terrain

Blocking terrain completely blocks line of sight. If LOS crosses blocking terrain, the target cannot be seen. Large buildings, cliffs, or walls are examples of blocking terrain.

### Difficult Terrain

Difficult terrain restricts movement but does not prevent it entirely. Craters, rivers, and swamps are examples of difficult terrain. When moving through or into difficult terrain, reduce the unit's maximum movement speed by half (rounded up).

### Elevated Terrain

Elevated terrain represents high ground such as hills, cliffs, or very tall buildings. Units on elevated terrain may ignore one piece of blocking terrain or one other unit when tracing line of sight.

### Impassable Terrain

Impassable terrain represents features that cannot be moved through or crossed under any circumstances. This includes sheer cliffs, deep chasms, or dangerous hazards such as lava flows. Impassable terrain blocks movement for all units.

Aerial vehicles may move over or through impassable terrain.

## Open Terrain

Open terrain represents parts of the battlefield that are easy to traverse and free from obstacles or obstructions. Open fields and roads are examples of open terrain. Open terrain does not restrict movement or provide cover. This is the default terrain type.

## Scatter Terrain

Scatter terrain refers to small decorative pieces such as barrels, crates, or statues added for visual variety. These pieces are typically for flavor but can be assigned gameplay effects if both players agree.

## Structure Terrain

Structure terrain (also referred to as structures) represents buildings and fortifications that can be garrisoned by trooper units. Trooper units inside a structure always gain cover. Before rolling cover pools for a defending unit inside a structure, remove 1 D6 from the pool, set it to the Critical Save (6) face, and return it to the pool. Roll the remaining cover pool dice as normal. When a unit rolls at least 1 cover save, immediately assign 1 wound to the occupied structure.

A structure can only garrison one friendly unit, and up to two total units at a time. If an enemy trooper unit garrisons a structure occupied by another enemy unit, the two units are considered engaged in melee.

Structures may be chosen as the defender of an attack. They are treated as a unit with a single element, have the Heavy Armor keyword, and a Defense value of 5+. When attacking a structure, units inside receive suppression tokens instead of the structure.

During the Define Terrain step of setup, players agree on each structure's size. Size determines its wound threshold:

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

When tracing line of sight to or from a unit garrisoned inside a structure, measure from the boundary of the structure's base instead. The same applies when targeting a structure itself or attacking units inside it. If a structure is destroyed while one or more units are inside, place the unit's elements in base contact with the structure and each element must make a saving throw. Refer to the following chart for the effect of each die's result:

- 5–6: No effect.
- 3–4: The unit gains one suppression token.
- 1–2: The unit suffers one wound.

Afterwards, remove the structure from the play area.

Units garrisoned inside buildings do NOT contest objectives.

Structure terrain is considered impassable terrain and cannot be moved through. Trooper units must move into base contact with the structure to garrison inside. Aerial vehicles may move through and over structures.

## Unit Types

Units are divided into three main types: Trooper, Vehicle and Emplacement. Trooper and vehicles have several sub-types:

### Trooper

Trooper is the most common unit type in Star Wars: Legion. Rules that affect a Trooper unit affect all its subtypes. Subtypes must follow all the rules of normal Trooper Units unless otherwise stated.

Troopers are mounted on round bases. Most trooper units use 25mm round bases but some may be larger.

### 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.

## Setup

Here are the steps for starting a game of Star Wars: Regiment:

### 1. Establish Battlefield

Establish a 4' x 3' battlefield on a flat surface. There should be space beyond the edges of the battlefield for players to place their components. The players sit across each other on the 4' edges of the play area.

### 2. Gather Components

Place your units, cards, order tokens, measurement tools, and other game components nearby off the play area. Assign unique ID tokens to units as necessary.

### 3. 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 terrain type and associated keywords or other characteristics.

### 4. Place Terrain

Players cooperate to set up terrain in a mutually agreeable fashion. If they cannot or do not wish to, refer to the terrain setup rules (WIP).

### 5. Select Player Color

The player whose army has the lowest point total chooses to be either the red player or the blue player. 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.

### 6. Define Mission

Both players will separate their battle decks by type: Objective, Condition, Advantage and shuffle each deck. The blue player then chooses to reveal the top card of either their objective deck or condition deck and place it faceup to the side of the play area.

The red player reveals the top card of their objective deck or condition deck (the opposite of whichever was chosen by the blue player first) and places it near the other card.

Then both players reveal the top card of their advantage deck and place it nearby the other cards.

Then starting with the blue player, players alternate modifying the mission. A player can modify the mission in the following ways:

- Reveal the next top card of your objective deck and discard the current card, replacing it.
- Reveal the next top card of your condition deck and discard the current card, replacing it.
- Reveal the next top card of your advantage deck and discard the current card, replacing it.

- Reveal the next top card of their or their opponent's advantage deck and discard the current card, replacing it.
- The blue player may switch colors with the red player. The red player then becomes the blue player.
- Pass. There is no effect.



After each player has modified the mission twice, the Define Mission step of setup is complete.

## 7. Resolve Mission Card Effects

The blue player chooses one of the long table edges of the battlefield as theirs and the red player gets the opposite side.

Players should follow the instructions on the selected mission cards (blue player always goes first for this step), starting with the objective, then the condition, then finally the advantage.

## 8. Deploy Units

Resolve any setup instructions on the battle cards; some cards have ongoing effects during this step. Then, starting with the blue player, players take turns placing a single unit from their army completely 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.

# Terrain Setup (WIP)

Regiment is played on a 4' x 3' battlefield. For setup purposes, divide the battlefield into a grid of eight columns by six rows, with each square measuring 6" x 6". These grid squares are used only to guide placement and spacing during setup.

If a pre-built battlefield or printed gameboard is not being used, follow these steps to create a balanced battlefield quickly:

### 1. Select Terrain Pool

Set aside at least 12 terrain pieces. You may use duplicates of the same type (such as multiple barricades) or a variety of different pieces. Include a mix of Area, Blocking, Difficult, and Scatter terrain for varied gameplay. At least 4 pieces should be Line of Sight (LOS) blocking.

### 2. Determine First Player for Placement

Roll a d6. The player who rolls higher places the first terrain piece.

### 3. Alternate Placement

Players take turns selecting one piece from the terrain pool and placing it on the battlefield. Continue until all pieces have been placed.

### 4. Placement Rules

- Terrain must be placed fully within the battlefield boundaries.
- Terrain may not be placed within a 1/2 grid square (3") of another piece unless both players agree.
- Area terrain boundaries must be clearly marked before play begins.
- Elevated terrain may not be placed within 1 grid square (6") of another elevated piece.

### 5. Balance Check

After all terrain is placed, both players should check that no deployment zone is overly open or overly protected. If needed, mutually agree to shift or rotate terrain to improve fairness.

This method ensures a balanced, playable battlefield while keeping setup time relatively short.



# Army Building (WIP)

When playing a standard game of Star Wars: Regiment, each player brings their own custom army full of their favorite miniatures, 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.

In addition to their miniatures, each player prepares a Command Hand, a Battle Deck, and the Unit and Upgrade Cards containing the rules for their units.

## Factions

Units in Star Wars: Legion are grouped together in Factions: the Galactic Empire, the Rebel Alliance, the Separatist Alliance, and the Galactic Republic. A unit's Faction is shown by the Faction icon printed in the top left corner of its Unit Card.

All units in an army must share the same Faction, unless otherwise specified by a special rule.

Occasionally a rule references the Light Side or the Dark Side. The Rebel Alliance and the Galactic Republic are the Light Side, and the Galactic Empire and the Separatist Alliance are the Dark Side. Armies not built using these Factions state whether they are part of the Light Side or the Dark Side in their rules text.

## Points

Each army is made up of a collection of miniatures organized into units. These units may further be equipped and customized with Upgrade Cards.

Each unit and upgrade have a point cost printed on the corresponding card. the total point cost of all units and Upgrade Cards in an standard size army cannot exceed 1000 points.



## Ranks and Requirements

When building an army, a player is restricted on the number of units of each rank they may include as follows:

- Commander:** Each army **must** include one to three commander units, with one commander being the general.
- Corps:** Each army **must** include two to X corps units.
- Special Forces:** Each army may include up to X special forces units.
- Support:** Each army may include up to X support units.
- Light:** Each army **must** include two to X light units.
- Heavy:** Each army may include up to three heavy units.

## Upgrade Cards

TODO

Upgrade Cards contain additional rules that can be equipped by units during Army Building. Upgrades vary between additional miniatures, weapons, equipment, or even special training or programming.

## Unique and Limited

Some units and upgrades represent specific characters, weapons, or equipment. Unique or limited cards are identified by a number of bullets (•) in front of their name. Unique cards have one bullet, and limited cards have more than one bullet. e number of bullets indicates the maximum number of unique and limited cards a player can field that share the same name. This restriction also applies across card types. For example, if a name has two bullets in front of it, the player could field two units with that name, two upgrades with that name, one Unit Card and one upgrade with that name, etc.

## Building a Command Hand

Each player prepares a command hand of exactly 7 Command Cards. A player must include two 1 pip cards, two 2 pip cards, and two 3 pip cards. Additionally, players must always include the 4 pip card "Standing Orders."

## Building a Battle Deck

Each player must prepare a Battle Deck of 9 cards before the game begins, consisting of exactly 3 Objective Cards, 3 Condition Cards, and 3 Advantage Cards with no duplicates.

## Components List (WIP)

- Tokens
- Cards
- etc

# Card Anatomy

## Unit Card



- Points cost in the top left near the faction symbol.
- Upgrade options below that.
- Keywords in the center, below unit name.
- Weapon options below that.
  - Weapon name, range and keywords all follow the same rules as Legion.
  - The diamond symbol shows the amount of dice to roll for an attack.
  - The hit symbol next to it is the roll result needed to score a hit.
    - A to-hit value of 4+ means you must roll a 4 or higher to score a hit.
- Unit type right below the unit image.
- Unit rank and number of elements/bases below that.
- The main unit stats are as follows:
  - Wounds Threshold
  - Resilience (vehicle) / Courage (trooper/empl.)
  - Speed (in inches)
  - Defense value (roll this or higher to save)

## Upgrade Card



- Points cost in the top right corner.
- Upgrade type icon in the background center.
- Upgrade requirements in the center in big bold letters.
- Upgrade text and weapons (if present) near the bottom.
  - Weapons follow the same rules as unit cards.
- Upgrade title at the very bottom in big letters.

# Unit Keywords

## Agile (Unit Keyword)

When a unit with the Agile X keyword makes a Move as part of an action or free action, after the effect is resolved, it gains X Dodge tokens.

## AI: Action (Unit Keyword)

TODO

## Aid (Unit Keyword)

When a unit with the Aid keyword would gain 1 or more Aim or Dodge tokens, another allied unit of the Affiliation or unit type listed within Range 2 and in LOS may gain that token instead.

If it does, the unit with the Aid keyword gains 1 Suppression token, if able.

## Armor X (Unit Keyword)

During the Modify Attack Dice step of the attack sequence, if the defending unit has the Armor X keyword, the defending player may cancel up to X non-critical hit results, removing those dice from the Attack Pool.

## Arsenal X (Unit Keyword)

A unit with the Arsenal X keyword can contribute X weapons to Attack Pools during the Form Attack Pool step. Each weapon or combination of weapons may form a new Attack Pool, but each weapon may only be added to 1 Attack Pool.

When choosing weapons during the Form Attack Pool step, each element in the unit that has the Arsenal X keyword can contribute X weapons to attack pools. Each weapon or combination of weapons may form a new attack pool, but each weapon may only be added to 1 attack pool. Weapons with the same name do not have to be in the same attack pool.

## Barrage (Unit Keyword)

This unit may make 2 Attacks instead of 1 if it does not have any green tokens (Aim, dodge, standby) and it does not use the Arsenal keyword during that attack.

## Bolster X (Unit Keyword)

As a Card action, a unit with the Bolster X keyword can choose up to X allied units within 2 to each gain 1 Surge token.

## Captured (Unit Keyword)

*Not currently in use.*

This keyword is reserved for future cases where the **Rebel Alliance** gains access to vehicles originally belonging to another faction. Vehicles with the *Captured* keyword represent stolen or repurposed equipment and will suffer penalties due to unfamiliarity, lack of training, or poor maintenance.

Specific effects of this keyword will be defined when implemented.

## Charge (Unit Keyword)

TODO

## Compel (Unit Keyword)

After another allied Trooper unit of the matching Rank or unit type within 2 of an allied unit with the Compel keyword Rallies and is Suppressed but not Panicked, at the start of its Make Actions step, it may gain 1 Suppression token to make a free Move action.

## Defend X (Unit Keyword)

After a unit with the Defend X keyword is issued an Order, it gains X Dodge tokens.

## Deflect (Unit Keyword)

While a unit with the Deflect keyword defends against a Ranged attack, it converts critical fail roll results to critical saves.

Additionally, during the Roll Defense Dice step, before converting roll results, the attacker suffers 1 Wound if there is at least 1 critical fail roll result in the defense roll. While defending against an attack made only with weapons that have the High Velocity keyword, the Deflect keyword has no effect.

## Direct X (Unit Keyword)

Each Command Phase, during the Issue Orders step, a unit with the Direct keyword may issue an order to X friendly units at range 2 that has the unit name or unit type specified.

## Disciplined X (Unit Keyword)

After a unit with the Disciplined X keyword is issued an Order, it may remove up to X Suppression tokens.

## Disengage (Unit Keyword)

TODO

## Entourage: Unit Name (Unit Keyword)

During Army Building, for each unit a player includes with the Entourage keyword, 1 unit specified by the Entourage keyword does not count its Rank towards the maximum Rank requirements for that Rank. This can allow a player to bring more units of a specific Rank than Rank requirements allow. In the Command Phase, during the Issue Orders step, a unit with the Entourage keyword may issue an Order to an allied unit within 2 that has the name specified by the Entourage keyword.

Additionally, the unit specified by the Entourage keyword ignores the m Rank requirement to provide Backup to the unit with the Entourage keyword.

For example, Director Orson Krennic has Entourage: Death Troopers. If an army includes Director Orson Krennic, 1 unit of Death Troopers in the same army does not count towards the maximum number of n Ranks allowed in the army, allowing a player to bring up to 3 other n units in addition to the Death Troopers. In the Command Phase, Director Orson Krennic may issue an Order to an allied Death Trooper unit within 2.

## Exposed (Unit Keyword)

While a unit with the Exposed keyword has one or more green tokens (Aim, Dodge, Standby, etc.), it cannot benefit from cover.

## Fire Support (Unit Keyword)

TODO

## Full Pivot (Unit Keyword)

When a unit with the Full Pivot keyword makes a Pivot move, it may Pivot up to 360° instead of 90°.

## Heavy Armor (Unit Keyword)

During the Modify Attack Dice step of the attack sequence, if the defending unit has the Heavy Armor keyword, the defending player

cancels all non-critical hit results, removing those dice from the Attack Pool.

## Heavy Weapon Team (Unit Keyword)

A unit with the Heavy Weapon Team keyword must equip a [Weapon] Upgrade Card.

## Hold the Line (Unit Keyword)

While a unit with the Hold the Line keyword is engaged, it improves its to-save and to-hit values by 1 for melee weapons.

## Immune: Effect (Unit Keyword)

A unit with the Immune: Effect keyword ignores all enemy effects associated with the effect type.

## Indomitable (Unit Keyword)

When a unit that has the Indomitable keyword Rallies, its defense dice roll target is a 3+ instead of 5+ for each die rolled.

## Inspire X (Unit Keyword)

When a unit with the Inspire X keyword ends its Activation, remove up to X total Suppression tokens from other allied units at Range 2.

## Intercept (Unit Keyword)

Units with the keyword Intercept keyword may make an additional free move action.

## Loiter (Unit Keyword)

Aerial vehicles with the Loiter keyword are not required to make compulsory moves nor are they removed from the battlefield at the end phase.

## Low Profile (Unit Keyword)

When a unit with the Low Profile keyword would roll 1 or more defense dice during the Roll Cover Pool step, it rolls 1 fewer defense die and instead adds an additional critical save result to the Cover Pool after rolling, giving it one free successful cover roll.

## Nimble (Unit Keyword)

After a unit that has the Nimble keyword defends against an attack, if it spent at least 1 dodge token during any point of the attack sequence, it gains 1 dodge token.

## Plodding (Unit Keyword)

A unit with the Plodding keyword can only make 1 Move action during its Activation.

## Precise X (Unit Keyword)

When an attacking unit that has the Precise X keyword spends an aim token during the Reroll Attack Dice step, it can reroll up to X additional attack dice per aim token spent.

## Ready X (Unit Keyword)

After a unit with the Ready X keyword makes a Standby action, it gains X Aim tokens.

## Reinforced (Unit Keyword)

A unit with the Reinforced keyword has the following effects:

- The unit's cohesion distance increases to Range 1 (6") instead of the standard ½ Range (3").
- When rallying, this unit saves on a 4+ instead.
- Reinforced units count as 2 units for the purposes of Transport X.

## Scout (Unit Keyword)

After an undeployed unit with the Scout keyword deploys, it may perform a free move action, ignoring difficult terrain.

## Sentinel (Unit Keyword)

A unit with the Sentinel keyword can spend a Standby token at range 3, rather than at range 2.

## Shields X

During the Modify Defense Dice step of the attack sequence, if the defending unit has the Shields X keyword, the defending player may reroll up to X defense dice.

If the attack pool contains a weapon with the Ion keyword, no dice may be rerolled by the Shields X keyword.

## Speeder (Unit Keyword)

A unit with the Speeder keyword must make a full speed compulsory Move action at the start or end of its Make Actions step.

If a unit with the Speeder keyword makes more than 1 non-compulsory Move action during its Activation, it may not claim Asset tokens that Activation.

Additionally, a unit with the Speeder keyword that has claimed an Asset token can make only 1 non-compulsory Move action during its Activation.

## Spotter X (Unit Keyword)

As an action, a unit with the Spotter X keyword can choose up to X friendly units at range 2. Each chosen unit gains an aim token.

## Stationary (Unit Keyword)

A unit with the Stationary keyword cannot make Moves unless the Move is a Pivot. This unit is allowed to make 2 non-move actions instead of 1 during the activation phase.

Units with the Stationary keyword may be deployed within 3" outside of your deployment zone.

## Steady (Unit Keyword)

TODO

## Swarm (Unit Keyword)

When a unit with the Swarm keyword is at ½ of another unit with the Swarm keyword, increase that unit's courage value by 1.

## Tactical X (Unit Keyword)

When a unit with the Tactical X keyword makes a Standard Move as part of an action or free action, after the effect is resolved, it gains X Aim tokens.

## Towering (Unit Keyword)

When drawing line of sight for an attack to or from a unit with this keyword, the attacker may ignore one other unit or non-Elevated terrain within range 1 of the attacker when determining if a base is obscured.

## Transport X (Unit Keyword)

You may Transport X friendly trooper (non-creature) units. This value applies per element in your unit. Transport 1 units with 2 elements can ferry up to 2 trooper units. You may choose to deploy trooper units inside eligible transports.

Generally, the transported unit can still be activated and issued orders, but when it activates, it rallies and may not perform any actions other than Move. It can gain, but not spend, tokens. It cannot make attacks or be targeted by them. Transported units do not contest or secure objectives while being transported.

To embark on a vehicle, a trooper unit must make a move action and then end its move in base contact with the transport.

To disembark, a trooper unit must make a move action and end its movement out of base contact with the transport.

Transport units may forcefully disembark a transported unit. To do so it must make a non-free action which places the transported unit in base contact.

If the transporting vehicle is defeated, the transported unit leader is placed in base contact with the vehicle before it is removed from the table, and then the unit is cohored as normal. The unit also gains 1 suppression token and rolls 1 d6 for each element in the unit. On each roll of 1, the unit suffers 1 wound. If the transport unit type was heavy, roll for explosion damage after this.

Units with the Reinforced keyword count as 2 units for the purposes of Transport X. If a transport unit loses the ability to carry an amount of units (such as by losing elements), all transported elements must immediately disembark and roll for damage as outlined above.

## Unhindered (Unit Keyword)

When a unit that has the Unhindered keyword performs a move, it ignores difficult terrain move speed penalties.

## Veteran (Unit Keyword)

TODO

## Weak Point: Front/Rear (Unit Keyword)

While a unit with the Weak Point keyword defends, if the attacking unit's unit leader is at least partially inside the specified ring arc of the defending unit, the Attack Pool gains the Impact 1 keyword and its to-hit target value is decreased by 1.

Example: Weapons that hit on 5+, now hit on 4+ and gains Impact 1 if the attacking unit leader is at least partially within the specified arc.

# Weapon Keywords

## Beam X (Weapon Keyword)

During the Declare Additional Defender step, if a weapon with the Beam X keyword is in a unit's attack pool, that unit may declare up to X additional attacks forming attack pools using only the weapon with the Beam X keyword, even though the weapon has already been added to an attack pool. These additional attacks do not generate further attacks. Each additional attack must be against a different defending unit that is *within* Range 1 of the last defending unit declared. These additional attacks must be in LOS of the attacking unit but may be beyond the maximum range of the weapon with the Beam X keyword.

## Blast (Weapon Keyword)

During the Apply Cover step, a defending unit cannot use cover to cancel hit results produced by an attack pool that contains dice added by a weapon with the Blast keyword.

## Critical X (Weapon Keyword)

When a unit rolls attack pool with the Critical X keyword, during the Convert Attack Dice step it may convert up to X critical miss roll results to critical hit results.

## Cumbersome (Weapon Keyword)

A unit that has a weapon with the Cumbersome keyword cannot perform a move prior to performing an attack using that weapon during the same activation unless the move is a pivot.

## Fixed: Front/Rear (Weapon Keyword)

To add a weapon that has the Fixed: Front or Fixed: Rear keyword to an attack pool, the defending unit must have at least one of its miniature's bases partially inside the specified firing arc of the attacking miniature.

Vehicles are assumed to have Fixed: Front on all their weapons unless stated otherwise.

## High Velocity (Weapon Keyword)

A unit that defends against an attack that only has weapons with High Velocity in its Attack Pool cannot spend Dodge tokens during the Apply Dodge and Cover step.

## Impact X (Weapon Keyword)

During the Modify Attack Dice step, if the defending unit has the Heavy Armor or Armor X keyword, a unit whose attack pool includes a weapon that has the Impact X keyword can modify up to X hit results to critical hit results for that attack.

## Indirect (Weapon Keyword)

Indirect represents the strengths and limitations of long-range battlefield artillery. Weapons with this keyword may fire over terrain and other units, allowing them to strike at targets outside normal lines of sight but at the cost of accuracy unless coordinated with spotters.

When making an attack with a weapon that has the Indirect keyword, follow these rules:

- The attack **ignores all blocking terrain and other units** when tracing line of sight.
- If no friendly unit is both **at Range 2 (12")** and has **line of sight** to the defending unit, the attack is considered **unguided**. In this case, the attack only hits on critical hits (**results of 8**) on each attack die, regardless of the weapon's normal to-hit value.
- If **any friendly unit** is at **Range 3** and has line of sight to the defending unit, the attack proceeds normally, using the weapon's listed to-hit value.

**Example 1:** An artillery unit fires across the board at a target behind a building. No friendly units are nearby or able to see the target. Because there is no spotter within **Range 3**, the attack is unguided and only hits on critical hits.

**Example 2:** A friendly infantry squad is at or within **Range 3 (18")** of the target and has line of sight. The artillery now uses its normal to-hit value, such as 5+, for its attack.

## Ion X (Weapon Keyword)

A vehicle or droid trooper unit that suffers wounds after defending against an attack that included a weapon with the Ion X keyword gains X ion tokens. At the start of a unit's activation, roll one defense die for every ion token that unit has. On a roll result of 1-4, that unit performs one fewer action during its activation. At the end of a unit's activation, it removes any ion tokens that it has.

Units with the Shields X keyword may not re-roll defense dice using its effect.

## Lock-On (Weapon Keyword)

When the defender is an aerial vehicle unit type, weapons with the Lock-On keyword have a -1 bonus to hit.

## Pierce (Weapon Keyword)

If an attacking unit attacks with a weapon with the Pierce keyword it increases the defending unit's Defense stat to 6+ for the duration of that attack.

## Ram X (Weapon Keyword)

While a unit performs an attack using an attack pool that includes a weapon with the Ram X keyword, during the Modify Attack Dice step, it may change X results to critical hit results if it meets either of the following conditions:

- The unit type is a vehicle and the unit performed at least one full standard move at its maximum speed during the same activation as an attack using Ram X.
- The unit type is a creature trooper and the unit performed at least one move during the same activation as an attack using Ram X.

## Scatter (Weapon Keyword)

After a unit performs an attack against a trooper unit on small bases using an attack pool that includes a weapon with the Scatter keyword, it may place any non-unit leader miniatures in the defending unit, following all the rules of cohesion, as if the defending unit leader had just performed a standard move.

## Spray (Weapon Keyword)

When a unit 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 miniatures in the defending unit.

Example: If an AT-RT with a flamethrower attacks a unit of three Death Troopers, since the flamethrower has the Spray keyword and an attack value of two dice, the flamethrower contributes six attack dice to the attack pool.

## Suppressive (Weapon Keyword)

When a unit defends against an Attack Pool that has Suppressive, it gains 1 additional Suppression token during the Assign Suppression Token to Defender step.

## Swivel (Weapon Keyword)

To add a weapon with the Swivel keyword to an attack pool, the defending unit must have at least one of its element's bases partially inside any arc of the attacking vehicle, including the front or rear.

This keyword represents a fully rotating turret or flexible firing mount, and overrides the standard restriction that vehicle weapons may only target through the front arc. Weapons with Swivel may trace line of sight and fire from either the front or rear arc of the vehicle.

## Tow Cable (Weapon Keyword)

After a Walker unit is wounded by an attack that includes this weapon, it gains a vehicle damage token if it does not already have one. Then, the attacker may pivot the defender up to 90°.

Even if a vehicle unit has “-” resilience, it may still gain a vehicle damage token and rolls a defense dice on activation to see if it has a full 2 actions or only 1 instead.

# Legion to Regiment Changes:

- ❖ Using standard numeric dice, no custom icon dice.
    - Attack dice are standard D8.
    - Defense dice are standard D6.
  - ❖ Using standard measuring tools
    - Range is still measured in range bands 1-5 (each are 6" inches)
      - Average ranges reduced by 1. Infantry rifles shoot at range 2 instead of 3.
    - Movement is measured exclusively in inches (no more move tool)
  - ❖ Top Down Line of Sight
    - No miniature 3D silhouette.
    - Line of sight is measured top-down only using miniature bases.
  - ❖ Unit rank changes
    - New rank added: Light vehicle
    - Operative rank removed
    - Legion support icon for light vehicles
    - Legion operative icon for support
  - ❖ Upgrade slot changes
    - New: Modification, Title
    - Removed: Force, Programming, Comms, Generator, Armament, Crew, Squad Leader
  - ❖ Objectives and Battle Deck
    - Battle deck composed of Objective, Condition, and Advantage cards
      - Objective cards include both the mission and deployment map
      - 4 of each category: Objective, Condition, Advantage - Total of 12 cards for each player
    - Players take turns flipping cards for 2 rounds to select mission setup
  - ❖ Command Cards
    - 2x1, 2x2, 2x3, 1x4
    - Command cards only use the standard cards (1,2 ,3, 4 pips) no special effect cards
  - ❖ Unit types
    - Added Walker vehicle
      - Walkers do not block LOS
    - Added Aerial vehicle
      - Aerial vehicles have compulsory movement
      - Aerial vehicles do not block LOS
      - Aerial vehicles cannot contest objectives
    - Changed Repulsor vehicles do block LOS
  - ❖ Terrain types
    - Area, Blocking, Difficult, Elevated, Impassable, Scatter, Structural
  - ❖ Cover simplified to cover or no cover
- Light cover does not exist, assumed cover is heavy cover in Legion terms
  - Cover pool saves on result of 5+
- ❖ Units deploy completely within their deployment zones with their bases touching the table edge
  - ❖ Standard battlefield size shrinks from 6x3 to 4x3

# Regiment Changelog:

v0.2 - Changed Command Card system to Lowest Activation and  
1d6 Roll-Off and merged Changelog, FAQ and Keywords

# Frequently Asked Questions:

- Question?
  - Answer.

## Random Questions:

- How do transports with multiple elements handle more than 1 trooper units?
    - Each transport element holds X Trooper units.  
You may place an ID token or the unit leader with that transport for ID..
  - If a trooper activates inside a transport, what can it do?
    - It can disembark as a move action. Transports can disembark troops instead of a move action.
  - How do aerial vehicles deploy and activate? Do they remain on table or leave at the end of the round?
    - Deploy on table edge when activated, remain on table until after attack phase.
  - Should units just deploy into the deployment zone instead of touching the play area edge?
    - Yes, similar to old Legion rules.
  - How can we make infantry not so slow and useless?
    - Use transports and encourage good terrain setup to allow infantry cover and concealment.
  - Should unique command cards exist alongside the generics?
    - Maybe later, let's test generics first.
  - Make a keyword/token effect allow you to reroll defenses?
    - Yes, Shields X.
  - Should infantry be less squishy? If yes, how to fix?  
Increase wounds, average defense stats, survival upgrades?
    - Yes less squishy but avoid increasing wounds above 1 as the standard for all infantry. Only heavy infantry should have more than 1 wound threshold.
  - What areas of the game can we improve to speed up the game's pace?
    - Activation phase. Command card priority.
  - What is a good number of elements and activations for a standard size game on a 4x3 table?
    - 10-15 perhaps
  - During the activation phase, how many units should one player activate at a time?
    - Lets test activating 2 units at a time, and if that still slows the game down too much look into activating entire armies, and alternate who goes first each round.
  - How to handle heavy and special weapons for infantry units?
    - Weapon upgrades give every element that weapon, but it can only be added once to an attack pool per activation.
  - How should movement be affected for entering and moving through difficult and elevated terrain?
    - Reduce by half or reduce to a static number?  
The slowest unit speed is 4 inches..
  - Should the Standby action give an early attack or a free aim or dodge if a unit enters LOS?
    - Answer.
  - Question?
    - Answer.
  - Question?
    - Answer.

# CREDITS

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Tabletop Simulator Mod:

<https://steamcommunity.com/sharedfiles/filedetails/?id=3547733502>

Army List Builder:

<https://modular.tabletopadmiral.com/?game=6501>

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