



## BATTLE FORCE RULES

In *STAR WARS: LEGION*, Battle Forces represent groups of units that fought side by side in the *STAR WARS* galaxy. These forces are themed around unique sub-groups and can range from a rag tag group of Mercenaries to the main invasion force of the Empire.

Battle Forces provide players with an alternative way to build and field an army. Each Battle Force has its own list of specific units that it is allowed to field, its own rank requirements for both standard and skirmish armies, and its own special rules, which may affect how that Battle Force is built, set up, or plays.

## SEPARATIST INVASION

This document provides all the rules and components necessary to field your Separatist Alliance army as a Separatist Invasion Battle Force, including allowed units, rank requirements, new command cards, and special rules.

## SPECIAL RULES

A Separatist Invasion Battle Force is part of the Separatist Alliance faction.

The Field Commander keyword cannot be used in a Separatist Invasion army.

## ARMY BUILDING

### ALLOWED UNITS

**Commander:** Count Dooku, General Grievous, T-Series Tactical Droid

**Operative:** Maul (Impatient Apprentice)

**Special Forces:** IG-100 Magnaguard.

**Corps:** B1 Battle Droids

**Support:** Droidekas, STAP Riders

**Heavy:** AAT Trade Federation Battle Tank

**Unique Upgrades Allowed:** DT-57 "Annihilator"

### RANK REQUIREMENTS



**Commander:** Each army must include one commander unit.



**Operative:** Each army may include up to one operative unit.



**Special Forces:** Each army may include one to two Special Forces units.



**Corps:** Each army must include four to eight corps units.



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



**Heavy:** Each army must include one to two heavy units.

### SKIRMISH RANK REQUIREMENTS



**Commander:** Each army must include one commander unit.



**Operative:** Each army may include up to one operative unit.



**Special Forces:** May include up to one special forces unit.



**Corps:** Each army must include two to six corps units.



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



**Heavy:** Each army must include one heavy unit.

# COMMAND CARDS

AI COORDINATION

SEPARATIST INVASION



1  OR  UNIT

*Separatist Invasion only.*  
Each friendly unit that is issued an order using this card gains 1 standby token.

UNRELENTING ASSAULT

SEPARATIST INVASION



2  UNITS

*Separatist Invasion only.*  
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.

UNSTOPPABLE ADVANCE

SEPARATIST INVASION



3  UNITS

*Separatist Invasion only.*  
Each friendly trooper unit that is issued an order using this card may perform a speed 1 move.