



## BATTLE FORCE RULES

In *Star Wars™: Legion*, Battle Forces represent groups of units that fought side by side across the *Star Wars* galaxy. These forces are themed around unique sub-groups and can range from a ragtag 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.

### BLIZZARD FORCE

This document provides all the rules and components necessary to field your Galactic Empire army as the Blizzard Force Battle Force, including allowed units, rank requirements, new unit and command cards, and special rules.

### SPECIAL RULES

A Blizzard Force Battle Force is part of the Galactic Empire faction.

The Field Commander keyword cannot be used in a Blizzard Force army.

## ARMY BUILDING

### Allowed Units

**Commander:** Darth Vader. General Veers, Imperial Officer

**Corps:** Snowtroopers. 0–2 Stormtroopers

**Support:** 74-Z Speeder Bikes. E-Web Heavy Blaster Team

**Heavy:** AT-ST

**Unique Upgrades Allowed:** General Weiss

### Rank Requirements



**Commander:** Each army must include one to two commander units.



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



**Support:** Each army must include one to four support units.



**Heavy:** Each army may include up to two heavy units.

### Skirmish Rank Requirements



**Commander:** Each army must include one to two commander units.



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



**Support:** Each army must include one to three support units.



**Heavy:** Each army may include up to one heavy unit.



# 2024 BLIZZARD FORCE UPDATES

## UNRELENTING FIRE




2 UNITS

Enemy units cannot remove more than 1 suppression token during their Rally step this round.

## OVERWHELMING BARRAGE



2 UNITS

Once this round, at the end of the activation of a friendly  unit, it may perform an attack using the following weapon:


**OVERWHELMING BARRAGE**  4- 4


BLAST, BEAM 1, CRITICAL 3,  
IMMUNE: DEFLECT, SUPPRESSIVE

## DEBARK FOR GROUND ASSAULT



3 UNITS

Each friendly  trooper unit that is issued an order using this card gains **SPUR** this round.

The weapons of each friendly  trooper unit that is issued an order using this card gain **SUPPRESSIVE** this round.

BLIZZARD FORCE

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STORMTROOPERS HEAVY RESPONSE UNIT TROOPER	3	STORMTROOPERS HEAVY RESPONSE UNIT TROOPER	36
<b>FLEXIBLE RESPONSE 2</b> <b>PRECISE 1</b> <b>SPECIAL ISSUE: BLIZZARD FORCE</b> <b>UNHINDERED</b>	                                                                                                                                                                                                                                                                                                                                                                  		