



MERCENARY RULES

The *Star Wars*™ galaxy is populated with all manner of heroes, villains, rogues, organizations, and even entire forces that are unaligned with the major power structures of the galaxy. These characters and forces appear in *Star Wars: Legion* as Mercenary units.

INCLUDING MERCENARIES IN YOUR ARMY

Mercenary units are not loyal to any of the game's four factions. However, factions and some Battle Forces can hire certain Mercenary units and field them in their armies. The unit card of a Mercenary unit indicates each faction that can include that Mercenary unit in an army.

There is no additional cost to fielding a Mercenary unit in an army.

Mercenary units do not count toward the minimum number of ranks required in an army, but they do count toward the maximum ranks allowed. An army may include only two Mercenary units of the ▲ rank and only one Mercenary unit of each other rank.

For example, a standard Galactic Empire army that includes one or more Black Sun Enforcers units must field at least three non-Mercenary ▲ units and cannot field a combined number of ▲ units greater than six.

A player cannot normally field an army that contains only Mercenary units but some Battle Forces allow a player to do just that. These Battle Forces have their own unique requirements and rules. Some Mercenary units cannot be used by any faction; these units can only be used when special rules allow them to be included in armies.

A Mercenary unit is friendly to the other units in its army but is not considered part of that army's faction. When including Mercenary units in an army, use order tokens with a back that corresponds to the faction of the army. If you are playing an army that includes only Mercenary units, use the Mercenary order tokens.

For example, Black Sun Enforcers in a Galactic Empire army are friendly to other units in the army but are not part of the Galactic Empire faction. Black Sun Enforcers in a Galactic Empire army would use Galactic Empire order tokens.

AFFILIATIONS

Every Mercenary unit has an affiliation. Their affiliation is where their true loyalty lies. Affiliations represent criminal organizations, syndicates, guilds, gangs, or even a lone bounty hunter just looking out for themselves. A unit's affiliation is represented by an icon in the upper left corner of their unit card, where a unit's faction icon would normally be.

A unit with an affiliation can be issued orders only by a friendly unit that has the same affiliation.

Each affiliation is represented by an icon. The affiliations found in *Star Wars: Legion* are as follows:



Black Sun



The Pyke Syndicate



Raiders



Rogues



Maul Loyalists

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.

SHADOW COLLECTIVE

This document provides all the rules and components necessary to field your army as the Shadow Collective Battle Force, including allowed units, rank requirements, and special rules.

ARMY BUILDING

Allowed Units

Commander: Black Sun Vigo, Gar Saxon, Pyke Syndicate Capo

Operative: Maul (A Rival), Bossk, Cad Bane

Corps: Black Sun Enforcers, Pyke Syndicate Foot Soldiers

Special Forces: Mandalorian Super Commandos

Support: Swoop Bike Riders

Heavy: A-A5 Speeder Truck

Unique Upgrades Allowed: The Darksaber, Raiding Party Leader, Rook Kast, Saxon's Combat Shield, Saxon's Galar-90 Rifle, Saxon's Z-3X Jetpack Rockets, Saxon's ZX Flame Projector

Rank Requirements



Commander/Operative: Each army must include one to four commander or operative units. At least one unit must be a commander.



Special Forces: Each army may include up to four special forces units.



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



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



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

SPECIAL RULES

This Battle Force must be composed entirely of Mercenary units. These units **do** count toward the minimum number of ranks required and the army may include any number of Mercenaries at each rank.

A Shadow Collective Battle Force is aligned with the Dark Side.

Units in this army with the Transport keyword may issue orders to transported units regardless of Affiliation.

Skirmish Rank Requirements

Commander: Each army must include one to two commander or operative units. At least one unit must be a commander.

Special Forces: Each army may include up to three special forces units.

Corps: Each army must include one to four corps units.

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

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