STAR WARS™
LEGION™

ERRATA REFERENCE

VERSION 2.5.1   Effective 2.17.2023

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This document contains the official errata to individual cards and other game components in *Star Wars: Legion*. Errata overrides the originally printed text or information on the original game component. Unless errata from a game component appears below, the original English printing of that component is considered correct and overrides all other printings. This includes translated cards, promotional cards, and printings which may appear in other products.

KEY POSITIONS (BATTLE CARD)

Replace all text on the card with the following:

Setup: Place an objective token on the piece of terrain closest to the center of the battlefield (if multiple pieces are equally close to the center, the blue player chooses). Then, starting with the blue player, each player places 1 objective token on a piece of terrain. Each token must be placed on a piece of terrain that is completely outside all deployment zones and beyond range 1 of any other piece of terrain that has an objective token. If a player is unable to place a token according to these rules, they can place that token on any piece of terrain that does not have an objective token and that is outside all deployment zones. If that token still cannot be placed, then it is not placed.

Victory: At the end of the game, for each terrain piece that has an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 1 victory token.

LIMITED VISIBILITY (BATTLE CARD)

Replace all text on the card with the following:

During the first round, units cannot perform ranged attacks beyond range 2.

During the second round, units cannot perform ranged attacks beyond range 3.

RAPID REINFORCEMENTS (BATTLE CARD)

Replace all text on the card with the following:

Setup: Starting with the blue player, each player sets aside 1 to 2 friendly non-▰, non-▲ trooper units, marking each unit with a condition token. When a player draws an order token with a rank that matches a friendly set-aside unit, if they cannot choose a unit on the battlefield with a matching rank, they must place that set-aside unit onto the battlefield, beyond range 2 of all enemy units if able. That unit is treated as activated and its order token is placed facedown.

WAR WEARY (BATTLE CARD)

Replace all text on the card with the following:

When checking whether a unit is panicked, the range at which a unit can use another courage value instead of its own is reduced by 2 (to a minimum of 1).

COORDINATED FIRE (COMMAND CARD)

Replace the effect with the following:

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.

COVERT OBSERVATION (COMMAND CARD)

Replace the effect with the following:

While an opponent is issuing orders using a command card, each unit that is issued an order with that card gain 1 supression token.

DARKNESS DESCENDS (COMMAND CARD)

Replace the effect with the following:

Permanent. If this card was not divulged, Darth Vader gains Reliable 2. Divulge: Deploy Unit Step. Darth Vader gains Infiltrate and Scout 1 and he must be deployed at the end of setup. If this card is divulged, it must be selected during round 1.

IMPLACABLE (COMMAND CARD)

Replace the effect with the following:

When Darth Vader activates, he gains 1 dodge token. At the end of Darth Vader's first activation, he may suffer 1 wound to shuffle his order token into the order pool. During Darth Vader's second activation, he performs 1 fewer action.

SABOTAGED COMMUNICATIONS (COMMAND CARD)

Replace the effect with the following:

While an opponent is issuing orders using a command card, they can issue only 1 order with that card.

SON OF SKYWALKER (COMMAND CARD)

Replace the effect with the following:

After Luke Skywalker performs his first attack, he may perform a free attack action, even if he has already performed an attack action during his activation.

TAKE THAT CLANKERS (COMMAND CARD)

Replace the effect with the following:

After a friendly clone trooper unit that has a faceup order token performs an aim action during its activation, it may increase the maximum range of each of its ranged weapons by 1, to a maximum of 4, until the end of that activation.

YOU UNDERESTIMATE MY POWER (COMMAND CARD)

Replace the effect with the following:

Anakin Skywalker & 1 Unit

Permanent. Anakin Skywalker gains ⚔:✷ and Master Of The Force 1. Anakin Skywalker gains Defend 1. At the end of his activation, if he did not perform an attack, he gains 1 suppression token.

1.4 FD LASER CANNON TEAM (UNIT CARD)

Change the range of the 1.4 FD Laser Cannon weapon to 1-5.

CHEWBACCA, WALKING CARPET (UNIT CARD)

Add the Scale keyword. Remove the Expert Climber and Unhindered keywords. Change the name of the Overpower weapon to Overwhelm and add the Lethal 1 keyword.

DARTH VADER, DARK LORD OF THE SITH (UNIT CARD)

Add 😀. Add Compel: ▲ Trooper.

DARTH VADER, THE EMPEROR'S APPRENTICE (UNIT CARD)

Add 💫. Increase wound threshold to 7. Increase speed to 2. Remove the Spur keyword.

E-WEB HEAVY BLASTER TEAM (UNIT CARD)

Remove the Plodding keyword.

HAN SOLO, UNORTHODOX GENERAL (UNIT CARD)

Add the Steady keyword.

MARK II MEDIUM BLASTER TROOPER (UNIT CARD)

Increase wound threshold to 4.

SCOUT TROOPERS/SCOUT TROOPERS STRIKE TEAM (UNIT CARDS)

Increase Scout 1 to Scout 3.

T-47 AIRSPEEDER (UNIT CARD)

Add the Immune: Range 1 Weapons keyword. Add ⚔:✷ to the unit's surge chart.

WOOKIEE WARRIORS (UNIT CARD)

Add the Scale and Duelist keywords. Remove the Expert Climber and Unhindered keywords.

AGGRESSIVE TACTICS (UPGRADE CARD)

Replace the effect with the following:

During the Command Phase, if you were nominated, after issuing orders choose up to 4 friendly units with faceup order tokens. Each chosen unit gains 1 surge token.

BATTLE MEDITATION (UPGRADE CARD)

Replace the effect with the following:

While you are issuing orders using a command card, you may issue 1 of those orders to any friendly unit on the battlefield, instead of a unit indicated on the command card.

BISTAN (UPGRADE CARD)

Increase wound threshold to 2.

CM-0/93 TROOPER (UPGRADE CARD)

Change the range of the weapon on this upgrade card to 1-4.

COMMANDING PRESENCE (UPGRADE CARD)

Replace the effect with the following:

When issuing orders, you can issue orders at range 1-4

COMMS RELAY (UPGRADE CARD)

Change the restriction to Non-emplacement Trooper only. *Replace the effect with the following:*

When you would be issued an order, you may choose a friendly unit at range 1–2. Issue an order to the chosen unit instead. If you do, you cannot be issued another order during this round.

DC-15X ARC TROOPER (UPGRADE CARD)

Remove the Critical 1 keyword.

DH-447 SNIPER (UPGRADE CARD)

Change the range of the weapon on this upgrade card to 1-5.

DLT19X SNIPER (UPGRADE CARD)

Change the range of the weapon on this upgrade card to 1-5.

DT-F16 (UPGRADE CARD)

Increase wound threshold to 2. Add the Compel keyword.

EV-SERIES MEDICAL DROID (UPGRADE

CARD)

Change the restriction to Seperatist Alliance Droid Trooper only.

FORCE CHOKE (UPGRADE CARD)

Change the restriction to Dark Side only. *Replace the effect with the following:*

» Choose a non-🔫, non-🔺 enemy trooper mini at range 1. It suffers 1 wound.

FX-9 MEDICAL DROID (UPGRADE CARD)

Change the restriction to Imperial 🔺 Trooper only.

GENERAL WEISS (UPGRADE CARD)

Add the Field Commander keyword. Remove the exhaust icon.

IMPERIAL COMMS TECHNICIAN (UPGRADE CARD)

Change the restriction to Imperial 🔺 Trooper only.

IMPERIAL OFFICER (UPGRADE CARD)

Change the restriction to Imperial 🔺 Trooper only.

JEDI MIND TRICK (UPGRADE CARD)

Replace the effect with the following:

»» Choose a non-🔫, non-🔺 enemy trooper unit at range 1-2. It gains 2 suppression tokens.

LONG RANGE COMLINK (UPGRADE CARD)

Replace the effect with the following:

During the Command Phase, you can be issued orders by friendly 🔫 or 🔺 units regardless of range.

PAO (UPGRADE CARD)

Increase wound threshold to 2.

PK-SERIES WORKER DROID (UPGRADE CARD)

Change the restriction to Seperatist Alliance Droid Trooper only.

R4 ASTROMECH DROID (UPGRADE CARD)

Change the restriction to Imperial 🔺 Trooper only.

SMOKE GRENADES (UPGRADE CARD)

Add the expend icon. *Replace the effect with the following:*
You gain » Smoke 1

T-7 ION SNOWTROOPER (UPGRADE CARD)

Change the range of this weapon to 1-3.

T-SERIES TACTICAL DROID (UPGRADE

CARD)

Change the restriction to Seperatist Alliance Droid Trooper only.

UNORTHODOX TACTITIAN (UPGRADE CARD)

Replace the effect with the following:

When you activate, roll 3 red defense dice. For each ▼ and 🏵 result, choose a different friendly unit that you are transporting or at range 1–3. Each chosen unit gains 1 aim token.

VIPER RECON DROID (UPGRADE CARD)

Change the restriction to Seperatist Alliance Droid Trooper only.

WEDGE ANTILLIES (UPGRADE CARD)

Replace the effect with the following:

» Perform a pivot. Field Commander.