

STAR WARS

LEGION

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.

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 can not be used in a Blizzard Force army.

ARMY BUILDING

ALLOWED UNITS

Commander: Darth Vader, General Veers, Imperial Officer

Operative: Darth Vader


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/Operative:** Each army must include one to two commander and operative units. At least one unit must be a commander.




 **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/Operative:** Each army must include one to two commander and operative units. At least one unit must be a commander.




 **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.

COMMAND & UNIT CARDS

UNRELENTING FIRE
BLIZZARD FORCE



2 UNITS

Blizzard Force only.

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

OVERWHELMING BARRAGE
BLIZZARD FORCE



2 UNITS

Blizzard Force only.

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

4 =                      

BLAST, BEAM 1, IMMUNE: DEFLECT, SUPPRESSIVE

DEBARK FOR GROUND ASSAULT
BLIZZARD FORCE



3 UNITS

Blizzard Force only.

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

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

STORMTROOPERS
HEAVY RESPONSE UNIT



Elite Stormtrooper units often carry an array of armaments into battle, ensuring they can bring the full weight of the Empire to bear against the Rebels.

STORMTROOPERS
HEAVY RESPONSE UNIT

30

FLEXIBLE RESPONSE 2 (This unit must equip 2  upgrades.)

PRECISE 1 (When you spend an aim token, reroll up to 1 additional die.)

UNHINDERED (You ignore the effects of difficult terrain.)

SPECIAL ISSUE: BLIZZARD FORCE (This unit may only be included in Blizzard Force.)

UNARMED **E-11 BLASTER RIFLE**

1 =   

TROOPER

 **1**

 **1**

STORMTROOPERS
HEAVY RESPONSE UNIT



Elite Stormtrooper units often carry an array of armaments into battle, ensuring they can bring the full weight of the Empire to bear against the Rebels.

STORMTROOPERS
HEAVY RESPONSE UNIT

30

FLEXIBLE RESPONSE 2 (This unit must equip 2  upgrades.)

PRECISE 1 (When you spend an aim token, reroll up to 1 additional die.)

UNHINDERED (You ignore the effects of difficult terrain.)

SPECIAL ISSUE: BLIZZARD FORCE (This unit may only be included in Blizzard Force.)

UNARMED **E-11 BLASTER RIFLE**

1 =   

TROOPER

 **1**

 **1**