

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.

501ST LEGION

This document provides all the rules and components necessary to field your Galactic Republic army as the 501st Legion Battle Force, including allowed units, rank requirements, new command cards, and special rules.

SPECIAL RULES

A 501st Legion Battle Force is part of the Galactic Republic faction.

During Army Building, you may include 1 ARC Troopers Strike Team unit for each non-Strike Team ARC Troopers unit in your army, spending points as normal.

ARMY BUILDING

ALLOWED UNITS

Commander: Anakin Skywalker, Clone Captain Rex, Clone Commander

Corps: Phase II Clone Troopers






Special Forces: ARC Troopers (No Strike Teams)

Support: AT-RT, BARC Speeder






Heavy: LAAT/le

Unique Upgrades Allowed: Echo and Fives

RANK REQUIREMENTS

-  **Commander/Operative:** Each army must include one to two commander and operative units. At least one unit must be a commander unit.
-  **Corps:** Each army must include one to four corps units.
-  **Special Forces:** Each army must include one to four special forces units.
-  **Support:** Each army must include one to two support units.
-  **Heavy:** Each army may include up to one heavy unit.

SKIRMISH RANK REQUIREMENTS

-  **Commander/Operative:** Each army must include one commander unit and up to one operative unit.
-  **Corps:** Each army must include one to to four corps units.
-  **Special Forces:** Each army must include one to four special forces units.
-  **Support:** Each army may include up to one to two support units.
-  **Heavy:** Each army may include up to one heavy unit.

COMMAND CARDS

LEAD FROM THE FRONT
501ST LEGION



1  UNIT

501st Legion only.

When building a command hand, treat this card as though it has 2 pips. After a friendly  is issued an order by this card, choose 3 other friendly units within range 1 of the  unit. Each chosen unit gains 1 aim or 1 dodge token.

TACTICAL PLANNING
501ST LEGION



2  OR  UNITS

501st Legion only.

After a friendly  or  unit performs an attack against a unit that has a faceup order token, shuffle that token back into its order pool.

LEADERS OF THE 501ST
501ST LEGION



3  OR  UNITS

501st Legion only.

PERMANENT. Friendly units at range 1-2 of a friendly Anakin Skywalker and/or a friendly Clone Captain Rex gain **INDOMITABLE**.