ARMY BUILDING

ALLOWED UNITS

Commander: Count Dooku, General Grievous, T-Series Tactical Droid
Operative: Maul (Impatient Apprentice)
Special Forces: IG-100 Magnaguard.
Corps: B1 Battle Droids
Support: Droidekas, STAP Riders
Heavy: AAT Trade Federation Battle Tank
Unique Upgrades Allowed: DT-57 "Annihilator"

RANK REQUIREMENTS

Commander: Each army must include one commander unit.
Operative: Each army may include up to one operative unit.
Special Forces: Each army may include one to two Special Forces units.
Corps: Each army must include four to eight corps units.
Support: Each army may include up to three support units.
Heavy: Each army must include one to two heavy units.

SKIRMISH RANK REQUIREMENTS

Commander: Each army must include one commander unit.
Operative: Each army may include up to one operative unit.
Special Forces: May include up to one special forces unit.
Corps: Each army must include two to six corps units.
Support: Each army may include up to two support units.
Heavy: Each army must include one heavy unit.

SEPARATIST INVASION

This document provides all the rules and components necessary to field your Separatist Alliance army as a Separatist Invasion Battle Force, including allowed units, rank requirements, new command cards, and special rules.

SPECIAL RULES

A Separatist Invasion Battle Force is part of the Separatist Alliance faction.

The Field Commander keyword cannot be used in a Separatist Invasion army.
**AI Coordination**

*Separatist Invasion only.*
Each friendly unit that is issued an order using this card gains 1 standby token.

**Unrelenting Assault**

*Separatist Invasion only.*
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.

**Unstoppable Advance**

*Separatist Invasion only.*
Each friendly trooper unit that is issued an order using this card may perform a speed 1 move.