STAR WARS

LEGION

SKIRMISH

SKIRMISHES

This document provides players with the rules and resources they need to play skirmish games of *STAR WARS: LEGION*. Skirmish games are a great way to introduce new players to the game, and an excellent alternative to a standard game for veteran players looking for a quicker, lighter experience. They follow all the rules of a standard game, with the following exceptions:

ROUNDS

A skirmish game ends after five rounds rather than six.

BATTLEFIELD

A skirmish game is played on a 3' by 3' battlefield rather than a 3' by 6' battlefield.

SKIRMISH BATTLE CARDS

Skirmish games utilize new battle cards to create a unique smaller-scale experience. These cards can be found at the end of this document, and are oriented vertically rather than horizontally to distinguish them from standard battle cards. Skirmish battle cards cannot be used in standard games of *STAR WARS: LEGION*.

ARMY BUILDING

When playing a skirmish game, each player brings their own custom army, obeying the following rules:

POINTS AND RANKS

The total point value of a skirmish army cannot exceed 500. Each army must include the following units:

- **Commander:** Each army must include exactly one commander unit.

- **Operative:** Each army may include up to one operative unit.

- **Corps:** Each army must include two to four corps units.

- **Special Forces:** Each army may include up to two special forces units.

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

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

SETUP

To play a skirmish game of *STAR WARS: LEGION*, perform the following steps:

1. **Establish Battlefield and Gather Components:** Establish a **3' x 3'** battlefield on a flat surface. The players sit across from each other and place their units, cards, order tokens, movement tools, and other game components off the play area. Then, they assign ID tokens to their units, if necessary.

2. **Declare Terrain:** It is important to determine what the terrain effects will be before the game begins. Players should briefly discuss each piece of terrain that is available for the battle and come to a consensus on its cover type and other characteristics. It is advisable to gather a number of terrain pieces that cover roughly **one third** of the battlefield, choosing some pieces that will block line of sight and some that will simply provide cover

3. **Place Terrain:** Players cooperate to set up terrain in a mutually agreeable fashion.

4. **Select Player Color and Sides:** The player whose army has the lowest point total chooses to be either the red player or the blue player. Then, the blue player chooses one of the **four** table edges and sets their army near that edge. The red player takes the opposite table edge. If both players' armies have the same point total, roll a die or flip a coin to determine which player chooses to be red or blue.

5. **Reveal Skirmish Battle Cards:** Shuffle the objective, deployment, and condition decks separately. Then, draw and reveal three of the four cards from each skirmish deck, lining each category up in a horizontal row facing the blue player's table edge.

6. **Define Battlefield:** Starting with the blue player, players take turns choosing a category and eliminating the leftmost card in that category. A player may also forfeit their opportunity to eliminate a card if they wish to do so. After each player has had two opportunities to eliminate a card, the leftmost card remaining in each row is the card used during the battle. If players eliminate the first two cards in a category, the final card cannot be eliminated.

7. **Resolve the Objective and Condition Cards:** Resolve any setup instructions on the objective card; then resolve any setup instructions on the condition card.

8. **Deploy Units:** Resolve any setup instructions on the deployment card; some deployment cards have ongoing effects during this step. Then, starting with the blue player, players take turns placing a single unit from their army within their respective deployment zones. Players continue taking turns until all units have been deployed.

9. **Prepare Supply:** Place the wound, suppression, aim, dodge, and other tokens near the battlefield to create the supply. The blue player takes the round counter and sets it to "1." Then, players are ready to start the game!

EVENT GUIDANCE

The skirmish format provides new opportunities for event organizers, as each game requires less time and physical space to play. Organizers who wish to run a skirmish tournament should use the standard *STAR WARS: LEGION* tournament rules, with the following amendments:

TOURNAMENT SETUP

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges and enough terrain to fully cover at least a third of the play area (3' x 1').

TOURNAMENT ROUND TIMES

Each tournament round of *STAR WARS: LEGION* is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round and then calculate their scores. A tournament round's length varies depending on the type of round.

- SWISS ROUNDS: 90 minutes each

- SINGLE ELIMINATION ROUNDS (EXCEPT FINAL): 90 minutes each

- FINAL SINGLE ELIMINATION ROUND: 150 minutes

An organizer may extend the round time in increments of 30 minutes (up to a maximum of 150 minutes) as long as they announce the new round time prior to their event. This is advisable if the tournament organizer prefers a relaxed pace or anticipates that a number of the attendees will be new players.

TOURNAMENT STRUCTURES

The structure of a tournament determines how many Swiss and single elimination rounds are used. All *STAR WARS: LEGION* skirmish tournaments must use one of the following types:

BASIC STRUCTURE

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from organizers and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-8	3	No Cut
9-44	4	No Cut
45 and Above	5	No Cut

ADVANCED STRUCTURE

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from organizers and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-24	4	Top 2
25-44	4	Top 4
45 and Above	5	Top 4

ELIMINATION

Victory: At the end of the game, each player gains 1 victory token for each defeated enemy unit, and 1 additional victory token for each defeated enemy ⚔, ▲, and ♠ unit.

© LFL © FFG

WAR WEARY

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

The fatigue and stress of a protracted campaign blunts the effect of even the most inspirational leaders. Eventually, troopers must look within for the courage to carry on.

© LFL © FFG

PIVOTAL POSITIONS

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 with 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 with an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 2 victory tokens.

© LFL © FFG

CLEAR CONDITIONS

This card has no effect.

The air is clear, the sun is shining, and visibility is good. The troopers gathered for the fight know that perfect weather only heralds one thing—battle will soon be joined!

© LFL © FFG

BREACH

Victory: At the end of the game, each player gains 2 victory tokens for each of their unit leaders within range 1 of the enemy edge of the battlefield.

© LFL © FFG

CONTROL

Setup: Place 1 objective token on the center of the battlefield.

Victory: At the end of rounds 2–4, each player gains 1 victory token if they control the objective token. At the end of the game, a player gains 2 victory tokens if they control the objective token. A player controls an objective token if they have more unit leaders at range 1 of that token than any other player.

© LFL © FFG

Faceoff

Each player's deployment zone is a range 2 half-circle measured from the center point of their player edge.

Meeting Engagement

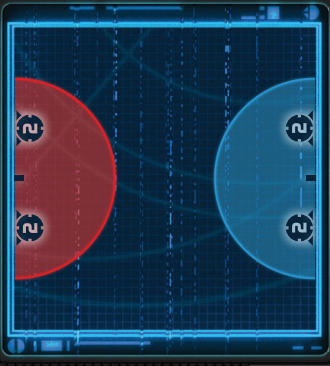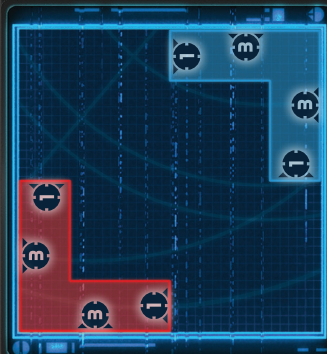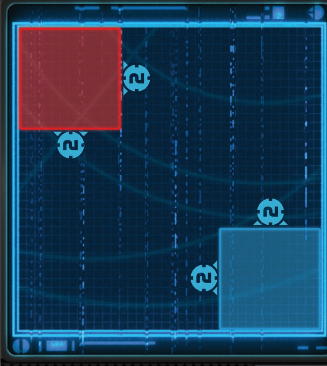## Dawn

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

The horizon glows dimly as the opposing armies advance under the shroud of night. As the sun rises, battle will be joined in earnest.

Flanking Positions

Improvised Defenses

Setup: Starting with the blue player, players alternate placing barricades on the battlefield until 4 barricades have been placed. When a player places a barricade, it must be placed inside their deployment zone or within range 1-2 of their deployment zone. Each barricade must be placed horizontally.

Experienced soldiers are always on the lookout for ways to reinforce their positions.

Battle Lines