

Star Wars: Legion: Special Operations

Game Overview

Star Wars: Legion: Special Operations is a game mode for *Star Wars: Legion* that focuses on small squad-level skirmishes. The game utilizes miniatures and core rules from *Star Wars: Legion*, but introduces new gameplay mechanics, Squads, and missions.

Gameplay

Star Wars: Legion: Special Operations uses prebuilt Squads with customizable loadouts and is played over 4 game rounds using the rules for *Star Wars: Legion* (which can be found here: <<LINK>>) with a few exceptions, found below. Each player is attempting to complete narrative missions while clashing with their opponent over various objectives. *Star Wars: Legion: Special Operations* does not use *Star Wars: Legion* unit, command, or upgrade cards. It uses unique versions of these cards that are unique to *Star Wars: Legion: Special Operations*.

Game Mechanics

Star Wars: Legion: Special Operations uses the majority of the core rules of *Star Wars: Legion*. The exceptions are found below:

Squad Construction

Players do not select units to make up their armies like a normal game of *Star Wars: Legion* – instead they pick a predetermined Squad to use during the game. These Squads are found at the end of this document. Each Squad also lists available loadouts – but these are not chosen before players reach the table. Loadouts are selected for your Squad after the mission has been determined but before any units are deployed.

Building a Command Hand

Players do not build a Command Hand in *Star Wars: Legion: Special Operations*. Instead, a player's command hand consists of 3 Faction-specific command cards, 2 Squad-specific command cards and Standing Orders. All the Faction and Squad command cards for *Star Wars: Legion: Special Operations* can be found in a separate document.

Selecting Player Color

Each player rolls 3 Red Attack Dice. The player who rolled the most Critical (XICONX) results is the Red player. If there is a tie, the player who rolled the most Attack Surge (XICONX) results is the red player. If there is still a tie, the player who rolled the most Hit (XICONX) results is the red player. If there is still a tie, the players reroll until the red player is determined.

Missions

Star Wars: Legion: Special Operations does not use battle decks – instead, after determining player color players can select a mission they agree upon or may randomly choose a mission to play.

Winning the Game

Each Mission is unique and gives each its own victory conditions.

Measuring and Range

Star Wars: Legion Special Operations uses the standard Movement Tools for unit movement but does not use the Range tools. Instead, use a measuring tape to measure the distances listed for weapons and special rules. When measuring the range for rules with standard Legion ranges, each numbered range increment is equal to 6 inches (6”).

Command Cards, Orders, and the Command Phase

When selecting and playing Command Cards players do not nominate a Commander XICONX. Instead, Command Cards issue orders to any eligible unit on the battlefield.

Unit Cards

Instead of a points cost, each unit card will have a number. This is used to identify which unit is which if a Squad has more than one unit of each type.

Loadouts

Each Squad has three double-sided Loadout cards. Loadouts are unique to each Squad. Before deploying any units each player secretly select which side of each of their loadout cards their Squad is using for this Mission. Players reveal their chosen Loadouts simultaneously.

Actions

Units in *Star Wars: Legion: Special Operations* cannot perform the same action twice - including the Move action. *Star Wars: Legion: Special Operations* adds a new action: Dash. When a unit makes a Dash action, it may make a speed-1 move.

Courage

Units may not use the courage value of Commanders XICONX in place of their own.

Rallying, Suppression, and Panic

At the start of a unit's activation, it rallies like normal, but suppression and panic do not function like standard *Star Wars: Legion*.

Suppression

Unlike in *Star Wars: Legion*, a unit with suppression after rallying does not lose any actions – instead when a suppressed unit attacks, the player controlling the target unit may remove 1 die

of any color from the attack pool after the dice pools are created but before they are rolled. Additionally, units do not remove suppression tokens during the End Phase.

(CALLOUT: Droid Troopers cannot be suppressed! However, they still gain suppression tokens and can panic.)

Panic

Panic plays a very different role in *Star Wars: Legion: Special Operations*. Instead of using the normal Panic rules, any time a unit gains suppression that would cause it to have more suppression than its Courage value, the unit panics. When a unit panics, roll a black die for each suppression it has exceeding its courage stat. For each critical (XICONX) and/or Hit (XICONX) result the unit suffers 1 wound. Then remove suppression from the unit until it has suppression equal to its courage stat.

Terrain

Remove the Difficult Terrain type from the game. Terrain is either open or impassable.

Cover

Instead of canceling results, during the Roll Defense Dice step, a unit that has light cover may change 1 of its Defense Surge (XICONX) results to a Block (XICONX) result and a unit with heavy cover may change 2 of its Defense Surge (XICONX) results to a Block (XICONX).

Star Wars: Legion: Special Operations Special Rules

Each unit card has the full special rules for each of its keywords listed on the cards itself – there is no need to reference the *Star Wars: Legion Core Rulebook* – and some of these keywords have had minor updates to their functionality for *Star Wars: Legion: Special Operations*.

A list of these keywords is below, since the playtest cards do not have backs:

Critical X: When attacking, change up to X SURGE results in the attack pool to CRITICAL results.

Impact X: When attacking a unit with the Armor or Armor X keyword, change up to X HIT results to CRITICAL results.

Fixed: To add a weapon that has the Fixed: Front or Fixed: Rear keyword to an attack pool, the defending unit must be partially inside the specified firing arc of the attacking miniature.

Pierce X: When attacking, cancel up to X of the defender's BLOCK results.

Suppressive X: After the attack is resolved, the defending unit gains X suppression tokens.

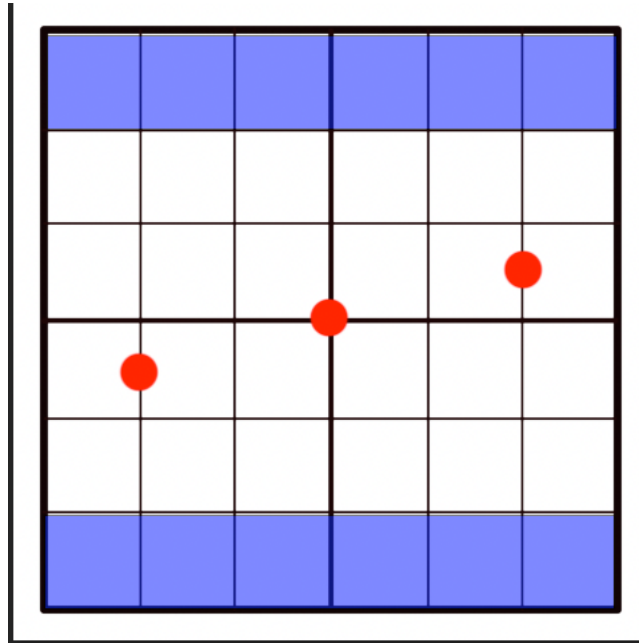
Covert Deploy

Some loadouts allow certain units in a squad to Covert Deploy. Units that can Covert Deploy each have a specific Condition token listed on their unit card. Multiple tokens may be listed, only use each token once.

When a squad that Infiltrates is being deployed each unit with the Covert Deploy keyword is not deployed. Instead, their controlling player deploys one of the corresponding condition tokens, face down, following the normal deployment rules. During the first end step of the game, reveal each condition token and deploy its corresponding miniature at 10" of it, then remove the condition token from the game.

Shifting Priorities

MAP:



(THIS IS A 36"x36" MAP. EACH SQUARE IS 6" BLUE IS DEPLOYMENT)

Special Rules:

At the start of the second Command Phase and each subsequent Command Phase, the blue player rolls a black attack die. If the result is a critical, the right most objective is the priority objective this round. If the result is a surge, the left most objective is the priority objective this round. If the result is a hit, the center objective is the priority objective this round. If the result is a blank, there is no priority objective this round.

During the End Phase of each round, each player scores 1 VP for each objective token they control and one additional VP if they control the priority objective. The player with the most unit leaders at 3" of an objective controls that objective token. When determining which player controls an objective token, count each support unit as two units.

Winning the Game:

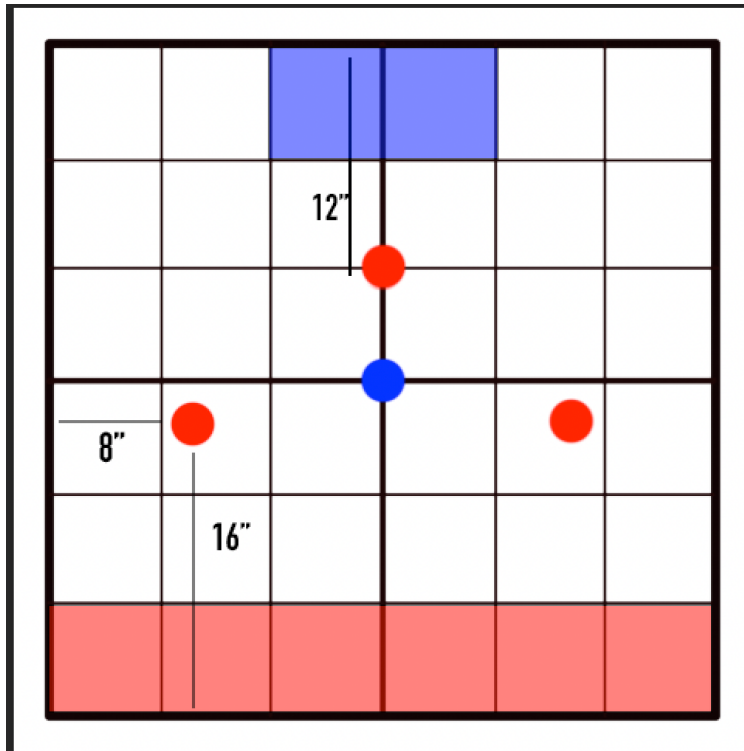
A player immediately wins when they score 7 or more VPs. If both players score 7 or more VPs simultaneously, the player with more VPs wins. If they are tied, neither player wins. Instead, the game continues until one player has scored more VPs than their opponent, at which point they immediately win.

If neither player has won by the end of round 4, the player with the most VPs is the winner. If both players are tied at this point, the game continues one final round. If at the end of this round the players are still tied, the game ends in a tie.

Bring Down the Shields

The attacking squad must infiltrate the defenders base and shut down the shield generator allowing the full assault to begin – without the success of this operation the battle is lost!

Setup:



Place 3 (RED) Consoles and 1 (BLUE) Transmitter as shown.

The Blue Player is the defender and deploys their CORP XICONX COMMANDER and HEAVY XICONX units in the shown deployment zone. Their remaining units deploy during the game. The Red player is the attacker and deploys their entire force in the shown deployment zone.

Scenario Rules:

Attacker:

All of the Attacker's unit's gain the following actions:

- **Console Action (FREE ACTION):** Roll 3 black attack dice. If the unit making this action is a support unit, you may reroll one of the dice. If any of the results rolled match an uncovered slot on the Transmitter card, you may put a victory token on that slot.
- **Transmitter Action (ACTION):** If the Transmitter card has 6 or more slots filled, remove all victory tokens from the Transmitter Card. The Attacker then scores 1 VP. Then remove all dice from the Transmitter card.

Defender:

All of the Defender's units gain the following action:

- **Console Action (FREE ACTION):** Choose one of the following effects:
 - **Call for Backup:** Add a black attack die to the reinforcements pool.
 - **Suppression Webs:** Choose an enemy unit and roll 3 Black attack dice. The chosen unit gains 1 suppression for each Critical XICONX or Hit XICONX result rolled.
 - **Encrypt:** Roll 1 black attack die. If the unit making this action is a support unit, you may roll one additional die. If any of the results rolled match a covered slot on the Transmitter card, you may remove a victory token from that slot.

Reinforcements: At the start of each End Step, roll all dice in the Reinforcements pool. Deploy one unit not deployed at the start of the game in your deployment zone, then for each Critical and Surge result rolled deploy an additional unit, or remove one suppression from a friendly unit. At the start of the fourth round, if there are still units that have not been deployed, deploy those units.

Winning the Game:

- If the attacker has 3 or more VPs at any time, they win the game immediately.
- At the end of the 4th round the defender wins the game.

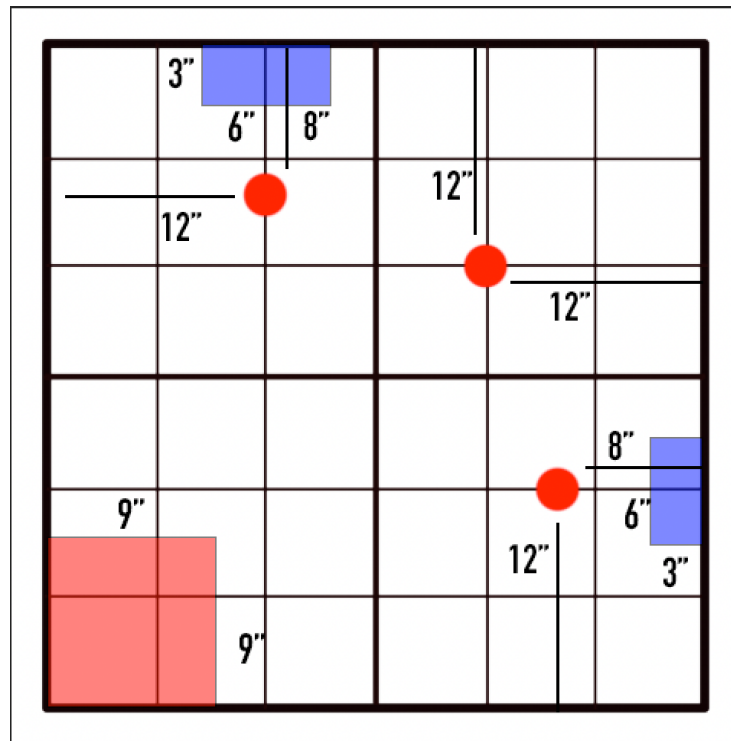
Transmitter Card

CRITICAL	CRITICAL	SURGE	SURGE
HIT	HIT	HIT	HIT

The Codes!

A crack squad has stolen the codes to the vault and is attempting to get them back to command. They must make it to a transmitter with the code – but they have set up clever decoys! The defending team must find the correct code and prevent its transmission.

Setup:



Place 3 Transmitters (RED) with the claimed side faceup as shown. The Red player is the Crack Squad. The Blue player is the Defender. When deploying, after they deploy their first unit, the Defender must alternate deploying the rest of their units between their two deployment zones, starting with either zone.

Special Rules:

General:

- **Under Pressure:** Units that panic do not drop condition tokens. When a unit holding an condition token panics, the defender may look at the hidden side of that condition token.
- **Objective Action (FREE ACTION):** Claim a condition token as if it was an unclaimed objective token.
- **Support Units:** When a support unit in the crack squad with a condition token makes a dash action, it may make a speed-2 move instead. While a support unit in the defending squad is in base contact with a transmitter, flip that transmitter to the unclaimed side.

Crack Squad:

- **The Codes:** After deploying, assign 3 unit leaders the 4, 5, and 6 condition tokens. Keep these condition tokens face down so that no pips are showing. These are treated as Claimed Objective tokens. A player may look at any of their units' condition tokens at any time. The 6 token is the Codes, 4 and 5 are Decoys. When a unit drops a condition token, do not flip it over. If a unit would drop a condition token, before it is removed, another friendly unit at 3" may claim that condition token. A unit may never have more than one condition token at a time.
- **Objective Action (FREE ACTION):** A unit leader with a condition token may choose one or more other unit leaders at 3" of itself. Remove all condition tokens from this unit and each chosen unit. You must then assign one of those condition token to each unit leader.
- **Focus on the Mission:** Units in the Crack Squad gain Disengage (This unit may make move actions while it is engaged with enemy units)

Defending Squad:

- **Stop Right There!:** Units in this squad gain the following action: Halt! (ACTION): Choose an enemy unit at 3" with a condition token. You may look at the condition token.

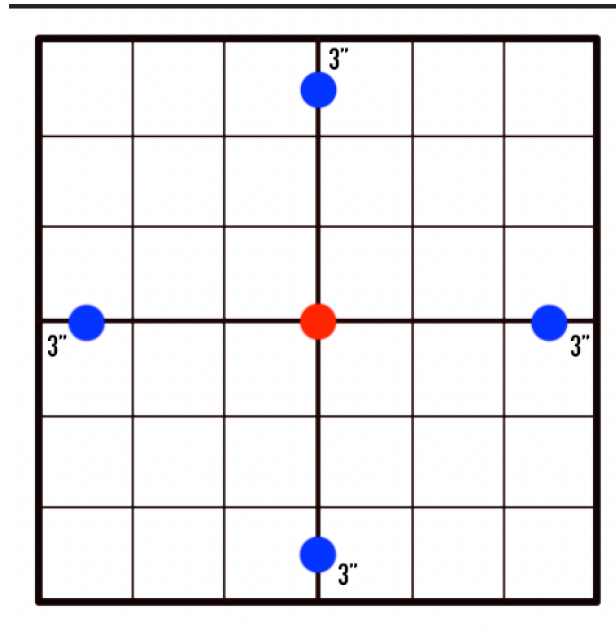
Winning the Game:

- If the unit leader with the Codes is in base contact with any transmitter with the claimed side faceup at the start of the End Phase, it may reveal the Codes token. The Crack Team wins the game.
- At the end of the 4th round the defender wins the game.

Disabled Vehicle

An enemy vehicle has triggered an ambush and must defend itself until air support can arrive. The ambushing squad must destroy the tank before the air support arrives and obliterates the ambushers.

Setup:



Deployment:

The Blue player is the defender. Place the immobilized vehicle for the corresponding faction centered on the battlefield (RED). Place 4 Ambush Network unclaimed objective tokens (BLUE) on the battlefield. The defender deploys all their units in base contact with their immobilized vehicle. The red player is the Ambusher. All of their units begin the game in the Ambush Network.

Special Rules:

Ambush Network: Ambushing units must be in the Ambush Network. A unit in the Ambush Network is not on the battlefield and may never be measured to or from. A unit in the Ambush Network may be issued orders. At the start of a unit's activation, if it is in the Ambush Network it is placed in base contact with an Ambush point and it gains one Detonator. A unit that is placed in this way cannot make a move action during its activation, but may dash.

Detonators (ACTION): Set aside victory tokens to use as detonator tokens. A unit may not have more than one Detonator at any time. A unit may throw its Detonator at the immobilized vehicle if it is in LOS. Measure the distance from the unit to the immobilized vehicle. The unit

rolls 10 white attack dice, removing one die from the roll for each full inch the unit leader is away from the immobilized vehicle. The Immobilized vehicle suffers one damage for each Critical XICONX, Hit XICONX, and Surge XICONX result in the roll. A unit cannot make a detonator action if it has already made an attack action this activation, and cannot make an attack action if it has already made a detonator action this activation.

Ambushing Squad Special Rules:

- Ambush Point Action: Remove this unit from the battlefield and place it in the Ambush Network. A unit may not perform this action during the same activation that it enters the battlefield.
- Support Units: While a friendly unit is at 3" of another friendly support unit, it gains the following action: Rearm: (ACTION): This unit gains 1 detonator.

Defending Squad Special Rules:

- Units in base contact with the Immobilized Vehicle have heavy cover.
- Support Units: While in base contact with the Immobilized Vehicle, Support units in the defending squad gain the following action: Repair Vehicle: (ACTION): Remove 1 wound from the Immobilized Vehicle.

Winning the Game

- If the Immobilized Vehicle is destroyed the Ambushing player wins the game.
- At the end of the 4th round the defender wins the game.

Condition Chart:

After the mission is decided, players may choose to use an optional Condition effect. If they do, roll a white attack die and a red defense die. The effect corresponding to the result of the white die is applied to 2 rounds of the game. If the Red defense die is a block, the effect applies to the first two rounds of the game. If red defense die is a blank or surge, the effect applies to the last two rounds of the game.

Roll Result (White Die)	Weather Type	Basic Effect
Critical XICONX	Inclement Weather	When attacking, increase the target units cover by 1 unless the attacking unit has made an aim action this activation.
Hit XICONX	Cover of Darkness	Reduce the range of ranged weapons by 4", to a minimum of 6".
Surge XICONX	Comms Disruption	During the command phase players issue 1 less order. After assigning orders, draw an order from the order pool and assign it to a corresponding unit.
Blank	No Effect	

Legion Special Operations Squad Info

GAR:

1. Generic Command Cards
 - a. Brothers in Arms
 - b. Teamwork
 - c. Born for This
2. ARC Troopers Squad
 - a. Command Cards
 - i. Quick Response Team
 - ii. Good Intel
 - b. Units
 - i. ARC Trooper, Captain (COMM)
 - ii. 2x ARC Trooper (CORP)
 - iii. 2x ARC Trooper, Jet Pack (SPEC)
 - iv. ARC Trooper, DC-15x Long Rifle (HVY)
3. Clone Troopers Squad
 - a. Command Cards
 - i. Fire Support
 - ii. Target Designation
 - b. Units
 - i. Clone Commander (COMM)
 - ii. 3x Clone Trooper (CORP)
 - iii. Clone Trooper, Z6 Rotary Blaster Cannon (HVY)
 - iv. Clone Trooper, Medic (SPEC)
 - v. R4 Astromech Droid (SUPP)

CIS:

1. Generic Command Cards
 - a. Combat Protocols
 - b. Occupation Protocols
 - c. Orbital Ship Command
2. Invasion Force Squad
 - a. Command Cards
 - i. Onward to Victory
 - ii. Endless Legions
 - b. Units
 - i. Tactical Droid (COMM)
 - ii. 5x B1 Battle Droid (CORP)
 - iii. B1 Battle Droid, E-5C (Heavy)
 - iv. 2x B2 Super Battle Droid (SPEC)
 - v. Worker Droid (SUPP)
3. Droid Commandos Squad
 - a. Command Cards
 - i. Analyze and Annihilate
 - ii. Surprise Attack
 - b. Units
 - i. BX-Series Droid Commando, Command Droid (COMM)
 - ii. 2x BX-Series Droid Commando, Deflector Shield (CORP)
 - iii. 2x BX-Series Droid Commando, Vibrosword (SPEC)
 - iv. 2x IG-100 MagnaGuard (OPP)

Empire:

1. Generic Command Cards
 - a. Oppression
 - b. For the EMPIRE!
 - c. Imperial Training
2. Infantry Squad
 - a. Command Cards
 - i. You Have Your Orders
 - ii. Elite Troopers
 - b. Units
 - i. Imperial Officer (COMM)
 - ii. 3x Storm Trooper (CORP)
 - iii. Storm Trooper w/ DL-19 (HVY)
 - iv. 2x Death Trooper (OPP)
 - v. FX-9 Medical Droid (SUPP)
3. ISF Squad
 - a. Command Cards
 - i. Special Forces
 - ii. Shock and Awe
 - b. Units
 - i. ISF Captain (COMM)
 - ii. 2x ISF Trooper (SPEC)
 - iii. 3x Scout Trooper (CORP)
 - iv. Scout Trooper, DLT-19x (HVY)
 - v. R4 Astromech (SUPP)

Rebels:

1. Generic Command Cards
 1. Hero of the Rebellion
 2. Built on Hope
 3. "Feel Like a Hundred"
2. Rebel Troopers Squad
 1. Command Cards
 1. Hold at Any Cost
 2. Last Stand
 2. Units
 1. Rebel Trooper Captain (COMM)
 2. 4x Rebel Troopers (CORP)
 3. Rebel Trooper, DLT-20a (HVY)
 4. 2x Rebel Pathfinders (OPP)
 5. R5 Astromech (SUPP)
3. Rebel Commandos Squad
 1. Command Cards
 1. Proton Charge
 2. Silent Approach
 - a. Units
 - i. Rebel Commando Captain (COMM)
 - ii. 3x Rebel Commandos (CORPS)
 - iii. Rebel Commando, Saboteur (SUPP)
 - iv. Rebel Commando, DH-447 Sniper Rifle (HVY)
 - v. Wookiee Warrior, Bow Caster (SPEC)