

STAR WARS™

LEGION™

レギオン



TOURS OF DUTY

トアーズ オブ デューティ

GALAXY IN TURMOIL

ギャラクシー イン ターモイル

GAME OVERVIEW

This expansion for Star Wars: Legion – Tours of Duty introduces a more dynamic and narrative-driven campaign experience. Players fight for control of planets across a connected galaxy map, customize and develop unique commanders and operatives, and build armies that reflect their faction’s evolving strategies. The fate of the galaxy is not predetermined, it is forged through the battles you choose, the doctrines you adopt, and the heroes you elevate.

KEY CONCEPTS

Galaxy in Turmoil introduces several new concepts to Star Wars: Legion - Tours of Duty that are frequently referenced in its special rules. This section explains these key concepts.

WINNING THE CAMPAIGN

Throughout the campaign, players expand their influence across the galaxy by conquering planets and elevating their paragons to legendary status. A campaign ends when one of the teams reaches the required victory condition.

A team wins the campaign if they score a set amount of Victory Points (VP), depending on the amount of teams.

Victory Points are secured by controlling sectors on the galaxy map.

The amount of Victory Points needed to win the campaign depends on the number of factions in play.

| Amount of Teams | Win Condition (VP) |
|-----------------|--------------------|
| 2 | 20 |
| 3 | 15 |
| 4 | 10 |
| 5 | 9 |

REGISTERS

Unlike in Tours of Duty, players control multiple Registers.

When a player creates a new Register, they must assign it to a specific Sector on the galaxy map.

A Register may only participate in battles for planets within the Sector to which it is currently assigned.

A Sector may never have more than one Register assigned to it.

Players may also add any customizable characters to their Registers, even if those characters are not from the same faction.

UNIQUE CHARACTERS

Players may introduce unique characters to their Registers by resolving the new **Request Special Assistance Aid** Request.

When a unique character is added to a Register, it cannot be added to any other Register within the same team while it remains assigned to that Register.

Unique units do not gain experience and cannot select Commendations.

They can gain Setbacks, but Setbacks assigned to a unique unit cannot be removed.

When a unique unit or a unit with an unique upgrade becomes a casualty, the unique character is permanently removed from the campaign and may never be added to a Register again.



GALAXY MAP

The campaign is played on a galaxy map, filled with sectors and planets. Players will fight over control of these Sectors and will try to earn Victory Points by conquering them.

SECTORS

The galaxy map is divided into Sectors. Each Sector contains a number of planets. In general, the more planets a Sector contains, the more Victory Points it is worth.

Some Sectors have a name, this has no in-game effect.



For example: the Sandcluster Sector contains three planets: Tatooine, Hypori and Geonosis. As indicated in the top-right corner of the Sector, it is worth 4 Victory Points.

A team controls a Sector if it controls all planets within that Sector.

When a team gains control of a Sector, it immediately scores that Sector's Victory Points. If a team loses control of any planet within that Sector, it immediately loses control of the Sector and removes its Victory Points from its total.



PLANET TYPES

There are eight different planet types. A planet's type is indicated by the icons shown to the right of the planet.

Some planets have multiple planet types and therefore have multiple effects.

| ICON | PLANET TYPE |
|------|----------------|
| | Urban world |
| | Factory world |
| | Military world |
| | Swamp world |
| | Hazard world |
| | Forest world |
| | Desert world |
| | Frozen world |

PLANET CONTROL

When a player wins a battle on a planet, the control of the planet will change to the victor's team's control.

Planet control is displayed by a planet control marker of the matching team.

CAMPAIGN SETUP

At the start of the campaign, players divide themselves into teams. We recommend that teams consist of players from the same faction, though this is not mandatory.

The number of teams determines the total number of Victory Points required to win the campaign.

When setting up the galaxy map, teams alternate placing an allied control marker on a planet until all planets are controlled.

If players wish to play a shorter campaign, they may designate certain sectors of the galaxy map as Out of Play and reduce the number of Victory Points required to win.

PLAYING A GAME

Before playing a game, players must determine which planet will be contested.

Roll to determine the blue player as described in the rules of Star Wars: Legion. The blue player is the attacker and selects a planet controlled by the opposing team.

The attacker must then select a planet they control within the same Sector or an adjacent sector. If the attacker loses the game, the defender takes control of that selected planet.







Players may resolve the **Strategic Redeployment** Aid Request before choosing their Register.

Both players then select a Register assigned to the sector containing the contested planet, if possible. If a player has no register assigned to that sector, they may assign a register from an adjacent sector to the contested sector instead.

ENVIRONMENTAL EFFECTS




Certain planet types have associated environmental effects. These effects do not influence the campaign state and are applied only during battles fought on planets of that type.

If a planet has multiple planet types that correspond to environmental effects, all of those effects are active.

| PLANET TYPE | ICON | EFFECT |
|-----------------------|---|--|
| Military World |  | During setup, the defending player may place up to three barricades within non-enemy territory. Each barricade must be placed beyond range ½ of another barricade. |
| Swamp World |  | During setup, starting with the blue player, players alternate placing advantage tokens beyond range 2 of any board edge and beyond range 1 of any other advantage token. Each player places one advantage token during a Recon game and two advantage tokens during a Standard game. When a unit without the Scale or Unhindered keyword starts a move within range 1 of an advantage token reduces its speed by 1 (to a minimum of 1). Additionally, units within range 1 of an advantage token gain Cover 1 and Low Profile . |
| Hazard World |  | When a unit without the Scale or Unhindered keyword ends a move with one or more of its miniatures within area terrain, it gains 1 suppression token. Additionally, at the start of each End Phase, the blue player rolls one red defense die. On a block or surge result, units do not remove suppression tokens during that End Phase. |
| Forest World |  | When a unit performs an attack, if the defending unit is not within range 1–2 of the attacking unit's unit leader, the defender increases its cover by 2 and gains Low Profile . Additionally, when a vehicle unit performs its second move action during its activation, reduce its speed by 1 (to a minimum of 1). |
| Desert World |  | At the start of each Command Phase, the blue player rolls one white defense die. On a block or surge result, units cannot declare attacks beyond range 2 during that round. |
| Frozen World |  | All trooper units gain Cover 1 . When a trooper unit without the Scale or Unhindered keyword upgrade performs its second move action during its activation, reduce its speed by 1 (to a minimum of 1). |

PLANET EFFECTS

In addition to environmental effects, planets may also have other impacts on the game.

| PLANET TYPE | ICON | EFFECT |
|-----------------------|---|---|
| Urban world |  | Urban Worlds unlock bonus cards and advantages that may be used if you control a certain number of Urban Worlds. |
| Factory world |  | During the Award Supply Points step of the Post-Battle Sequence, gain 1 additional Supply Point for every two Factory Worlds you control. |
| Military world |  | When a new unit is added to your register, it gains 1 XP for every three Military Worlds your team controls. |

NEW AID REQUESTS

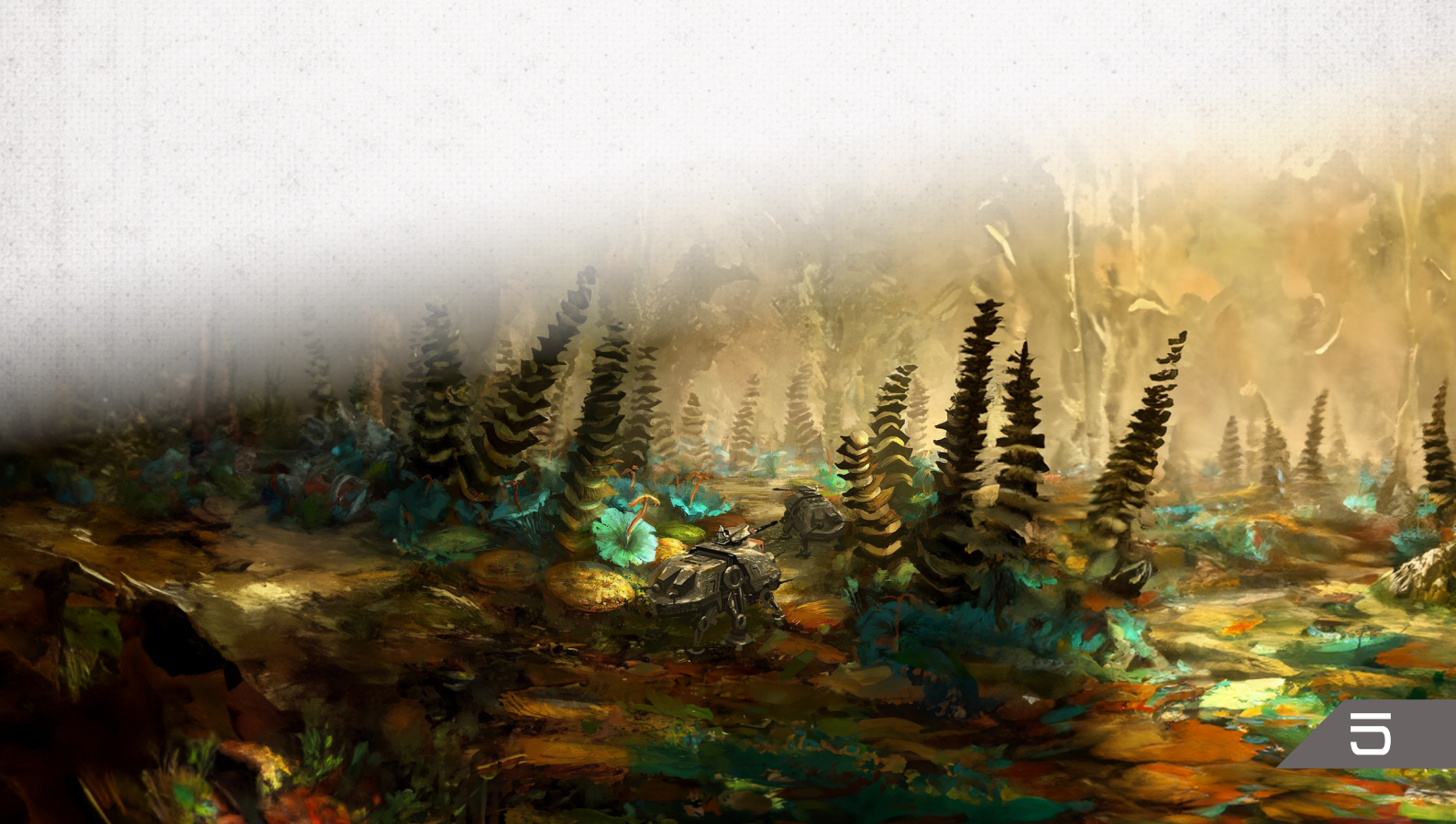
Turmoil in the Galaxy introduces new Aid Requests and Strategic Assets that enable interaction with the galaxy map and between multiple registers. Not only that, but players are now also allowed to add unique units and upgrades to their Register, permanently.

| REQUEST (SP COST) | EFFECT |
|---|---|
| Strategic Redeployment (1SP) | You may assign your Register to a different sector. |
| Request Special Assistance (3SP) | You may add one unique unit to your Register. That unit may equip any number of upgrades. The total cost of that unit, including upgrades, counts toward your total Combat Potential. |
| Enhanced Leadership (2SP) | You may add one unique upgrade to an eligible unit in your Register. The cost of that upgrade counts toward your total Combat Potential. |

NEW STRATEGIC ASSETS

Each time a player makes a Request Strategic Asset Aid Request, they may choose 1 of the Strategic Assets and add it to their Register, paying the corresponding SP. A player may have only 1 of each Strategic Asset on their Register at a time. During Army Building, players choose any number of Strategic Assets from their Registers to use that Game. During the Edit Register step of the Post-Game Sequence, players remove any Strategic Assets used in that game from their Registers.

| ASSET (SP COST) | EFFECT |
|-------------------------------|---|
| Relocated Assets (1SP) | <p>You may add 1 unit from another Register in this game. This unit and its upgrades do not need to be on your Register, but its total point cost still counts toward the total points allowed in your army.</p> <p>That unit keeps all its commendations, setbacks and experience for this game. It can still gain experience, setbacks as normal and can become a casualty.</p> |
| Well Equipped (1SP) | For this game, you may equip one specific upgrade on any number of eligible units in your army. Each upgrade's cost counts toward your army's point limit. |



DOCTRINES

One of the most significant additions that Turmoil in the Galaxy brings to Tours of Duty is the introduction of Doctrines and Specializations.

When a Paragon reaches VR1, it selects a Doctrine instead of choosing a Commendation. Doctrines function similarly to mini battle forces, allowing players to create distinct types of Registers.

Additionally, when a Paragon reaches VR1, if its Wound Threshold is less than 5, increase its Wound Threshold to 5.

| DOCTRINE | EFFECT |
|---------------------------|---|
| Armored Commander | Your paragon gains Direct: Vehicle . Additionally, while building an army decrease the minimum and maximum corps requirement by 1 (to a minimum of 1) and increase the maximum support and heavy limit by 1. |
| Infantry Commander | Your paragon gains Direct: Trooper Unit . Additionally, while building an army increase the maximum corps requirement by 1, increase maximum corps limit by 2, and decrease the maximum support and heavy limit by 1 (to a minimum of 1). |
| Recon Commander | Your paragon gains Scouting Party 2 and Scout 1 . Additionally, while building an army increase the maximum special forces limit by 1 and decrease the maximum heavy limit by 1. |
| Underworld Liaison | Your paragon gains Allies of Convenience . Additionally, while building an army you may treat up to two non-faction, non-unique units as if they had the Mercenary keyword. |

SPECILISATIONS

Specializations allow for further personalization of your Commanders and Operatives, adding additional depth to the roles they fulfill within your army.

When a Commander or Operative reaches VR2, it may select one of the Personal Specializations listed below instead of choosing a Commendation.

| SPECILISATION | EFFECT |
|-----------------------------|---|
| Courageous Leader | This unit increases its courage value by 1. Additionally, this unit gains Inspire 1 , and units within range 1-2 of this unit gain Indomitable . |
| Supporting Commander | This unit gains Exemplar and Strategize 1 . |
| Gun Handler | This unit gains Gunslinger and Steady . Additionally, this unit decreases the range of its ranged weapons down to range 1-2. |
| Sword Master | This unit gains Charge and Duelist . |

SPECILISATIONS (Cont.)

| SPECILISATION | EFFECT |
|---|--|
| Deadeye | This unit gains Target 1 . Additionally, this unit's ranged weapons gain Lethal 1 and Longshot . |
| Protector | This unit gains Guardian 2 . Additionally, when using the Guardian keyword, during the reroll defense dice step, this unit may reroll up to 1 defense die. |
| Brute | This unit increases its Wound Threshold by 2. Additionally, this unit gains Enrage 2 . The first time each round this unit would gain suppression tokens greater than its courage value, this unit suffers 1 wound. |
| Bounty Hunter (Mercenary Only) | This unit gains Bounty . And you may gain one of the following: Gunslinger , Steady or add Pierce 1 to one of this units ranged weapons. |



LEGION CAMPAIGN APP

To create a more immersive campaign experience a playgroup can create a campaign in our campaign app. You can find the app on: www.legioncampaign.com.

Players can add teams, registers, armylists, submit battle reports and track the campaign via an interactive campaign map. Everything is automated, after submitting a battle report, the registers active in the battle will automatically gain SP, unit XP and other bonuses from agendas.

CREATE A NEW CAMPAIGN

To create a new campaign, first click on the campaign tab in the header and go to the Campaign Overview page. Here you can start a new campaign. You can add as many teams to the campaign as you want.

Planet control per battle allows players to choose how many battles need to be fought to conquer a single planet.

For example, setting it to 10% means it would take 10 battles to gain full control of the planet. Gaining 10% of a planets control each time a battle is won. The player with the highest control percentage will gains control of the planet.

Players can also set the amout of starting planets per team, and have to option to either randomly divide these planets or pick and choose.

After starting you campaign, do not forget to write down your campaign ID. This ID is needed for players to join your campaign.

If you've written down your campaign ID, you can either login to an excisting account or create a new account. After creating an account you can join a new campaign. Simply enter the campaign ID and campaign password.

REGISTERS, ARMYLISTS

Before you can submit Battle Reports players need Registers and armylists. Players can create Registers by clicking on the Registers tab in the header, going to Register overview and clicking on create new Register.

Armylists are the lists used to play a game of Star Wars: Legion. You can either directly go to the Armylists page or you can select any Register on the Register Overview page to create a new Armylist for that Register.

BATTLE REPORTS

Battle Reports are essential to the Campaign. Submitting Battle Reports will update Registers, planet control, and also all of the statistics for the Campaign Overview.

You can either submit a Battle Report on the Campaign Overview page or on the interactive Campaign Map. Click on any planet and select "Attack Planet", if there are both a attacking and a defending register in the sector or an adjacent sector the selected planet is in you can move the registers to the selected planet and submit a battle report.

You have three tabs in your Battle Report. Here you can select objectives, calculate killpoints, select defeated units and progress agendas. You can even write a battle report and submit pictures of the battle.

After submitting all necessary fields you can find the results of any battle on the Campaign Overview page under Holo News.

