



TINY ARMY TERRAIN

Thematic Terrain Rules 1.0

A Word from the Designer

One of my favorite aspects of Star Wars Legion is how thematic it feels to play. Growing up during the prequel era of movies, I've always been drawn to the clones. The thematic essence of Star Wars Legion shines through as I take charge of a small yet formidable army of clones, skillfully led by the versatile General Anakin Skywalker. Star Wars Legion has done an exceptional job of making the characters' abilities and the army's synergies feel incredibly thematic.

For several years now, I've been designing Star Wars-themed 3D printed terrain. After reaching a point where I wanted to share my creations with others, I realized the need to offer something unique that sets my terrain apart from the rest on the market. As I brainstormed ideas, I circled back to the very reason I play the game: the immersive and thematic experience it offers.

Driven by this vision, I embarked on creating seven distinct buildings, each serving a specific purpose. Whether it's the Rustport Workshop with its large garage door or the Rustport Radar Station featuring a spinning radar panel and control center, every building's function is clearly expressed in its outward appearance. I aimed to design visually functional terrain pieces that have thematic impacts on the game.

This led to the development of the Tiny Army Terrain Thematic Terrain Rules. In battles, forces utilize their surroundings and resources to gain an advantage. It only makes sense for soldiers near a hospital to make use of any medical supplies they find or for those near an armory to utilize any available weapons. Surrounding buildings offer various bonuses to your armies that align with the building's function.

Just as we play with thematic armies, it's only fitting for our terrain to be equally thematic, both visually and functionally. The Thematic Terrain Rules are simple rules that add additional layers of strategy and twists to your Star Wars Legion games. It's time to elevate your terrain and Star Wars Legion experience with the Rustport Terrain Collection.

Cade Morris
Designer of Tiny Army Terrain

Overview

The Tiny Army Terrain Thematic Terrain Rules offers a unique way to play Star Wars Legion that guarantees a more thematic game playing experience. Buildings in the set have a specific function in the town of Rustport which offer in game bonuses that significantly affect your galactic battles.

Control Phase

The Control Phase takes place before the Command Phase. During the Control Phase, determine who has control of each building. A player controls a building if they have more unit leaders on or at range 1 of the perimeter of the building. If there is a tie, no player controls the building.

Resolve Building Bonuses

After determining who has control of each building, resolve building bonuses starting with the Rustport Bank then following with any order. Each building has a unique set of bonuses that can be awarded to the controlling player. Bonuses are awarded by rolling a red defense dice. The block, blank, and surge symbol each have a unique bonus associated with each building. Each player starts the game off with 1 credit token. A player can spend 1 credit token to reroll. Building bonuses do not take into effect until round 2.

Rustport Commons

The Rustport Commons is the lone piece of terrain that cannot be controlled. Before the game starts, set aside a corp unit with a heavy weapon upgrade that is not a part of either player's armies. This will be the mercenary unit. Spawn this unit outside of the entrance of the Rustport Commons. The Blue player will

roll a red defense dice. If a block, the blue player is awarded the mercenary token for round 1. If a surge or blank, the red player is awarded the mercenary token for round 1.



Rustport Workshop

Block: Eligible unit gains repair token

Blank: Add mechanic personal to an eligible corp or special forces unit (Can happen a maximum of two times per player)

Surge: Spawn a support vehicle within your faction at garage door with a face up order token. This vehicle is now a part of the recipient's army (Can happen a maximum of one time per player)



Rustport Radar Station

Block: Player gains the radar token

Blank: Assign an extra order during this round's Command Phase

Surge: At the end of the Command Phase, if able, you may return one of your opponent's order tokens, for a non-unique unit, to their pile.



Rustport Market

Block: Give eligible unit targeting scopes

Blank: Give eligible unit prepared supplies with a dodge token on the card

Surge: Give eligible unit emergency stims

(Units cannot have duplicate upgrades)



Rustport Armory

Block: Give eligible corp or special forces unit a grenade of their choosing

Blank: Give eligible corp or special forces unit tactical 1 (can happen a maximum of two times per player and one time per unit)

Surge: Substitute a regular miniature in a corp or special forces unit for another heavy weapon miniature (can happen a maximum of two times per player and only one upgrade per unit)



Rustport Hospital

Block: Eligible unit gains heal token

Blank: Upgrade an eligible corp or special forces unit defense dice to the next dice tier (Can happen a maximum of two times per player)

Surge: Add medic personal to an eligible corp or special forces unit (Can happen a maximum of two times per player)



Rustport Bank

Block: Gain 1 credit token

Blank: Gain 2 credit tokens

Surge: Gain 2 credit tokens



Adding Personnel

The Workshop and Hospital have bonuses that allow for the addition of extra personnel. Personnel upgrades can only go to corp units and special forces units even if the unit does not have an open personnel/personnel slot. For example a corp unit with an extra generic trooper can add a medic personnel. Additionally, even though special forces do not have personnel slots, they are allowed to have them. If adding a heavy weapon miniature, the heavy weapon you add must coincide with the unit you are adding it to. For example, A B1 battle droid unit could not add a B2 battle droid heavy weapon miniature to its unit. Units cannot have duplicate personnel if able. For example, a unit could not have two medics or two mechanics.

Eligible Unit

Eligible units are often allowed to gain upgrades. A unit is **eligible** to receive an upgrade from a specific building if they are either touching or at range one of the perimeter of the building.

Gear Upgrade

Extra gear upgrades can go to units without a gear slot. However, they can only go to non-unique, non-creature, and non-vehicle units. Units cannot have duplicated gear upgrades.

Maxed Out

There are some bonuses that say, “**can happen a maximum of x times per player**” For example, let’s say that one player has already rolled two blanks for the Workshop and added two mechanics. If they roll a third blank they are not allowed to add another mechanic to an eligible unit. They are “maxed out” from that bonus and they will be awarded the bonus associated with rolling a block. Whenever a player rolls a maxed out bonus, they will be awarded the block bonus.

Next Dice Tier

The Blank perk for the Hospital says “**Upgrade a corp or special forces unit dice to the next tier higher**” This means that a unit with a white defense dice would now have its defense dice be white but with surge to block. White surge to block would be upgraded to a red defense dice. A red defense dice would be upgraded to a red with surge to block. If the unit is already at a red defense dice with surge to block, gain a heal token.

Token Rules

Most of the buildings allow the possibility of being rewarded with a token.

Mercenary Token

When a player has the mercenary token, they control the mercenary unit. The mercenary unit will be decided by both players at the beginning of the game.

Mercenary units disregard abilities and rules from their unit cards. Only follow the dice and weapon rules. The mercenary unit will have a face up order token at the start of each round. Additionally, the mercenary unit will be granted a free Speed 2 move at the beginning of its activation. The mercenary unit does not count towards objective or building control. During the control phase (does not include round 1), the player without the mercenary token may spend one credit token to claim the mercenary token.

Repair Token

The repair token must be assigned to an eligible unit from the Workshop. A unit can spend a repair token as a free action on itself or another unit at range 1. The repair token is repair 1: capacity 1. If a unit dies while having a repair token, the token is cleared from the board. Also, if a repair token was not used during the activation phase, it will be cleared at the end of the round.

Radar Token

The player with the radar token can play the radar token at any part during their turn. It is not an action. When a player plays the radar token, their opponent must show the player their next token in the opponent's order pool. The opponent does not get to look at the token. If the radar token was not used during the activation phase, it will be cleared at the end of the round.

Heal Token

The heal token must be assigned to an eligible unit from the Hospital. A unit can spend a heal token as a free action on itself or another unit at range 1. The heal token is treat 1: capacity 1. If a unit dies while having a heal, the token is cleared from the board. Also, if a heal or repair token was not used during the activation phase, it will be cleared at the

end of the round.

Credit Token

At the start of the game each player will be given one credit token. At the start of each control phrase, each player will be given one credit token (Each player will have three credit tokens during the second control phase). Credit tokens may be spent during the control phase to reroll a perk dice roll. There is a maximum of one reroll per building per round. A player cannot exceed having five credit tokens.

Closing Remarks

This is a homebrew set of rules for a complicated game. There will be instances where either the terrain rules are somewhat unclear, or game interaction will contradict game rules. When that occurs, both players will discuss what reasonably makes sense going forward based on their interpretation of the rules.

If you have any questions about rules interactions or suggestions for balancing, please email @tinyarmyterrain@gmail.com

Also be sure to check out the rules video on tinyarmyterrain.com