

# REGIMENT



CODEX

EFFECTIVE 6.21.2026

# REGIMENT CODEX

VERSION 0.2 – 6.21.2026

## NOTICE:

*REGIMENT is currently in an early Alpha stage. This is a work-in-progress wargame engine and as such, many mechanics and rules are subject to change. These rulebooks are equally subject to change. I do not recommend getting these rulebooks professionally printed until the game reaches a more stable state. To find more information, news and more up to date rules visit our website at: <http://www.regiment.info>*

## CREDITS & ACKNOWLEDGEMENTS

I want to shout-out all the people who have helped the game get this far.

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## USING THIS CODEX

This codex booklet shows all factions and their units along with the current support cards and mission cards. REGIMENT is currently in an early Alpha stage. This is a work-in-progress wargame engine and as such, many mechanics and rules are subject to change. It is highly recommended to make your army lists using the online builder app instead of doing it manually. You can find this tool at:

['http://www.regiment.info/builder'](http://www.regiment.info/builder)

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# GALACTIC EMPIRE

## COMMAND VALUE: 7+



| UNIT NAME (SIZE)                     | UNIT TYPE       | MOVE   | ATTACK (R/M) | RANGE (S/L) | WOUNDS | COURAGE VALUE | SAVE | KEYWORDS                                 | ARMY LIMITS | POINT COST | BASE SIZE |
|--------------------------------------|-----------------|--------|--------------|-------------|--------|---------------|------|------------------------------------------|-------------|------------|-----------|
| <b>Stormtroopers</b> (3)             | Ground Infantry | 6"     | 2/3          | 8"/12"      | 3      | 4             | 5+   |                                          | 11 - 33%    | 55         | 30x30     |
| <b>Imperial Army Troopers</b> (3)    | Ground Infantry | 6"     | 2/2          | 8"/12"      | 3      | 3             | 6+   | Green                                    | 0 - 35%     | 50         | 30x30     |
| <b>E-Web Heavy Blaster Team</b> (1)  | Ground Infantry | 4"     | 7/1          | 10"/14"     | 5      | 4             | 5+   |                                          | 0 - 25%     | 70         | 30x30     |
| <b>74-Z Speeder Bikes</b> (2)        | Hover Vehicle   | 12"/4" | 3/1          | 8"/12"      | 4      | 4             | 5+   | Scout, Unhindered                        | 0 - 35%     | 80         | 30x30     |
| <b>Imperial Troop Transports</b> (2) | Hover Vehicle   | 8"     | 3/3          | 8"/12"      | 4      | 4             | 4+   | Transport                                | 0 - 40%     | 90         | 25x50     |
| <b>AT-ST Walkers</b> (1)             | Walker Vehicle  | 8"     | 5/5          | 8"/16"      | 5      | 5             | 5+   | Anti-Armor, Armor 1                      | 0 - 45%     | 140        | 30x30     |
| <b>AT-AT</b> (1)                     | Walker Vehicle  | 6"     | 9/7          | 12"/20"     | 8      | 7             | 4+   | Anti-Armor, Armor 3, Towering, Transport | 0 - 75%     | 235        | 50x75     |

| LEADER NAME          | RESTRICTION   | POINTS | COMMAND ABILITY                                                                         | TACTICAL ABILITY                                         |
|----------------------|---------------|--------|-----------------------------------------------------------------------------------------|----------------------------------------------------------|
| <b>Darth Vader</b>   | Infantry Unit | 60     | When a friendly unit within would become Shaken, it may choose to take 1 wound instead. | The attached unit gains +1 Attack dice in Melee combat.  |
| <b>General Veers</b> | Walker Unit   | 55     | Friendly Vehicle units may Pivot without requiring a Move action.                       | The attached unit gains +1 Attack dice in Ranged combat. |



# REBEL ALLIANCE

COMMAND VALUE: 7+



| UNIT NAME (SIZE)               | UNIT TYPE       | MOVE   | ATTACK (R/M) | RANGE (S/L) | WOUNDS | COURAGE VALUE | SAVE | KEYWORDS                      | ARMY LIMITS | POINT COST | BASE SIZE |
|--------------------------------|-----------------|--------|--------------|-------------|--------|---------------|------|-------------------------------|-------------|------------|-----------|
| <b>Rebel Troopers</b> (3)      | Ground Infantry | 6"     | 2/3          | 8"/12"      | 3      | 4             | 6+   |                               | 10 - 35%    | 50         | 30x30     |
| <b>Rebel Vanguard</b> s (2)    | Ground Infantry | 6"     | 5/5          | 10"/14"     | 5      | 4             | 5+   | Anti-Armor, Veteran           | 0 - 45%     | 150        | 30x30     |
| <b>Rebel Pathfinder</b> s (3)  | Ground Infantry | 6"     | 4/4          | 8"/14"      | 3      | 4             | 5+   | Scout, Veteran                | 0 - 25%     | 115        | 30x30     |
| <b>1.4 FD Laser Cannon</b> (1) | Ground Infantry | 0"     | 7/1          | 14"/24"     | 5      | 4             | 4+   | Anti-Armor, Entrench, Scout   | 0 - 50%     | 105        | 30x30     |
| <b>T1-B Hovertank</b> s (2)    | Hover Vehicle   | 8"     | 4/4          | 8"/14"      | 4      | 5             | 5+   | Armor 1, Shields 1            | 0 - 40%     | 90         | 25x50     |
| <b>T-47 Snowspeeder</b> (1)    | Aerial Vehicle  | 12"/4" | 4/0          | 10"/14"     | 5      | 5             | 4+   | Tow-Cable                     | 0 - 40%     | 125        | 40x40     |
| <b>UT-60D U-wing</b> (1)       | Aerial Vehicle  | 14"/4" | 4/0          | 10"/16"     | 5      | 5             | 4+   | Armor 1, Shields 1, Transport | 0 - 35 %    | 155        | 60x60     |

| LEADER NAME            | RESTRICTION   | POINTS | COMMAND ABILITY                                    | TACTICAL ABILITY                                                                                      |
|------------------------|---------------|--------|----------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| <b>Leia Organa</b>     | Infantry Unit | 60     | Friendly units gain the Veteran keyword.           | The attached unit gains +1 to its Wound value.                                                        |
| <b>General Rieekan</b> | Vehicle Unit  | 60     | Friendly Infantry units gain the Entrench keyword. | The attached unit rolls 3d6 and discard the lowest result when rolling for Support Card availability. |



# GALACTIC REPUBLIC

## COMMAND VALUE: 6+



| UNIT NAME (SIZE)                 | UNIT TYPE       | MOVE   | ATTACK (R/M) | RANGE (S/L) | WOUNDS | COURAGE VALUE | SAVE | KEYWORDS                       | ARMY LIMITS | POINT COST | BASE SIZE |
|----------------------------------|-----------------|--------|--------------|-------------|--------|---------------|------|--------------------------------|-------------|------------|-----------|
| <b>Clone Troopers</b> (3)        | Ground Infantry | 6"     | 3/3          | 8"/12"      | 3      | 4             | 5+   | Clone                          | 15 - 50%    | 65         | 30x30     |
| <b>Clone Commandos</b> (3)       | Ground Infantry | 6"     | 4/4          | 8"/12"      | 3      | 4             | 5+   | Clone, Shields 1               | 0 - 25%     | 115        | 30x30     |
| <b>AT-RT Walkers</b> (2)         | Walker Vehicle  | 10"    | 3/4          | 8"/12"      | 4      | 4             | 5+   | Scout                          | 0 - 35%     | 80         | 30x30     |
| <b>AV-7 Artillery Cannon</b> (1) | Ground Vehicle  | 4"     | 8/1          | 12"/24"     | 6      | 3             | 4+   | Anti-Armor, Indirect           | 0 - 35%     | 135        | 40x40     |
| <b>AT-TE</b> (1)                 | Walker Vehicle  | 6"     | 8/6          | 12"/20"     | 7      | 6             | 4+   | Anti-Armor, Armor 3, Transport | 0 - 65%     | 210        | 50x75     |
| <b>LAAT/i Gunship</b>            | Aerial Vehicle  | 14"/4" | 4/0          | 12"/14"     | 5      | 5             | 4+   | Armor 2, Transport             | 0 - 40%     | 185        | 60x60     |

| LEADER NAME           | RESTRICTION   | POINTS | COMMAND ABILITY                                                                      | TACTICAL ABILITY                             |
|-----------------------|---------------|--------|--------------------------------------------------------------------------------------|----------------------------------------------|
| <b>Obi-Wan Kenobi</b> | None          | 70     | Friendly units may re-roll a single die with a result of 1 when rolling to Save.     | The attached unit gains Shields 1.           |
| <b>Captain Rex</b>    | Infantry Unit | 70     | Friendly Infantry units do not receive a Dash Token when performing the Dash action. | The attached unit gains the Veteran keyword. |



# SEPARATIST ALLIANCE

COMMAND VALUE: 8+



| UNIT NAME (SIZE)                  | UNIT TYPE       | MOVE | ATTACK (R/M) | RANGE (S/L) | WOUNDS | COURAGE VALUE | SAVE | KEYWORDS            | ARMY LIMITS | POINT COST | BASE SIZE |
|-----------------------------------|-----------------|------|--------------|-------------|--------|---------------|------|---------------------|-------------|------------|-----------|
| <b>B1 Battle Droids</b> (4)       | Ground Infantry | 6"   | 2/2          | 8"/12"      | 3      | 3             | 6+   | Droid               | 12 - 50%    | 60         | 30x30     |
| <b>B2 Super Battle Droids</b> (3) | Ground Infantry | 6"   | 2/3          | 8"/12"      | 3      | 4             | 5+   | Droid               | 0 - 30%     | 60         | 30x30     |
| <b>Droidekas</b> (2)              | Ground Infantry | 8"   | 4/1          | 8"/12"      | 3      | 4             | 5+   | Droid, Shields 2    | 0 - 40%     | 90         | 30x30     |
| <b>AAT Battle Tanks</b> (2)       | Hover Vehicle   | 8"   | 5/2          | 12"/16"     | 4      | 4             | 5+   | Anti-Armor, Armor 1 | 0 - 45%     | 135        | 40x40     |
| <b>J-1 Proton Cannon</b> (1)      | Ground Vehicle  | 4"   | 9/2          | 14"/20"     | 7      | 4             | 4+   | Anti-Armor, Blast   | 0 - 42%     | 175        | 40x40     |
| <b>MTT</b> (1)                    | Hover Vehicle   | 8"   | 5/3          | 10"/16"     | 7      | 6             | 4+   | Armor 2, Transport  | 0 - 50%     | 135        | 50x75     |

| LEADER NAME             | RESTRICTION   | POINTS | COMMAND ABILITY                                                                  | TACTICAL ABILITY                                        |
|-------------------------|---------------|--------|----------------------------------------------------------------------------------|---------------------------------------------------------|
| <b>General Grievous</b> | Infantry Unit | 75     | Enemy units within 3" of an Objective token subtract 1 from their Courage value. | The attached unit gains +1 Attack dice in Melee combat. |
| <b>TJ-55</b>            | None          | 60     | Friendly units gain +1 to their Courage value.                                   | The attached unit gains the Fearless keyword.           |

# GUNGAN GRAND ARMY

COMMAND VALUE: 7+

| UNIT NAME (SIZE)           | UNIT TYPE       | MOVE | ATTACK (R/M) | RANGE (S/L) | WOUNDS | COURAGE VALUE | SAVE | KEYWORDS                    | ARMY LIMITS | POINT COST | BASE SIZE |
|----------------------------|-----------------|------|--------------|-------------|--------|---------------|------|-----------------------------|-------------|------------|-----------|
| <b>Militiagung</b> (3)     | Ground Infantry | 6"   | 3/3          | 6"/6"       | 3      | 4             | 5+   | Indirect, Ion, Shields 1    | 30 - 70%    | 80         | 30x30     |
| <b>Kaadu Cavalry</b> (2)   | Ground Vehicle  | 8"   | 4/5          | 8"/10"      | 5      | 4             | 5+   | Ion                         | 10 - 50%    | 100        | 30x30     |
| <b>Gungan Catapult</b> (1) | Ground Vehicle  | 4"   | 5/3          | 10"/14"     | 5      | 4             | 5+   | Blast, Indirect, Ion        | 0 - 32%     | 105        | 40x40     |
| <b>Shield Fambaa</b> (1)   | Ground Vehicle  | 4"   | 0/4          | -           | 6      | 4             | 4+   | Armor 1, Barrier, Shields 1 | 0 - 5%      | 50         | 25x50     |

| LEADER NAME            | RESTRICTION   | POINTS | COMMAND ABILITY                                                                                   | TACTICAL ABILITY                                        |
|------------------------|---------------|--------|---------------------------------------------------------------------------------------------------|---------------------------------------------------------|
| <b>Jar-Jar Binks</b>   | Infantry Unit | 45     | Friendly Militiagung units' close and long range is increased to 8".                              | The attached unit may re-roll 1 failed Attack die.      |
| <b>Captain Tarpals</b> | Vehicle Unit  | 50     | Friendly Kaadu Cavalry units' Movement value is increased to 12" when performing a Charge action. | The attached unit gains +1 Attack dice in Melee combat. |

## SUPPORT CARDS

| SUPPORT NAME                      | CAT. TYPE | TEMPLATE SHAPE | AVAIL. ROLL | EFFECT                                                                                                                                                                                               | POINTS |
|-----------------------------------|-----------|----------------|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <b>Artillery Barrage</b>          | Offensive | Double Wide    | 8+          | Place a wide double card template. Roll 5 attack dice against each unit under the template. This attack has a base To-Hit of 4+ and the Blast keyword.                                               | 105    |
| <b>Bombing Run</b>                | Offensive | Double Long    | 7+          | Place a long double card template. Roll 5 attack dice against each unit under the template. This attack has a base To-Hit of 4+ and is subject to standard Cover penalties.                          | 65     |
| <b>Comms Jamming</b>              | Utility   | Off-Board      | 5+          | Immediately discard any remaining tokens in the activation queue and draw a new batch of three.                                                                                                      | 30     |
| <b>Electronic Countermeasures</b> | Defensive | 6" Radius      | 7+          | Place a support token with a 6" radius aura surrounding it. Any units firing through, into or out of this aura suffer a -1 penalty to their hit rolls. Remove the token at the end of the round.     | 30     |
| <b>Emergency Repairs</b>          | Sustain   | Single Unit    | 6+          | Target 1 friendly Vehicle and restore up to 3 lost Wounds. Replace any lost models as necessary.                                                                                                     | 45     |
| <b>Field Triage</b>               | Sustain   | Single Unit    | 6+          | Target 1 friendly Infantry unit and restore up to 3 lost Wounds and immediately remove Shaken status. Replace any lost models as necessary.                                                          | 40     |
| <b>Mortar Shelling</b>            | Offensive | Single Unit    | 6+          | Target 1 enemy unit and roll 4 attack dice against it. This attack has a base To-Hit of 3+ and is subject to standard Cover penalties.                                                               | 30     |
| <b>Orbital Bombardment</b>        | Offensive | Point          | 9+          | Place a standard card template. Roll 7 attack dice against each unit under the template. This attack has a base To-Hit of 4+ along with the Anti-Armor and Blast keywords                            | 115    |
| <b>Propaganda Drop</b>            | Utility   | 6" Radius      | 6+          | Place a support token with a 6" radius aura surrounding it. Enemy Infantry units within this aura subtract 1 from their Courage value (to a minimum of 1). Remove the token at the end of the round. | 15     |
| <b>Recon Sweep</b>                | Utility   | Off-Board      | 5+          | Your opponent is forced to reveal their all of their Support Cards. These cards remains visible for the rest of the game or until used and discarded.                                                | 15     |
| <b>Smoke Screen</b>               | Defensive | Double Long    | 6+          | Place a long double card template. For the duration of the round, this template is treated as being Area terrain. Remove the template at the end of the round.                                       | 40     |

# MISSION CARDS

## AMBUSH

AGGRESSIVE

### BRIEFING

A force caught in a deadly crossfire must hold their ground against a coordinated pincer attack.

### SETUP

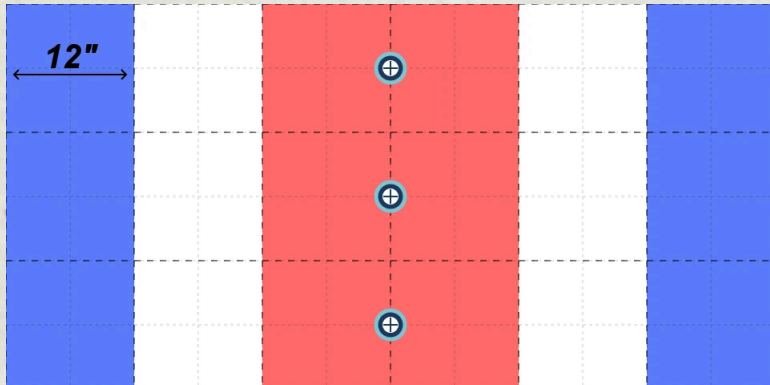
Place 3 objective points (on the vertical centerline) as shown on the deployment map. Red player deploys all units first.

### SCORING

Starting at the beginning of Round 2, players score victory points for each objective point they control during the End Phase. The Blue player scores 2 VP per objective, while the Red player scores 1 VP per objective.

### SPECIAL RULES

During Round 1, all Red player units suffer a -1 penalty to their Command rolls.



## BREAKTHROUGH

MANEUVER

### BRIEFING

A concentrated spearhead exploits a gap in the line, racing to split the defenders in two before they can consolidate.

### SETUP

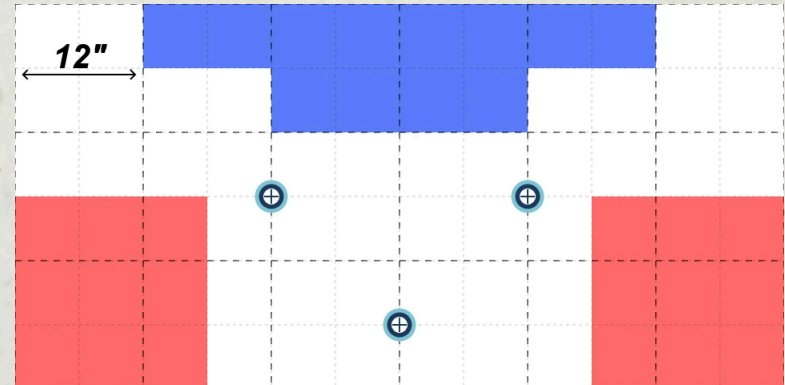
Place 3 objective points (in the central corridor gap) as shown on the deployment map. Blue player deploys all units first.

### SCORING

Starting at the beginning of Round 2, players score 1 victory point for each objective point they control during the End Phase. If a player controls the furthest middle objective point, they score 2 VP instead of 1.

### SPECIAL RULES

The furthest middle objective point grants +1 tactical point to the player controlling it during the End Phase.



# MISSION CARDS

## FRONTLINE CLASH

AGGRESSIVE

### BRIEFING

A pitched battle where two forces meet in open combat to seize a vital line of control.

### SETUP

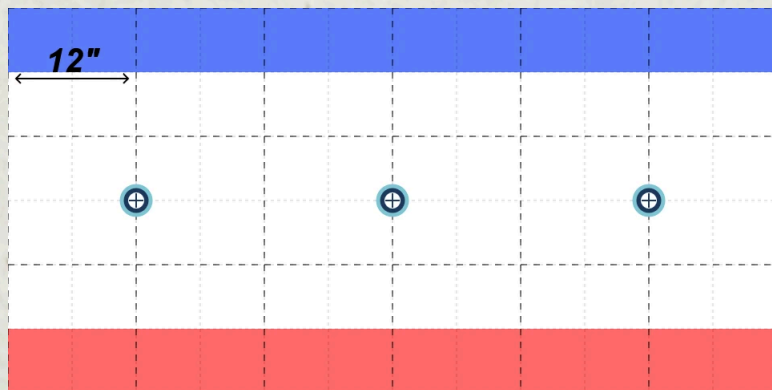
Place 3 objective points (on the centerline) as shown on the deployment map. Red player deploys all units first.

### SCORING

During each End Phase, players score 1 victory point for each objective point they control. During Rounds 4 and 5, players score 2 victory points for each objective point they control instead.

### SPECIAL RULES

The center objective point grants +1 tactical point to the player controlling it during the End Phase.



## MEETING ENGAGEMENT

MANEUVER

### BRIEFING

An accidental encounter where two forces must scramble to secure a foothold before the enemy can consolidate.

### SETUP

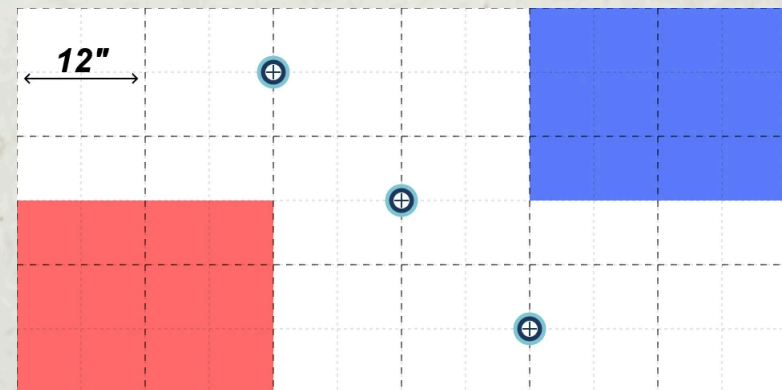
Place 3 objective points on the diagonal line as shown on the deployment map. Players alternate deploying units one at a time, starting with the Red player.

### SCORING

During each End Phase, players score 1 victory point for each objective point they control. If a player controls the objective point farthest from their deployment zone, they score 2 VP instead of 1.

### SPECIAL RULES

During Round 1, all units increase their Move speed by 2" but suffer a +1 to-hit penalty to all ranged attacks.



# MISSION CARDS

## PREPARED DEFENSE

DEFENSIVE

### BRIEFING

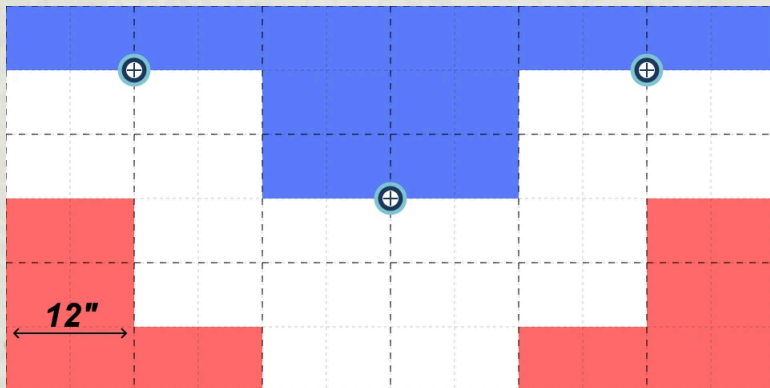
A force must hold a pre-established line of resistance against a determined enemy assault.

### SETUP

Place 3 objective points (on the blue deployment boundaries) as shown on the deployment map. Blue player deploys all units first.

### SCORING

Starting at the beginning of Round 3, players score victory points for each objective point they control during the End Phase. The Red player scores 2 VP per objective, while the Blue player scores 1 VP per objective.



## TRENCH WARFARE

DEFENSIVE

### BRIEFING

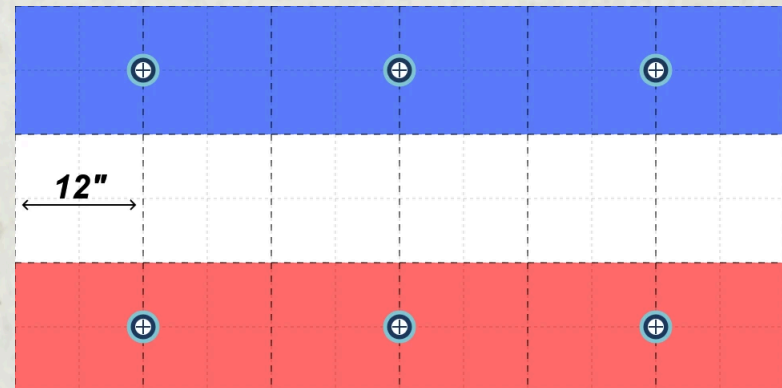
A grueling war of attrition where survival is as difficult as the assault itself.

### SETUP

Place 6 objective points (three 6" behind each player's deployment line) as shown on the deployment map. Red player deploys all units first.

### SCORING

Starting at the beginning of Round 3, players score 1 victory point for each objective point they control during the End Phase.



# CHANGELOG

**v0.2 - 6.21.2026**

Previously v0.1 - 5.04.2026

## FACTIONS

- All faction Command Values increased by +1 across all factions to support new morale check mechanic.

## UNITS

- General balance pass applied to ensure command value scaling and initiative pacing align with tri-batch activation.
- Revised unit quotas, point costs, range bands, and stat values across multiple factions (detailed in army builder/codex).
- Added Ground subtype to all infantry units and removed the Flight keyword in favor of the Aerial subtype.
- Increased courage value for most units by +1.

### GALACTIC EMPIRE

- **AT-ST**: gained Anti-Armor keyword; point cost increased to 140.
- **AT-AT**: ranged attack value increased to 9; point cost reduced to 235.
- **ITT**: move value reduced to 8.

### REBEL ALLIANCE

- **Rebel Pathfinder**: save value increased to 5+; maximum quota limit reduced to 25%.
- **Rebel Vanguard**: maximum quota limit reduced to 45%; melee attack value increased to 5.
- **1.4FD Laser Cannon**: ranged attack value increased to 7; gains Entrench.

### GALACTIC REPUBLIC

- **Clone Trooper**: adjusted minimum quota limit to 15%.

- **Clone Commando**: save value increased to 5+; maximum quota limit reduced to 25%.
- **AV-7**: ranged attack value increased to 8.
- **AT-TE**: ranged attack value increased to 8; point cost increased to 210; maximum quota limit increased to 65%.

### SEPARATIST ALLIANCE

- **B1 Battle Droid**: minimum quota limit increased to 12%; maximum quota limit increased to 50%; range increased to 8/12.
- **B2 Super Battle Droid**: maximum quota limit increased to 30%.
- **AAT**: maximum quota limit reduced to 45%.
- **MTT**: Armor value reduced to 2.
- **J-1**: ranged attack value increased to 9.

### GRAND GUNGAN ARMY

- **Militiagung**: ranged attack value increased to 3.
- **Kaadu**: removed Indirect keyword.
- **Fambaa**: Shields 3 to Shields 1; lose Towering, gains Barrier

## LEADERS

- All leaders have their points and abilities changed.
- Leaders now have two separate abilities: a command ability and a tactical ability. Command abilities affect the larger battle, while the tactical ability affects only its parent unit or its immediate vicinity.

## SUPPORT

- Revised support card point costs and adjusted Orbital Bombardment ranged attack value to 7.
- Emergency Repairs: point cost increased to 45.
- Field Triage: point cost increased to 40.
- Comms Jamming: now interacts with activation queue allowing a discard and redraw.

## MISSIONS

- Frontline Clash mission adjusted: objectives grant 2 VP in Rounds 4 and 5 instead of 1.