



# STORM TIDE

---

## SPLASHDOWN



## INTRODUCTION

---

It has been months since the Hurricane and Inferno crews answered the call of stranded scientists on the planet Rogue Majoris. This planet that appeared from nowhere, has been nothing but hostile for both ships.

After activating an ancient ruin technology, the planet has been thrust into a different galaxy. With the sudden transport and gravitational disruption, both ships have crashed to the surface.

You will have to rally all your troops and your new operatives to get the supplies and tech your ships need to get back into orbit.

Game Developers: Jon Bushman, Jay Shelanskey  
Creative Director: Jay Shelanskey

Writers: Evan Paul, Alice Lirette

Copyright © 2022 by Myrmidon Games, LLC.  
All rights reserved, including the right to reproduce this campaign or the pieces and portions thereof in any form whatsoever.



This campaign is unofficial and unauthorized. It is not authorized, approved, licensed, or endorsed by Fantasy Flight Publishing, Inc. or Lucasfilm Ltd.

# SEASON 2 CHAPTER 1

## SPLASHDOWN

*Would it have killed them to give us five more minutes?*

Technical Sergeant Cradero had around a half-second to ponder on that question before a massive hunk of her command ship's hull floated right past her drop pod. *How is it that a comms tech becomes a squad leader?* She wondered. *Have the casualties on the ground really been so severe?*

*Ok, this is pretty much the worst, but you have no choice but to focus on what's happened to try to make sense of it all.*

The last thing this galaxy needed was a new reason to shoot at each other. A few days earlier, however, it managed to find one. The planet Cradero found herself hurtling towards, *Rogue Majoris*, had no sun to its name and, even more strange, was completely unknown to the star charts. The original message she intercepted sounded like little more than static to the untrained ear, but Cradero is quite trained indeed and identified it with ease as a manual transmission. "Lucky me," she muttered under her breath.

The message was from a group of scientists who claimed to have found something big, but were in danger. Naturally they left out the details at the time, but after Cradero passed on the message she noticed the officers got real hushed. Before long they were in orbit of *Rogue Majoris*, and after one failed attempt her ship's Commander managed to retrieve a few scientists. Since Cradero was tasked with encrypting new updates to high command, she initially looked forward to figuring out what these officers were going on about, although she quickly regretted her eagerness. It turns out at least one rival faction sent their own cruiser, and the rescue team had to not only contend with them but also some sort of hostile alien force.

To make matters worse, those fool scientists wanted to go back there! They'd mostly been killed by "large creatures" but they were so impressed by their little ancient toy they convinced the CO, the XO, and all those other moronic O's to drag a fresh batch of grunts to the surface again. Cradero was asked to inform command that this "artifact" was some sort of ancient power source, which is nice and all except that it nearly ended up burying our team in rubble when it started emanating massive shockwaves.

A red light flickered on above the egress door: 2 clicks from the sudden stop. Cradero hoped that the inertial dampeners didn't get damaged by this massive storm that seemed to kick up as soon as the ground team started playing with that artifact, another one for the books. *As if I'll live long enough to write it*, she thought. Before the bridge lost contact with

the ground teams, Jaros (the ship's navigator, and usually a no-nonsense soldier) called to the deck officer in a mild panic. "Sir, I think our astronavigation droid just had a massive logic error, I'm going to have to reboot...but if it's not then we uh... we seemed to have moved a few...*thousand*...light years from our initial position relative to the galactic core..."

We didn't even have time to dig any deeper than that. Maybe it was the storm, maybe it was whatever the hell managed to move this planet and defy all laws of physics, but all comms with the ground team went down. Before they disappeared off visual we got a glimpse of some manner of massive creature approaching. That's when our deck officer conscripted nearly the entire staff into combat duty. *Of all the days to hold a rifle for the first time since basic.* Sgt. Cradero felt fortunate that she was already prepped for drop when the cruiser started to lose altitude from multiple engine failures in the storm. All she could do was hope that its excellent pilots can guide it into a salvageable crash landing to make repairs.

The red light changed to green. The dampeners must be fine since Cradero's legs hadn't been pulverized into her own boots. Her pod thudded to a stop on open ground, and a quick check of the diagnostics on the other pods confirmed all green. With a flick of the thumb her carbine hummed to life.

*Just another day at work.*





# READY ROOM

## PREPPING FOR THE MISSION

Welcome, Commanders.

We are very excited for you to join the world of Storm Tide! The first thing that you should know is that Storm Tide is meant to be fun. Always follow the rule of cool and if you and your opponent agree on something, you can do it!

Storm Tide is a narrative Legion campaign that spans multiple episodes and will be played with monthly boxes that provide the content to continue the narrative.

The components that come in each box are used over the lifespan of the campaign and will help to drive not only the story but character development as well.

This narrative campaign uses victory points to grow your army and to level up your Storm Tide heroes. Your Storm Tide Commander and Operative units will be able to level up through skill trees throughout the campaign, making each experience unique to you. Along the way there will be other ways for you to spend your victory points to enhance your experience, so spend wisely commander!

Before you start your first mission in Storm Tide, you'll need to fill out a few documents:

In this box you'll find your ship info sheets, character sheets, and battleforce rosters. These will need to be completed for you to begin playing Storm Tide.

- Each player should select a ship, then read through their ship specifications and fill out the names of your crew. Choose one of these crew members to be your Operative.



**Special Note:** Experienced commanders should use their info from Season 1 and select a crew member to be their Operative. If you want to swap out your commander for one of the included minis, please do so! All skill trees and points carry over from Season 1.

- In Storm Tide you will have Commander and Operative units that are specific to Storm Tide. Fill out the details of your commander and operative units and select their first skill trees. Then choose the mini to represent them on the battlefield. (Each player chooses one Commander and one Operative).
- This box of Storm Tide has 6 miniatures that can be used for your commander and operative units. Please select any mini that best represents your army! (This can include other minis from any other game or creator).



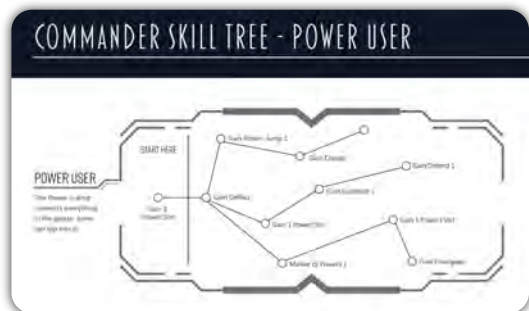
# CHARACTERS AND SKILL TREES

## DEFINE YOUR DESTINY

Over the course of this campaign, you'll be evolving your characters through the skill trees included in this box.

During step 7 of the campaign rules, you may spend victory points that you have gained over the course of Storm Tide to gain another ability on your skill trees. Each ability on a skill trees costs 5 victory points. When these victory points are used, they are subtracted from their current victory point track.

## COMMANDER SKILL TREES



To begin, you may select one skill for free on your first skill tree before starting the campaign. Each ability beyond this costs 5 victory points.

Commanders can choose abilities from any skill tree and can switch between trees.

When selecting a new ability for your Commander, it must be either the left most ability of a tree, or connected to an ability you already have.

When you create your Commander character you may add a trooper unit subtype to it, if you do, it's points value increases by 5. Units that select the Droid Trooper or Clone Trooper subtype may not use the Power User skill tree.

There are three skill trees that can be used for Storm Tide Commanders: Power User, Special Ops, and Command.

## OPERATIVE SKILL TREES



At the beginning of this box select an operative type from the three skill trees. Use the corresponding unit card.

Once you have chosen a skill tree, you are not allowed to choose abilities from other skill trees.

When selecting a new ability for your Operative, it must be the left most ability of your skill tree or connected to an ability you already have.

For every ability, you must add the associated points to your operative's cost found at the top of each chart.

Operatives have special command cards that are added to your battleforce roster one at a time starting with the 3rd level of each skill tree. Once you have selected an ability from a level of the tree with a Unlock Command Card, that card is now available to you for use.

In addition, some Operative skills unlock weapon card upgrades for that Operative. When you select that ability on the skill tree, that card is now available to you for use.

There are three skill trees that can be used for Storm Tide Commanders: Power User, Hunter, and Hero



# BATTLEFORCE

## DIVISION TYPES

Each player will need to select a division type. This determines what units are on your battlecruiser and defines your army's specialty.

Once you select a division, you can now use the division command cards alongside any generic/factional/hero command cards that may also be available to you.

There is no limit to the number of command cards your army can have available to choose from, but you must adhere to the standard command card limits during games.

Using the unit restrictions of the division, you may select up to **1600 points of units/upgrades** to occupy your battleforce. When selecting units for your roster, we recommend planning for 500-, 800-, 1200-, and 1600-point games.

Once you select the units/upgrades to be part of your battleforce, you cannot replace them (unless instructed by a component) for the rest of the campaign.

Upgrades are stored in your battlecruiser storage and have no limit to the number that can be stored.

When building your battleforce, upgrades don't have to be attached to units (standard Legion upgrade rules still apply) but are stored in the battlecruiser for use. For example, you may add a gear upgrade to your storage and that can be used for any unit that has a gear upgrade when building your army for missions. If you want to use an upgrade for multiple units in the same game, you must have multiple copies of that upgrade in your battleforce.

You may select named characters and you may include them in your battleforce roster. **Please note that they do not use the skill trees like your Storm Tide Commander and Operative.**



**ATTENTION:** Experienced commanders may have noticed that your battleforce can now be comprised of 1600 points. At this time you may add the **additional 400 pts of units/upgrades**. You may also **remove up to 300 points** of non Storm Tide assets from your current battleforce roster and replace them with the same amount of points from non Storm Tide assets. You must still adhere to your battleforce Division's force organization chart. All of your Storm Tide assets are still useable and should remain in your battleforce roster.

DIVISION TYPES			
SPECIAL FORCES DIVISION			
Command Cards: Doors and Corners, Surgical Strike, Stealth Team			
RANK	MIN	MAX	ADDITIONAL INFO
	1	3	Must include the Storm Tide commander.
	0	2	
	3	6	
	0	5	Only two may be strike teams.
	0	2	
	0	2	
ARMORED DIVISION			
Command Cards: Armored Assault, Tank Shock, Man the Guns			
RANK	MIN	MAX	ADDITIONAL INFO
	1	3	Must include the Storm Tide commander.
	0	1	
	3	6	
	0	2	
	0	3	
	0	4	
INFANTRY DIVISION			
Command Cards: Somebody Has to Be a Hero, Keep Them Down, Brothers in Arms			
RANK	MIN	MAX	ADDITIONAL INFO
	1	3	Must include the Storm Tide commander.
	0	1	
	3	7	
	0	3	Only two may be strike teams.
	0	4	
	0	2	

The rank maximum represents what can be in your battleroster and also missions unless specified otherwise in a mission briefing.

# CAMPAIGN RULES

## HOW TO PLAY THE CAMPAIGN

1

Each box will contain at least two mission envelopes. The player with the most victory points gets to choose which mission to play next. If this is your first mission, flip a coin, winner chooses the mission.

2

Once you have selected a mission, open the envelope and read the mission briefing. This briefing will have a force organization for the current mission. Use these guidelines to build out your army for this mission. Players should do this at the same time without informing their opponent of what they are bringing. Once both players have finished building their armies they are revealed.

3

Use the Objective, Condition, and Deployment cards in the box that correspond with the mission. Some missions will have “Special Conditions”. You will find them in the envelope or in the rules booklet. Assets in Storm Tide may refer to a specific mission's number or official name. When they do, make sure you apply them when necessary.

4

Play the mission. Note that on some missions the “Special Conditions” may tell you to do something during the mission at a precise time. Make sure you follow these instructions

5

Determine the victor of the mission. Each player should track who won the mission and how many victory points they earned during the mission in their campaign tracker on the back of this booklet.

6

Do not include victory points gained from unit card abilities (ex. Secret Mission, Bounty) when tracking victory points in your campaign book. (They still may be used to determine the victor however.)

7

Spend victory points. Each player may spend victory points that they have earned over the course of Storm Tide for several different things. When these victory points are used, they are subtracted from their current victory point track.

Play the next mission. Repeat Steps 1-7 for each mission.

# VICTORY POINT TRACKER

## HURRICANE VP TRACKER

MISSION	OUTCOME	VP EARNED	VP SPENT	VP TOTAL
1	W/L			
2	W/L			
3	W/L			
4	W/L			
5	W/L			
6	W/L			

## INFERNO VP TRACKER

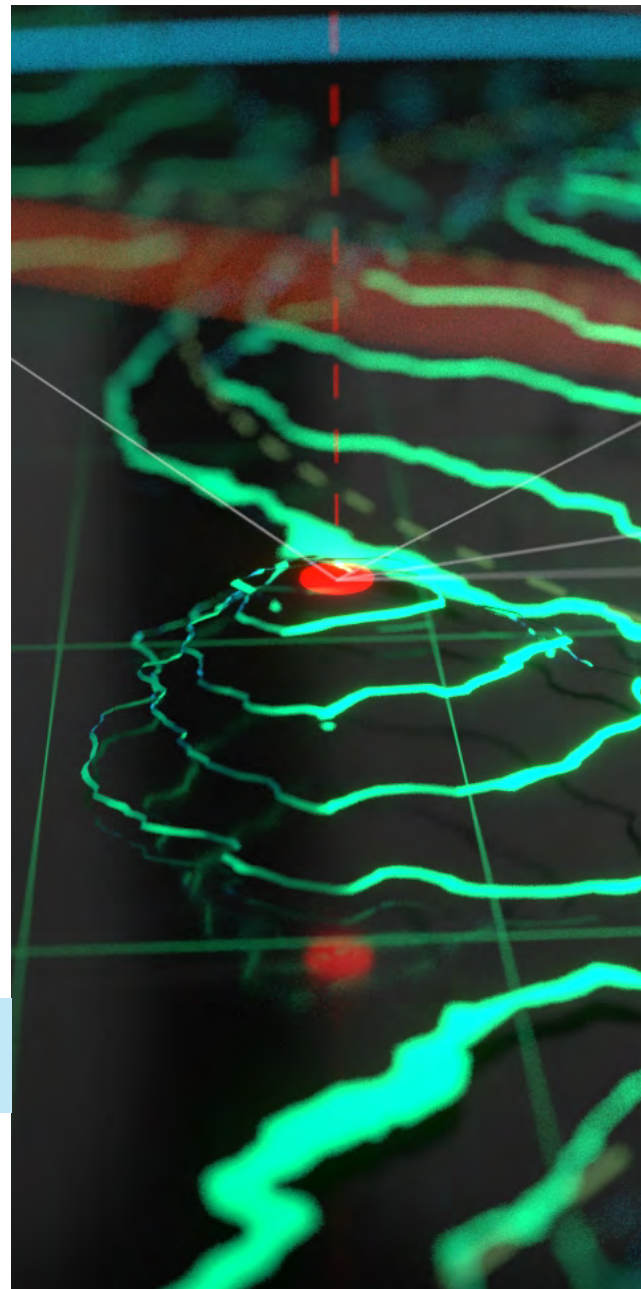
MISSION	OUTCOME	VP EARNED	VP SPENT	VP TOTAL
1	W/L			
2	W/L			
3	W/L			
4	W/L			
5	W/L			
6	W/L			



**Special Note:** Experienced commanders should carry over any of their victory points from Season 1.

On this page you can track the outcomes of your games as well as your victory points.

Victory points can be spent to enhance your battleforce throughout the campaign. This tracker will help you keep your victory points accurate.



This campaign is unofficial and unauthorized. It is not authorized, approved, licensed, or endorsed by Fantasy Flight Publishing, Inc. or Lucasfilm Ltd.