
STAR WARS[™]

LEGION[™]

Gunships on the Red Horizon

**The Second Battle of Geonosis
A Clone Wars Legion Campaign**



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Acknowledgements:

Gunships on the Red Horizon was inspired by the animated series Star Wars: The Clone Wars (2008-2014), specifically episodes S2:E4 (Senate Spy), S2:E5 (Landing at Point Rain), S2:E6 (Weapons Factory). Star Wars, its characters, planets, and concepts, is the property of Disney and Lucasfilm. Star Wars: Legion, its rules and figures, is the property of Fantasy Flight Games.

The rules for this campaign are adapted from the lovely campaign ruleset The Siege of Lothal, by Omar Khalid. Much of the rules regarding the campaign turn and unit upgrades are adapted directly from his ruleset. Anyone who finds enjoyment from my work should similarly enjoy his, and any fault with my work is mine alone. A link to his campaign can be found here:

[The Siege of Lothal](#)

Introduction



"As Captain Rex said, this will be a full scale planetary invasion. We're settling the score on Geonosis once and for all."

—Obi-Wan Kenobi

A long time ago, in a galaxy far, far away...

Under the Republic's nose and funded by Separatist politicians, Archduke Poggle the Lesser has begun constructing a new droid factory on Geonosis. Once completed, this factory will have the capability to build battle droids at an unstoppable rate. No matter how skilled the Army of the Republic is, the Clones and Jedi will be no match for the millions of battle droids coming off the production lines.

Thanks to the work of Senator Amidala and General Skywalker, Poggle's

plan was uncovered by the Republic. But, before they could react, the small occupation force on Geonosis has been almost entirely wiped out by the resurgent Separatists. To answer this new threat an invasion force has been quickly assembled. In command are three Jedi generals: Obi-Wan Kenobi, Anakin Skywalker, and Ki-Adi-Mundi.

Unbeknownst to the Republic, Count Dooku and his cyborg assassin, General Grievous have slipped through the Republic's blockade and are commanding their forces from the planet. Thus begins the Second Battle of Geonosis.

Here, on the red sands that set the stage for the opening act of the Clone Wars, two titanic armies will do battle once more..

Campaign Overview

Gunships on the Red Horizon is a fan-made campaign for the miniature game Star Wars: Legion. A campaign is, simply, a series of individual Legion matches strung together in some sort of “narrative.” When taken separately, each battle may seem like a standalone game, but the result of each significantly affects the next. This is a two player campaign, with one player controlling the Grand Army of the Republic (GAR), and one player controlling the Confederacy of Independent Systems (CIS).

The campaign can be thought of as a “game within a game,” with one “board game” style game being played where each turn is resolved through a match of Legion. Players will construct multiple divisions (army lists), upgrade units, and deploy reinforcements while attempting to reach 5 campaign points first or complete their faction’s Victory Condition.

Gunships on the Red Horizon depicts an entire ground invasion from landing to victory or defeat. To simulate the initial battle to set up a deployment zone, the campaign starts off with an engagement on the GAR player’s base (Landing Point Rain) before regular turns begin. This initial battle determines initiative as well as available starting locations for both the GAR and CIS armies. See Initial Skirmish: Defense of Point Rain.



The campaign is played as a series of turns that have the following three phases:

1. **Deployment Phase:** Players deploy and move their divisions on the battlefield board.
 2. **Battle Phase:** Any movements that end with two opposing divisions on the same location of the board are resolved either as a Legion battle or with one division withdrawing.
 3. **Logistics Phase:** Teams earn points and spend them on unit upgrades or reinforcements.
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Set Up and Army Construction

Forward Operating Base Deployment

Both factions control a Forward Operating Base (FOB) from which they deploy reinforcements. The capture of an FOB is an instant victory for the captor. The GAR player's FOB is located at Landing Point Rain. The CIS player's FOB is located at the Droid Factory.

Faction Specific Deployment: CIS

The CIS player deploys a Shield Generator and a Geonosian Hive at any CIS controlled starting location. The Shield Generator location must be indicated to the GAR player, the Geonosian Hive location is kept a secret. This should be written down on a sheet of paper to present to the GAR player when it is revealed. The CIS player must choose separate locations for these deployments. The Shield Generator provides heavy defenses for the CIS players, but more importantly negates the GAR player's *Gunship Drop* attribute over that location. The Geonosian Hive can ambush the GAR forces. Although unable to stop any GAR divisions, it will significantly damage them psychologically. See Attributes and Fortifications.

Faction Specific Deployment: GAR

The Republic player, as the invasion force, does not receive any location specific bonuses, but instead chooses between three "invasion" command cards designed for this campaign. This decision should be kept a secret from the CIS player. Each of

these command cards has a different "pip" value, and if played, must be played as a proxy of a command card with the same pip value. They should write the chosen card down on a sheet of paper to present to the CIS player when it is revealed.

During a battle, they may play this card either as a printed card or as the invasion command card. However, once it is played as the invasion command card, it must be played following its printed value for the rest of the campaign. This simulates the power of the Republic invasion force, but also the limited resources to support a planet-wide invasion. The GAR player must wait until the most opportune time to gain the benefits of the invasion command card. See Attributes and Fortifications.

The invasion command card options are:

Reinforcements: A fresh squad of clone troopers is dropped off to aid your force in battle. Be vigilant, the time it takes to deploy this force will certainly cede the initiative to the CIS. (3 pip)

Y-Wing Airstrike: Your commander calls in an airstrike on a point of heavy CIS resistance. (1 pip)

Bring up the Flamethrowers!: Two of your core units may activate and use a special *Flamethrower* attack, melting away the droids in front of you. (2 pip)

Army Construction

Both players start the campaign with two divisions each. Each GAR division will field a list of 600 points to start. The CIS can build their starting lists to 650 points each. Each unit can have no more than one upgrade card to start. Use the GAR and CIS division worksheets to organize and follow your forces through the campaign. Due to the limited releases of Legion products, there is no limitation on different divisions having the same commander or other unique cards. It can safely be assumed that commanders like Obi-Wan Kenobi or General Grievous are able to travel back and forth between the major engagements of the Geonosis campaign, even if multiple engagements happen on the same turn.

Once both players have constructed their lists, they must determine which divisions will take part in the initial engagement. The CIS player can simply choose the division they prefer to attack the landing GAR forces. The GAR player chooses their division randomly. Use a red Legion

D6. The CIS player indicates which GAR division will be “shields” and which will be the other three faces of the die. The GAR player rolls and fields the division indicated by the result. This simulates the effect of the CIS anti-air fire initially allowing only one division through to the landing point. The other GAR division will be fielded following the result of the initial engagement. The other CIS division can be fielded at any CIS controlled starting location on the board. See Initial Engagement: Defense of Point Rain.

Note: The CIS player is in a position to construct one division specifically designed to satisfy the victory conditions of the initial engagement, which are more offensive focused, and construct a second force more suited to defense. The GAR player should be more conservative with their list construction, as they have no way of knowing which division will make it through to the landing zone first. That said, they can always take a risk...



Initial Engagement: Defense of Point Rain



"We've got no air cover. Two generals on the ground beyond our position. And a mess of bugs surrounding us. The enemy was more than prepared for our attack, sir. They knew our every move."

"Well, I'm sure General Skywalker and General Mundi will make it to our position. We just have to make sure we're still here when they arrive."

-Commander Cody and General Kenobi

Before the Republic can assault the Separatist droid factory, they must first establish a landing zone to serve as their forward operating base. But, the Separatists were prepared. Heavy flak fire brought down many LAAT and LAAT/c gunships, causing heavy casualties and spreading disarray among the Republic attack force. Although both Republic attack divisions had

orders to link at Landing Point Rain, only one division was able to make it through the flak. The other was forced to land in the open terrain south of Point Rain.

With the Republic force at half-strength, the Separatists launch an attack designed to scatter the Clones even more. Even if the droids do force them backward, they do not have reinforcements close enough to prevent the second Republic force from taking it back, but delaying the Republic from establishing a base of operations may buy all the time the Separatists need to strengthen their defensive positions for the battles to come.

Neither force will be able to decide the Geonosian campaign at Point Rain, but the victor's position will be strengthened and the initiative will be there's.

Republic Briefing

You are Commander Cody, and you have a bad feeling about this...

You didn't fight on 'Nosis the first time, but you've heard your brothers talk about it. The dust, the smoke, the missiles, blast, you hope there aren't any of those bugs around. Most of your unit's LAAT gunships were able to make it through the flak and blaster fire of the Seppies. But blast! Where's the other landing force?

Your comlink barks with static, and then a frantic voice from the other side. The flak forced the rest of the linking force to make an emergency landing a few clicks to the south. You're on your own for now, and what looks like a sandstorm to the north is actually an entire legion of battle droids.

You've positioned your LAATs in a circle around your position as cover, and you've even got the cannon on a disabled AT-TE operational. That should slow them down. But, you can't just let the clankers set up a position either, you have to force them back. The rest of the force will be here soon, you just hope you're here to meet them.

Objective: Breakthrough

At the end of the game, each player gains 1 victory token for each of their unit leaders within an enemy deployment zone.

Deployment: The Long March

Conditions: Clear

Special Rules:

Campaign Command Cards: For the initial engagement, you are not able to use your campaign command card. *If half of your landing force is unable to even approach this part of the battlefield, you certainly aren't getting extra troopers, a bombing run, and for balancing's sake let's assume the flamethrowers were on the other gunships.*

AT-TE Turret: You are able to get one of your AT-TE's turrets operational and firing toward the Separatists, add this as an armor activation. It has no point cost. This unit can never be given an order, and must come from your random activation pile.

Unit Attributes:

Disabled: This unit cannot move.

Armor: While defending, cancel all non-critical results

Health: 7

Weapon: Firefont 04 Mass Driver Cannon

Range: 1-4

Dice: 3 White, 2 Red, 3 Black

Fixed: Front: The defender must be inside your front arc

Blast: Ignore Cover

Impact 3

Separatist Briefing

You are TX-21, droid commander of the Separatist forces on Geonosis. Of course, there are organics on the planet commanding the droid forces, some are even commanding you. And this is unfortunate, because they think they are superior.

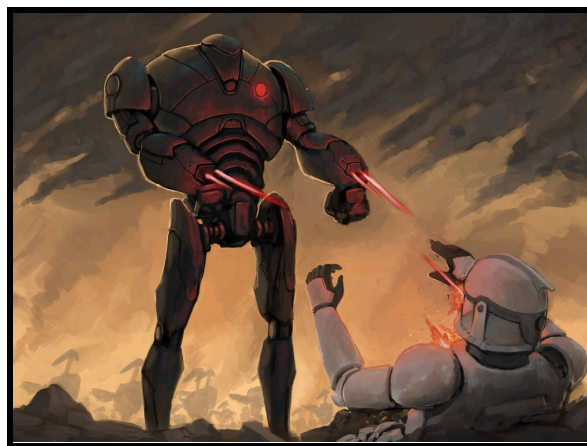
Thinking is what gets organics into trouble. Thinking is a failure of biological evolution. And thinking is what is going to bring the Republic to its knees.

The news of a new “super droid factory” was sure to find its way to Republic Intelligence. Their embarrassing excuse for a leader, Chancellor Palpatine, and the Jedi were sure to think that they had to act fast. They had to send what troops they could to stop this new threat. And so here they are, wholly unprepared for what has been prepared for them.

You don’t think. You process. And right now, you are processing a scattered Republic force just to your force’s south. The droids you lose on this initial attack are of no consequence, they have no concept of morale, defeat, or even victory. They don’t need momentum. But these Clones do. If you don’t even give the Republic a second to breathe you won’t need to defeat them on the battlefield, their thoughts will. Thoughts of exhaustion, fear, and their dead friends.

These thoughts will eat them alive. Part of you tries to process what that experience might be like, but you cannot. You have never been alive.

You transmit the command for your force to march. And they do, without a thought for themselves. Here on Geonosis, the Republic have thought themselves into defeat...



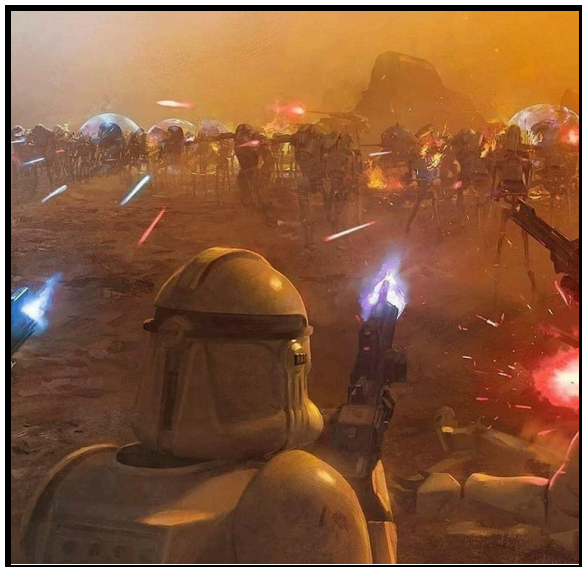
Objective: Breakthrough

At the end of the game, each player gains 1 victory token for each of their unit leaders within an enemy deployment zone.

Deployment: The Long March

Conditions: Clear

Resolving the Initial Engagement



Defense of Point Rain is played like a normal game a legion with the Objective (Breakthrough), Deployment (The Long March), and Conditions (Clear) pre-chosen. Determine the victor as you would normally and complete the Battle and Logistics Phases (See The Turn). Following the Logistics Phase, the GAR and CIS players may place their divisions on the map using the following criteria:

CIS Victory: The Republic numbers were simply too much to force them off of their landing point, but the battle grounded the Republic gunships and kept reinforcements at bay. The break in battle has given them a chance to regroup, but they do not dare advance past Point Rain yet. What's more, the droids were able to set up positions just to the north of the Landing Point Rain.

CIS Player: Place the division that took place in the initial engagement at N'ge'u Valley.

You may place your other division on any CIS controlled location on the map. The CIS player is player 1 in the Deployment Phase.

GAR Player: You may deploy one division at Landing Point Rain and the other at Makeshift Assembly Area. It does not matter which division took part in the initial engagement. The GAR player is player 2 in the Deployment Phase.

GAR Victory: The droid attack was fierce, but the Clones were able to repel the assault and force the droids into a retreat. The Republic pursued the Separatists into the open desert, fueled by the reinforcements from the rest of the attack force. The droids still control powerful defensive positions, but the battles for them may take place sooner than anticipated.

GAR Player: You may deploy one division at Landing Point Rain and the other either at Badlands of N'g'zi or E'Y-Akh Desert. It does not matter which division took part in the initial engagement. Capture this location for the GAR. The GAR player is player 1 in the Deployment Phase.

CIS Player: You may place your division at any CIS controlled location on the map. The CIS player is player 2 in the Deployment Phase.

After placing divisions on the board, turns begin normally, starting with the Deployment Phase.

The Turn

Deployment Phase:



Determine Player 1. If this is the first turn, refer to Resolving the Initial Engagement. On all subsequent turns, the victor of the Battle Phase is Player 1. If there were multiple games played in the Battle Phase and the result is a tie, add up the total amount of units destroyed by their point cost. The player who destroyed the most is Player 1. If there were no games played in the Battle Phase, the previous turn's Player 2 is Player 1.

Player 1 may move both of their divisions to any adjacent space not occupied by a friendly division. Player 2 may then move any division currently not sharing a space one of Player 1's division to any adjacent space.

Gunship Drop: Once per turn, the GAR player may use *Gunship Drop* on one of its divisions. This division may move up to two spaces instead of one. When performing this move, if the GAR division passes over a CIS division that has already moved, that CIS

division may take another move onto the GAR division's space.

Notes: *Gunship Drop* may not be used to move a GAR division past the location of the Shield Generator. If the GAR division passes over the location of the Geonosian Hive, the CIS player should reveal that to the GAR player and the GAR division will be affected as if it had stopped on that space.

Once all moves have been made, any space that has both a CIS and a GAR division is considered a *battle pairing*. Determine how many battle pairings have been made and move onto the Battle Phase.

Battle Phase:



Any battle pairings made in the Deployment Phase are resolved as normal Legion games. If there are two battle pairings, use any metric (mutual choice, flipping a coin) to determine which will be played first.

Command Hand: Each division's command hand is free to change as desired between battles, within the limits specified in the Legion RRG.

Campaign Points: Battles are played normally according to Legion RRG and Forum FAQs, except where these rules say otherwise. Win conditions are determined by the objective card used for that battle, and the winning side **receives 1 campaign point**. Additionally, **if the GAR player captures the Droid Factory, the game ends in a Republic Victory.**

Tracking Unit Condition: If a unit was destroyed during the battle, that unit is depleted. If a unit destroyed another unit (killing blow) and survived through the end of the battle, it becomes a veteran unit. Depleted units start the next battle with one fewer health (-1 mini for multiple mini units or 1 fewer health for single mini units).

Veteran units gain a Veteran token at the beginning of each game. The unit can use the Veteran token up to two times in a game (flip, then discard) to EITHER gain a dodge or aim token as a free action.

Furthermore, **if a non-commander depleted unit is defeated in a battle, that unit is destroyed and is permanently removed from the division along with any equipped upgrade cards.** Commanders suffer no penalty for being defeated beyond being depleted.

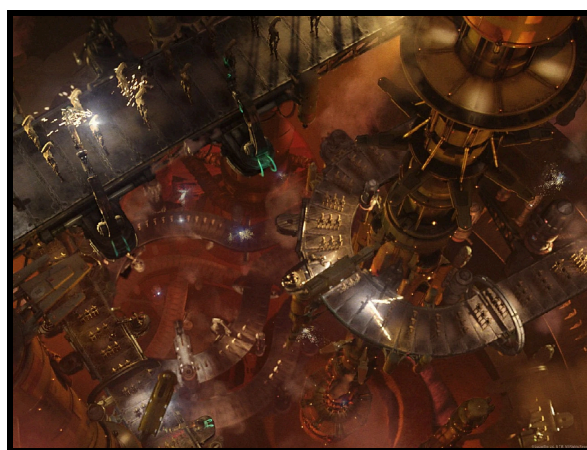
Note: Do not forget to track unit conditions following the initial engagement!

Strategic Retreat:

In any battle, only during rounds 4 or 5, a non-commander unit can choose to retreat from the battlefield at the start of its activation. This does not trigger any game effects, nor is any action allowed such as "at the start of your activation." The decision to retreat must be made at the beginning of the activation, so there is no chance to rally or take any other action before retreating.

Then the activation is complete and it is the opponent's turn to activate. That unit must drop any objectives it is carrying. The unit remains on the battlefield until the End Phase, when it is removed from play (it cannot score points for objectives during that round). Panicked units cannot perform a strategic retreat.

Logistics Phase:



Battle Effects: In addition to the campaign point earned for winning a battle, if the location was Landing Point Rain or the Shield Generator there may be additional

Campaign Points awarded as noted on the campaign map. The Shield Generator or Geonosian Hive is destroyed if the GAR player wins a battle on that space.

Gain Supplies: Every space controlled by a team has a Supply Value associated with it. The team gains this many supply points that can be used to resupply and upgrade its units. Players must divide supply points as evenly as possible among their divisions, with any remainder going to the division with the fewest list points/most depleted units. Also, at the start of each Logistics Phase, **factions receives 60 Equipment Points** that can only be spent to resupply depleted units.

Resupply, Upgrade, and Recruit Units: Both teams can use supply points to resupply depleted units, upgrade existing units, or recruit new units to add to the division within a new 900-point cap after the first initial engagement. Divisions are still limited by the RRG-defined unit type limit, however. Depleted units can be resupplied by paying equipment points OR supply points equal to half of the unit's base cost (do not include the cost of upgrade cards).

Existing units (whether depleted or not) can be upgraded from any available upgrade cards and the new specializations found in this rulebook. Finally, new units and upgrade cards can be recruited within the point and unit-type limits of the RRG. You may also shuffle upgrade cards around any of your units as desired (unless they were part of a unit that was permanently

destroyed in the previous battle), but only within a player's own division.

You may also completely remove any upgrade cards, but you do not get the points refunded to you (useful for remaining under division point caps). If you remove any upgrade cards, they remain available to that division for a later game round at no cost. You may bank any unused supply points for a player's own division (the points do not go back into a general pool), but any unused equipment points are lost.

Disband: If a division has suffered losses that are too heavy to compete, it may disband and a new 700 point division can be formed with fresh recruits and upgrades. The commander must remain the same, though all disbanded commander upgrades are discarded. The new 700 point division receives its share of supply points from the faction for that round, but must immediately discard them and build the 700 point division from scratch.

The new division must be deployed at the Droid Factory (CIS Player) or Landing Point Rain (GAR Player). If the division is unable to deploy there for any reason (friendly division on that location, Landing Point Rain controlled by CIS player, etc.) it may deploy on any free adjacent space.

Attributes and Fortifications



Gunship Drop: Once per turn, the GAR player may use *Gunship Drop* on one of its divisions. This division may move up to two spaces instead of one. When performing this move, if the GAR division passes over a CIS division that has already moved, that CIS division may take another move onto the GAR division's space.

Campaign Command Cards:

Reinforcements:

Pips: 4 | **Activation:** None

Before any activations this round, place a core trooper unit with no upgrades anywhere in your deployment zone at least 1 range away from any enemy units.

Y-Wing Airstrike:

Pips: 1 | **Activation:** One Commander

At the end of your commander's activation, he may perform an attack using the following weapon:

Y-Wing Bombing Run

Range: 3-Infinite | **Dice:** 4 Red, 2 Black

Impact 2, Blast, Immune: Deflect

Bring up the Flamethrowers!:

Pips: 2 | **Activation:** 2 Trooper Units

Up to two trooper units with face-up order tokens may perform an attack using the following weapon. This is the only weapon they can use this turn:

Flamethrower

Range: 0-2 | **Dice:** 4 Red, 2 Black

Blast 1, Immune: Deflect

Smoke: Place a smoke token at an equal distance between your unit leader and the targeted unit's leader.

Shield Generator: *Gunship Drop* may not be used to move a GAR division past the location of the Shield Generator.

When a battle pairing is made on the shield generator space, the following conditions are applied to the game:

Objective: Breakthrough

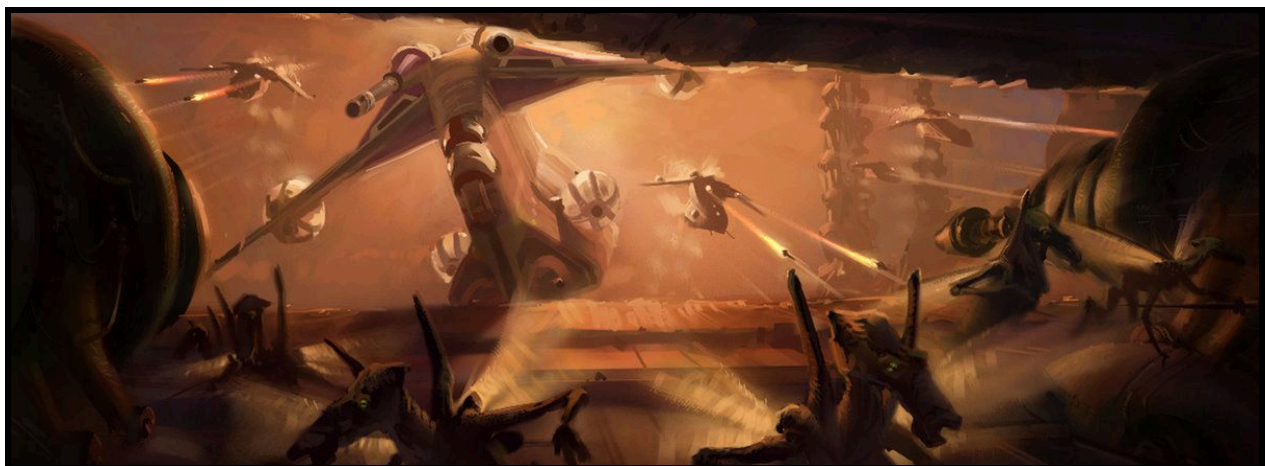
Deployment: The Long March

Conditions: Clear

The CIS player places a terrain piece to serve as a base cannon (use appropriate terrain for a weapon turret if possible). The turret must be placed beyond range 4 of the attacker's edge, and at least range 1 from any other terrain. Once per round during the Activation phase, the defender can choose to activate the turret instead of a unit. The turret attacks with range 1-4 and draws Line of Sight from the center of the terrain piece at a point that is exactly Height 2. This attack rolls 4 black and 6 white dice with Impact 1 and Suppressive 1. The turret can be attacked, it rolls no defense dice and has a hull value of 8 as well as the Armor keyword. The turret is immune to Ion and does not trigger Standby.

Geonosian Hive: The location of the *Geonosian Hive* is kept secret from the GAR player. At the end of the Deployment phase, if a GAR division is on the space of the *Geonosian Hive*, the CIS player should reveal that to the GAR Player. Remove the *Geonosian Hive* from the game, and give that GAR division an ambush token. The next time this division is part of a battle pairing, remove the ambush token and each core unit begins their next battle with 1 suppression token. These units **do not** roll to rally on the first turn. In addition, the CIS player may choose two core units to roll an attack against after all units are deployed. This attack rolls six white dice and ignores any cover the units may have deployed behind. The GAR units defend as normal and receive additional suppression as normal.

If the GAR division uses *Gunship Drop* to pass over the location of the Geonosian Hive, the CIS player should reveal this to the GAR player and resolve the *Geonosian Hive* effect as if the division had ended its turn on that space.



Unit Specialization Upgrades

In addition to resupplying depleted units, purchasing upgrade cards, and adding new units to a division, players have the opportunity to purchase unit-specific improvements during the Logistics Phase to simulate the combat specialization of certain units. These specializations will be very powerful in combat and have the potential to turn the tide of any battle. However, they are also a significant risk as the points spent can be lost if a unit is depleted and then subsequently destroyed in later battles. However, while these specialization upgrades cost supply points, they do not count against your division point limit of 900. Also, if you have an existing specialization you can trade it in for the value of a new specialization for the same unit only.

Very fun and mandatory flavor rule: when you purchase a specialization for a unit, you must give a name to that unit (e.g., "Krayt Squad," "Torrent Company," etc).

Rerolls and Tokens

*Note: Any tokens gained by these specializations **may not** be shared among clone trooper units the same as naturally generated tokens.*

Lucky: Single use reroll tokens (any of your dice pool rolls, once per game) = 20 points

Trained Shot: Automatic Aim tokens = 40 points

Agile: Automatic Dodge tokens = 40 points

Improvised cover: Defensive rerolls (once per game) = 15 points

Coordinated strike: Offensive rerolls (once per game) = 15 points

Speed Increases

Tactical Awareness: Single use 1-speed boost free action (once per game) = 20 points

Mobile Specialists: Unit speed upgrade = 40 points

Attack Range Increase

Improved Weapon Sights: Range 2 max to Range 3 max = 40 points

Command Sphere Range Increases

Chain of Command: Range 3 max to Range 4 max (permanent Commanding Presence) = 30 points

Command Effectiveness Increases

Combat Focus: Remove 1 Suppression to any unit receiving an order = 40 points

Meticulous Planning: Issue 1 additional order in range = 40 points

Keyword Purchases to apply to a unit

Furious Fire: Gain keyword Suppressive = 40 points

Academy Weapons Training: Gain keyword Precise = 30 points per rank

Superior Athletes: Gain keyword Nimble = 25 points

Sniper Training: Gain keyword Sharpshooter = 40 points each rank
Cover Upgrades

Improved Camouflage: Cover 1 bonus = 40 points

Hard Target: Auto upgrade to heavy cover when in light cover (does not apply to cover granted from suppression) = 20 points

Armor Upgrades (for speeder bikes)

Heavy Armor Upgrade: Adds Armor keyword, reduces max speed to 2 (passive) = 50 points

Surge Purchases

Heavy Overcharge: Add Offense: Surge to hit (passive) = 40 points

Armor Piercing Overcharge: Add Offense: Surge to crit (passive) = 60 points

Personal Combat Armor: Add Defense: Surge to block (passive) = 40 points

Dice Upgrades

Weapon Mastery: Upgrade Attack die color (White to Black or Black to Red)= 75 points

Veteran Survival: Upgrade Defense die color (White to Red)= 75 points



Campaign Map

