**The War on Corona Prime: A CRUSADE CAMPAIGN – Strategy Phase Primer**

##

## HOW TO PLAY THE STRATEGY PHASE

**Strategy Phase:**

In addition to players in the campaign fighting it out on the battlefield, players will have to exercise their strategic muscles on the “Planetary Map”. Each player in the campaign will be assigned a “Home Hex,” where they will begin on the map with their initial army token. A Legend is included at the end of this supplement indicating the nature of the images used in the Strategy Phase. Throughout the course of the campaign, players will maneuver, strategize, plan, and wheel and deal to take over as much territory as possible on the map. The rules for the Planetary Map are as follows:

* Each player begins in their randomly determined Home Hex with 1 army token
* Players earn additional army tokens at the start of the Strategy Phase in the following manner:
	+ Earn 1 army token for each time a player participates in a Battle Phase
	+ Earn 1 additional army token if a player is the victor in the immediately preceding Battle Phase
	+ Additional army tokens may be awarded for various other reasons as per indicated in any further instructions.
* Orders and the Movement Phase – The following provides instruction how players move and attack with their armies on the Planetary Map. (Those familiar with the classic boardgame Diplomacy will be very familiar with this)
	+ During the Strategy Phase, orders for all of a player's army tokens are written in secret and submitted to the GM (Ryan), who then makes all necessary adjustments to the map.
	+ If an army token is dislodged as a result of an attack(overpowered by other players), the player must submit retreat orders that the unit either be retreated to an unoccupied adjacent hex or else disbanded and removed from play. (This must be submitted no later than 3 days after the end of the Strategy Phase, or the GM will make the retreat move for the player)
		- An army token may not retreat to the province from where the dislodging army token came or to an "embattled" province, meaning one left vacant by a bounce/standoff that turn
		- If an army token has no legal retreats, or it attempts to retreat to the same province as another retreating army token, it is disbanded.
	+ There are 3 orders to choose from: Hold, Attack, and Support.
		- During the strategy phase, players may order each army token they control to either to hold its position, to attack (or move to) another hex, or to support another unit (either to hold its position or to attack a hex).
	+ Orders – Below is the following orders an army token may take, as well as instructions on how to perform the orders:
		- Hold - This is the default for all army tokens (what they will do if not given any other orders). The army token will stay in its position, and will not move, support, or do anything.
			* A hold order is written as follows – Army 0406(current hex) HOLDS.
			* Holding army units can be supported by army tokens in neighboring hexes or be attacked by enemy army tokens. If the attacking army has more units supporting it than the holding army token, the holding army token is ousted from that hex and must either retreat or disband (see above).
		- Attack/Move - This order moves the army token in one hex to an adjacent hex.
			* An army token may not move into a province held by another army token unless it has support. As army tokens may be supported either in attacking a hex or in holding a hex, the attacking army token must have more support than the defending army token if the attack is to be successful. If the attack is not successful, the attacking army token does not move anywhere.
			* Two army tokens may not swap hexes
			* A move order is written as follows Army 0406(current hex) MOVES to 0506(destination hex)
			* Once an army token moves into a hex, it controls the hex, even if that army token leaves, until another player moves their army token into that hex.
		- Support - Support is the trickiest aspect of the rules, and the most important of the game. Support may involve cooperation between two (or more) players, and is the only way to make forward progress through enemy territory (unless you can convince the enemy to let you in). Simply put, more support defeats less support.
		- The support order is given in reference to another army token’s move. That other army tokens move must be to a hex into which the supporting army token could otherwise move. Support may also be given to an army unit holding its position. In addition, army tokens giving support can themselves be supported in their holding position
		- Support is an army token’s sole action for a given move, and supporting army tokens remain where they are (unless they are attacked by greater support and have to retreat or disband at the end of the Strategy Phase).
		- Cutting Support - If the supporting army token is attacked during the turn by some other army token, its support is cut. In effect, the support order becomes a hold order, as the army token must defend its hex against the attack. Note that an army token occupying the hex into which the support is directed cannot cut support, unless its attack successfully dislodges the supporting army unit.
		- Support orders are written thus:
			* Army 0406 (current hex of the supporting unit) supports Army 0507 (current hex that the supported army token is in) to 0506(destination hex of supported army token)
			* or
			* Army 0406 (current hex of the supporting unit) supports Army 0507(hex that the supported army token is holding)
* Planetary Map
	+ On the Planetary Map itself, the main continent on the planet of Corona Prime is divided up into hexes. While moving across the map, players will see that certain hexes contain special icons. These icons (see below) represent special bonuses and/or rules that the controlling play may take advantage of, usually in the form of additional Resource Points or Experience Points, or potentially special rules that can be used during the Battle phase.
	+ Steps of the Strategy Phase turn:
		- Participate in the Diplomacy Step – Players forge (and break) alliances with other players to try and take over Corona Prime
		- Players Submit Orders
		- GM inputs orders as received
		- Players Submit Build Orders based on previous week’s Battle Phase results (1 army for playing, 2 for winning)
	+ When a player receives a new army token, they must place that army token either at their Home Hex, or in any territory they occupy. Please note: no more than one army can ever occupy a hex, except at their Home Hex, so if a player does not have enough territory, a newly created army must be placed at the Home Hex.
		- Note: A player may only have up to 2 armies at their Home Hex
	+ If another player ever occupies a players Home Hex, that player and all of his or her army tokens are immediately removed from the Planetary Map. Note: This does NOT remove the player from the campaign and may still participate in battle phases, they just no longer have any presence on the Planetary Map
	+ If one person manages to control 2/3rds of the map, or all other player’s Home Hex’s have been captured by opponents, that player has earned domination of Corona and is the winner of the campaign! (For those not participating in the Strategy Phase, there will be a prize for Best General)
* Diplomacy Aspect: Players may find that the need to form alliances to take over territories or defeat stronger foes. To do so, during the Strategy Phase, up until the moves are due, plays may communicate freely with other players to discuss what will be done by the end of the Strategy Phase. Yes, this does mean that strange or forbidden alliances could form (Space Marines and Chaos), but know that the powers that be will be watching, and will not be too pleased. (No one expects the Inquisition?)
	+ While the first couple of Rounds will allow for some correction and assisting with the formatting of the orders, eventually there will be a time that an incorrect order sent to the GM will not be corrected, and will be performed as written. This could lead to time when an army unit that was supposed to support another is unsuccessful, leading to some angry allies.

**LEGEND**

 **Supply Stations - A player holding a territory with this image will receive 2 additional max PL to spend on their Crusade Force (Note: If a player loses this territory, they must reduce their max power level by 2 before the next Battle Phase. A player does not have to spend RP to remove or reduced the size of a unit if caused by losing a Supply Station hex)**

**Intelligence Stations – A Player holding a territory with this image will receive 1 extra RP to spend at the start of the next Battle Phase. (Note: If a player loses this hex, they must remove 1 RP from their Crusade Force, to a minimum of zero)0**

**Ancient Relics – A Player holding a territory with this image will receive 5 XP that they may spend on any one of the units in their Crusade Force. (Note: A Player does NOT have to remove XP if a player loses this hex)**

 **Mysterious Obelisk – A strange Obelisk sits at the center of the continent, no one knows what lies within its walls – Power and rewards, or terrible destruction!**

 **Home Hex – The starting point of each player. If a player ever loses control of their Home Hex, they are removed from the Strategy Phase, along with all of their armies and occupied territory. (Note: this square will not be visible on the initial turn for better visibility.**

 **Army Hex – A space occupied with an army will have this red border, along with the accompanying player’s icon.**

 **Additional Army Hex – A hex containing two armies will contain this image. (Generally, only at a players Home Base)**

**Player Icons**

 **Cameron – Dark Angels**

 **Chris – Grey Knights**

 **Dash – Tyranids**

 **Irkle – Imperium**

**Jessie – Necrons**

 **John – Black Templars**

 **Michael – Dark Angels**

**Mick – Hammerheads (White Scars)**

 **Monte – Craftworlds**

 **Peter – Necrons**

 **Ray – Astra Militarum**

**Sam – Aeldari**

**Sandro – Orks**

 **Zach – Adeptus Mechanicus**

**FAQ and ERRATA**