**The War on Corona Prime: A CRUSADE CAMPAIGN**

## THE STORY

THE INDOMITUS CRUSADES have ended, but Imperial Fleets once more sail the void seeking to bring order to a galaxy still rent by the Cicatrix Maladictum, its people desperate to survive the psychic echoes of this most recent apocalypse. Worlds besieged by the nightmares of chaos and beset by foul xenos of all sorts cry out for aid even as Guilliman’s newest expedition returns to the core of the imperium, praying for support that may be centuries in coming.

But not all join this desperate choir. The largest and greatest of the planets orbiting the binary stars Corvidae and Wu’an, Corona Prime, is silent, something it has never been before.

200 years ago, Corona was home to more than three billion human souls -- prospering even as the Mechanicus undertook the methodical conversion of its verdant ecology to something more suited to Imperial needs. In the thirteen millenia before human arrival and colonization, it had been a world of Aeldari Exodites and a meeting place for their starfairing kin. But even the eldar were not the first to make this planet their own. Corona’s sand-etched valleys and the strange geometries of its foundations hint at far more ancient residents.

Today, no astropaths of Corona Prime dream into the empyrean. No energetic signals stream halting bursts toward Terra or Mars. The temples, hives, and machines all remain on the surface, home now to animals and creeping vines and the drumbeat of rain. The men and women who once called this place home have vanished. An entire world become a tomb.

This quiet is not fated to last. Even now, as the Cicatrix ebbs, the factions of the Imperium, the warbands of the primordial enemy, and sickening hordes of xenos fly toward this lush world to lay claim to its resources and to its secrets.

In the coming weeks the forces of the galaxy will strive to assert dominance over Corona Prime, seeking to secure the planet to advance their own designs. The story of this planet will be shaped by the generals who wage war on her surface, reaping not only terrestrial gains, but everlasting Glory.

## HOW TO PLAY

**WHERE?**: To accommodate for the state of the world, playing in a campaign game will be incredibly flexible. A campaign game may be played anywhere by the designated opponents with in the allotted time frame for a Round (discussed below). This includes people’s homes, any available game space, as well as the allotted game time on Sundays at The Boardroom. It is encouraged that all social distancing and mask guidelines are followed during any of these games for the safety of all involved.

**WHEN?:** The War on Corona Prime campaign’s first Round will start one week after the release of 9th edition, August 8th. This will allow everyone ample time to read over the Crusade rules released in the main rule book, as well as create their force with the additional restrictions as discussed below. Each Round of the campaign will consist of two “phases” that occur over a two week period. (Two weeks is chosen to accommodate the more difficult nature of safely finding opponents during the pandemic).

**HOW?:** Select a beginning Crusade force using the rules below. Send an email to the campaign organizer ryanlavoie85@gmail with your name and beginning Crusade force to confirm your participation. Please note: as there is a map involved, it is EXTREMELY IMPORTANT than you submit a force through an email. It will be EXTREMELY difficult to add additional forces to map once it is created, so I cannot stress enough how important it is that you properly submit your Crusade force at the above email by the start of the campaign.

Creating a Crusade Force:

Each player selects their faction keyword and then begins to construct their Crusade force as per the guidelines in the Core Rulebook (p. 306) with the following custom restrictions/clarifications:

* To accommodate all of the new and returning players, and to give a more of a traditional “Escalation campaign, The War on Corona Prime will not be using the Order of Battle – Instead each Round of the campaign will increase the max Power Level a player’s Crusade force can be by **5 PL.** (Round 2, max PL for the armies will be 30, Round 3 will be 35, etc.)
* Players will begin The War on Corona Prime with a Crusade force of a combat patrol of **25 PL**.
  + Note: a single combat patrol will be used until players reach 50PL, and then will be upgraded to a single Battalion.
* No special characters allowed in this campaign, this is a story of new heroes and villains.
* Any choice that may be decided by a D6, MUST be rolled for randomly (i.e., if your leader character is given a choice of a random warlord trait, that character must roll on the accompanying chart.) The purpose of this campaign is to have fun and tell cool stories, not create optimized tournament capable armies.
  + FAQ: If you only have a single choice, e.g., you have a “Chapter specific” Warlord trait, you may simply select it instead of rolling random.
* The following Requisition will not be used this campaign – Increase Supply Limit
* The following two Requisitions will be added to the list available on p. 316 of the Core Rule Book:
  + 1 RP: New Blood – Add one unit to your Crusade force up to PL 10. A player spend 2 RP to add a unit PL 11+
  + 1 RP: Relieved from Duty- A player may remove one of their current units from their Crusade force. (Note: if a player removes a unit, all experience and battle honors are lost, and if a player adds the same named unit using the Requisition above, the unit beings with 0 xp and no battle traits.

**Anatomy of a Round**:

Each Two-week “Round” in this campaign is comprised of two “phases”- The “Battle Phase” where the players will fight with their Crusade forces against an opponent, and the “Strategic Phase” where players will control their greater forces on a map to try and gain dominance of Corona Prime.

**Battle Phase:**

The Battle Phase is the part of the round where the players find an opponent, muster their Crusade force, and go to battle! The rules for the Battle Phase are as follows:

* Players begin each week by finding an opponent to test their mettle against
  + Players must seek out their own opponent and organize a proper time to play. This loose matchmaking system allows for the enhanced difficulty of setting up a meeting time and finding a suitable gaming space during the pandemic. Any player is eligible to play any other player, regardless of position on the map, however, two players cannot face each other in consecutive rounds.
  + If necessary, I will help facilitate matchmaking if people are having difficulty finding an opponent during a particular round.
  + Each player may only play participate in one Battle Phase per week (each player may only play one game per week as part of the campaign.)
  + The PL of the battles will by default coincide with the PL max of the current round. However, if both players agree to play a battle at less than the current Rounds max PL, they may do so. (However, if both players do not agree, then the game must be played at the max PL of the current Round.)
* After a game has been completed, players should fill out a score sheet. Players should look to the mission to determine the winner of the battle. Players may use the score sheet provided in the Core Rule Book, or the custom one made available.
* As Crusade forces take advantage of upgrades, experience, etc., it is important that all of the information is recorded accurately and legibly to facilitate fairness and ease of management.
* Additional score notes:
  + We WILL be using the “10 points awarded” present in the mission requiring a fully painted army
  + An additional 10 points will be added to a player’s victory total in a battle if they presented an accompanying narrative to their opponent based on their previous battle. (In the case of the first week, players will use their army’s overall narrative if they have created one.) This does mean a player can potentially score 110 points during a battle.
* Players will not be able to participate in the Strategy Phase until they have submitted their score sheet

**Strategy Phase:**

**(Please Note: The Strategy Phase of the campaign does have some complexity to it, so players can opt out of it, and it will not stop anyone from playing in the Battle Phase portions of the game. Players that do participate will gain some advantages, though nothing insurmountable by those who decide not to participate.)**

**Additional Note: Please see the supplemental “Strategy Phase Primer” for additional rules on playing in the 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. 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.
  + 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.

Growing a Crusade Force:

After players have completed a game their Crusade force grows by increasing per the rules outlined in the Core Rulebook (p. 313)

* Each player must completely fill out their score sheet in front the player, however they do not have to decide how any Experience Points or Requisition points
* Any rolls however, have to be done in front of an opponent, or live streamed to the GM.

**WHY?**: There are several rewards for victory: an individual award for winning the campaign (Best General); an award for the best overall performance of the campaign (Best Warlord); an award for the best painter (Best Artist); and an award for the warband with the best overall narrative story (Best Storyteller). Prizes for the various categories will be determined at the conclusion of the campaign.

**PATHS TO GOLRY**

## BEST GENERAL PRIZE

The winner of the Best General prize will be the player that amasses the most Battle Phase victories at the at end of the campaign. (The ending being whenever a person has dominated the Planetary Map, or the date conclusion of the game.)

## BEST WARLORD PRIZE

The winner of the Best Warlord prize will be the player that either domaintes the Planetary Map by controlling 2/3rds, or whomever controls the most territory at the end of the campaign.

## BEST ARTIST PRIZE

This award will be given to the person who wins the painting competition that will be held during the campaign, with models to be voted on digitally. (A good picture is of key importance here.

## BEST STORYTELLER PRIZE

This award goes to the person who presents the most compelling and interesting narrative for his or her Crusade force. This includes creating a themed army that is unique, but still respectful of the lore. (While an army full of Eradicators may be very strong, it will not score well in the storyteller category). The award will be judged by a panel of experienced narrative event organizers and/or neutral parties.

## SCORECARDS

In order to make scoring easy and transparent, as well as keeping track of the upgrades a Crusade force receives, the results of each week’s battles should be recorded using a scorecard. At the end of each battle, each players should take a photo of their scorecard and email the photo to [ryanlavoie85@gmail.com.](mailto:ryanlavoie85@gmail.com.) The scorecards will be used to tabulate results for the week. Please keep the same scorecard and update it each week. A scorecard is provided on the next two pages. The Planetary Map will be available for viewing at [www.victorygamers.org](http://www.victorygamers.org/) website.

**FAQ and ERRATA**

Q: **What happens when a new official GW FAQ, Chapter Approved, or a new Codex releases during the campaign?**

A: Any new releases such as these will immediately take effect. Note\* If any Power levels change, the change is also immediately applied. If this causes an army level to increase in overall total power level of their force, the player must subtract units until the force is under the necessary PL.